# Release Notes GC-Prevue v19.2

## Table of Contents

**INTERNAL UPDATES** ..... **2**

**ITEMS FIXED SINCE V11.1.2** ..... **3**

## Internal updates

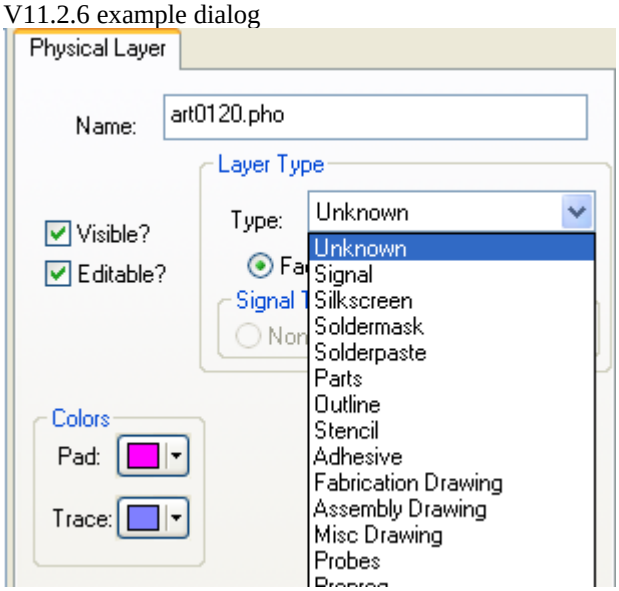
The 11.2 release of GraphiCode products is the first release from Visual Studio 2010. While the outward indications of this change in our development platform are subtle, the benefits to users in terms of speed, stability, and compatibility are major. The development platform utilizes tighter coding requirements, reduces compilation and development time and produces a more robust final product.

The Visual Studio 2010 environment also allows for both 32 and 64 bit application development and GraphiCode is currently in the process of code modification for a 64 bit version of all applications.

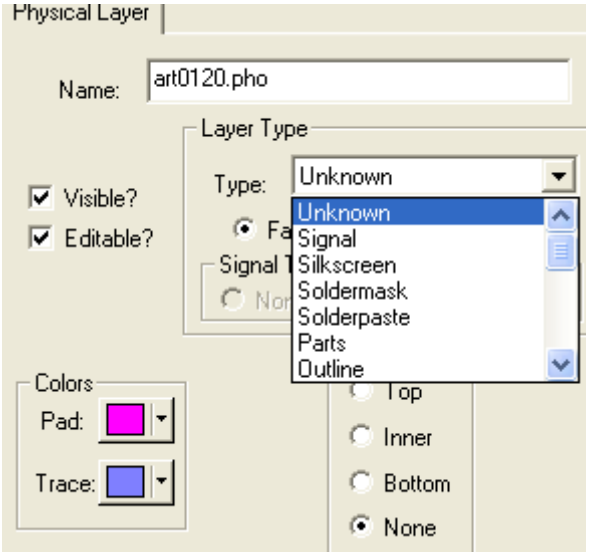
As we have been developing the VS2010 application along side the current release schedule, releases from the new environment will be versioned in the same manner. However, the final release of products will be x.y.6 (previously x.y.2) in order to differentiate the development platform being used.

To the user, the User Interface will not change dramatically although toolbars, drop down boxes and dialog boxes will be subtly different as shown below:

V11.2.6 example dialog




The rounded toolbar buttons, full drop-down list and cleaner dialog background can be seen when compared to the previous version:




v11.1.2 example dialog

Testing has been exhaustive on the new version but given the variety of user environments, methods of use and legacy users of GraphiCode products we would like to ask that if you encounter a problem please report it to your support representative.

## Items fixed since v11.1.2

This list is customer reported issues fixed for this release.

#18 Reloading / reusing of dialogs during import process prevented adding files to an existing fileset.
#17 Fixed problem during installation of non-English builds that caused a nonsense message during Help installation
#10 Fixed a problem where the animated frame box acted strangely when using a zero width line.
#4515 Updated the installed files in the Examples data to be applicable across all products. The tutorials were also updated to correctly reference the newly included files.
#4510 Fixed drawing engine glitch that produced ghost dots in certain polygon heavy GWK files.