



***Release Notes eVision 6.7.1.464  
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## Fixes and Improvements

These release notes describe the changes to the eVision libraries introduced since release 6.7.1, including intermediate releases.

Starting from release 6.7.1.137, the latest version of eVision is distributed in a **Service Pack** that has to be installed on top of an existing eVision 6.7.1 installation.

Upgrade to the latest eVision 6.7.1 version just requires launching the **eVision Update Tool** to install the **Service Pack**. Refer to the "ReadMe – eVision Update tool" document for details.

### *Fixes and Improvements in Release 6.7.1.464*

#### **Solved issues in EasyMatrixCode**

The **MaxHeightWidthRatio** and **MaxNumPyramidLevels** properties was missing in the .NET assembly. They have been added.

### *Fixes and Improvements in Release 6.7.1.456*

#### **Solved issues in EasyMatrixCode**

The values and the grades returned for Non-axial uniformity and Print growth quality indicators by **EasyMatrixCode** could be computed incorrectly. This has been solved.

### *Fixes and Improvements in Release 6.7.1.448*

#### **Solved issues in EasyImage**

The **EasyMain.GainOffsetC24** method (ActiveX) incorrectly swapped the gain values for the second and third image component values. This has been solved.

The **ImgPixelMin** (C++) / **EasyMain.PixelMin** (ActiveX) and **ImgPixelMax** (C++) / **EasyMain.PixelMax** (ActiveX) were inoperative. This has been solved.

### *Fixes and Improvements in Release 6.7.1.440*

#### **Windows 7 (32-bit and 64-bit) support (Runtime installation only)**

Windows 7 compatibility is provided for **runtime installation only**. Application development using eVision under Windows 7 is not supported.

Please see the **Readme - eVision Update Tool.pdf** file for installation details.

### Solved issues in EasyObject

The **ECodedImage.DrawDiagonals** property (ActiveX), meant to toggle the display of limit rectangle diagonals, was inoperative. This has been solved.

The convex hull vector of objects built in a region of interest (ROI) were not drawn inside the ROI, but shifted at the upper left corner of the image. This has been solved.

### Solved issues in EasyGauge

The **eInsDrawSampledPoints** and **eInsDrawSampledPoints** enumeration values (ActiveX only), meant to customize the drawing of a gauge, were inoperative. This has been solved.

The Amplitude property of the **ECircleGauge** control (ActiveX only) was erroneously set to a long integer value, while it should be a floating point number. This has been fixed.

### Solved issues in EasyMatch

In some specific cases, EasyMatch, when used through EasyAccess, yielded different results from those in a separate application. This has been solved.

Storing EMatch objects in a C++ vector (std::vector) could lead to runtime errors. This has been solved.

### Solved issues in EasyMatrixCode

The **MatrixCode.IsFound( )** method (C++) / **MatrixCode.IsFound** property (ActiveX/.NET) was not properly working: now it correctly returns TRUE or FALSE, depending upon the search results. Please note that an exception is still raised when the search is not successful.

### Solved issues in EasyOCR

Under some circumstances, the characters read by an **EOCR** object were returned in a wrong order (i.e. shuffled). This has been solved.

## Fixes and Improvements in Release 6.7.1.422

### Solved issue in EasyMatrixCode

Under some circumstances, parts of a **MatrixCode** result string were garbled and appended with bogus characters, or even sometimes totally wrong.

This has been solved.

### Solved Issue in EasyGauge

The **Amplitude** property of the **ECircleGauge** control (ActiveX) erroneously returned integer values instead of floating-point values.

This has been solved.

## *Fixes and Improvements in Release 6.7.1.397*

### Solved Issue in EasyFind

The **PatternFinder.Learn** method caused memory leaks at each execution.

This has been solved.

## *Fixes and Improvements in Release 6.7.1.393*

### Solved Issue in EasyImage

The **PixelStdDevC24** method of the **EasyMain** control (ActiveX) erroneously returned average values instead of covariance values.

This has been solved.

### Solved Issue in EasyMatrixCode

The NULL character (0x00) was not properly handled (C++ only) in the Matrix code decoding. When the first character was NULL, the decoding process never ended, and the reading process always raised a time-out message.

This has been solved.

## *Fixes and Improvements in Release 6.7.1.383*

### Solved Issue in EasyImage

The **PixelVarianceC24** method of the **EasyMain** control (ActiveX) erroneously returned average values instead of covariance values.

This has been solved.

## *Fixes and Improvements in Release 6.7.1.299*

### **Solved Issue in EasyGauge**

A memory leak was reported when using **PointGauge** under .NET.  
This has been solved.

### **Solved Issue in EWorldShape**

Another memory leak was reported when calling the **EWorldShape.SensorToWorld** method in .NET.  
This has been solved.

### **Solved Issue in EasyMatrixcode**

Now, under Microsoft Visual Studio 6.0 (C++), matrix code reading operations are faster in release configuration than in debug configuration.

## *Fixes and Improvements in Release 6.7.1.248*

### **Solved Issue in EasyImage**

The **ImgAnalyseHistogramBW16** function now works correctly.

### **Solved Issue in EasyGauge**

The **EWorldShape.SensorToWorld** method now returns coordinates with a much improved precision.

### **Solved Issue in EasyOCV**

The specific case of uniform gray level images has not been taken into account for the computation of the foreground and background reference gray levels. This led to a wrong contrast score computation. Now, if a uniform image is loaded to perform an inspection, EasyOCV produces an error.

### **Improvements in EasyBarCode**

Now, EasyBarcode is able to deal with strings that contain NULL characters. For more information, see the "Documentation Update for CD2006-1.pdf" document.

**Important note.** Decoding string that contain NULL characters is only supported in C++.

Now, the Code 13 symbology is also available in the .NET API.

### Solved Issue in EasyBarCode

Now, the EAN 13 checksum is correctly verified.

### Solved Issue in EasyMultiCam

The MC namespace, erroneously removed in eVision 6.7.1.137, has been restored.

## *Fixes and Improvements in Release 6.7.1.137*

### Solved Issue in Easy

Now, the dpi value is correctly stored when an image is saved.

### Solved Issues in EasyImage

Now, the **ContourArea** method returns correct values for all contour tracing modes, even under ActiveX.

In some cases, the **Distance** function provided incorrect results.

Now, when the **ImgOverlay** function is used, the entire destination image is correctly updated by the overlay.

In some specific cases, the **Imgconvert** function provided incorrect results.

### Solved Issue in EasyObject

A memory leak could happen under some specific circumstances when using the **GetNextObjPtr** method.

### Solved Issue in EasyMatch

Now, an empty model file can be loaded after it has been saved without performing a **Learn** operation.

### Solved Issue in EasyFind

Now, all the angular values returned by EasyFind are always comprised in the range [- a half turn, + a half turn].

### Solved Issues in EasyGauge

The calibration failed when calling the **EWorldShape.AutoCalibrateDotGrid** method, in some specific cases.

The results of a call to the **EWorldShape.CalibrateSucceeded** method after a landmark calibration are now the same in debug and in release modes.

### Solved Issue in EasyOCR

The **HitChars** function is now operative under Delphi.

## Improvement in EasyMatrixCode

Now, EasyMatrixCode can be used in a multithreaded application. More specifically, instances of **MatrixCodeReader** can be built and used in different threads but a single **MatrixcodeReader** object can only be used in a single thread.

For more information concerning the multithreading in eVision, see the "Documentation Update for CD2006-1.pdf" document.

## Fixes and Improvements in Release 6.7.1.39

### Improvement in EasyOCR

New methods used to load or save the contents of a font have been added to the **EOCR** class (C++):

- **void Save(FILE\* file)**
- **void Load(FILE\* file)**

For more information, see the "Documentation Update for CD2006-1.pdf" document.

### Solved Issue in EasyOCR

The copy constructor now accurately copies the OCR object.

**Note.** The copy constructor copies only the font parameters from a pre-existing object.

## Fixes and Improvements in Previous Patches

### General Purpose

#### Fixes

Under some specific circumstances, calling eVision methods from different threads in the same process, on a multi-core or multi-processor machine, could lead to a significant processing time increase.

*This malfunction is solved since eVision 6.7.1 Patch ZD.*

With eVision 6.7.1 Patch A, the Dallas dongle was not detected anymore.

*This malfunction is solved since eVision 6.7.1 Patch C.*

The processing time had increased when multithreading on dual CPU computers since last release. The execution time when using multiple threads with eVision 6.7.1 was longer than with eVision 6.7.

*This malfunction is solved since eVision 6.7.1 Patch C.*

### Easy

#### Features

The following methods have been added to the **JpegHandler** interface:

- **int GetUpFieldBufferAddr() const;**
- **int GetUpFieldBufferSize() const;**

- **int GetDownFieldBufferAddr() const;**
- **int GetDownFieldBufferSize() const;**
- **int GetTimeStampLowDWord() const;**
- **int GetTimeStampHighDWord() const;**

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This improvement is available since eVision 6.7.1 Patch ZE.*

### **Fixes**

The relative position of the mouse pointer was not accurate when quickly dragging thin ROIs.

*This malfunction is solved since eVision 6.7.1 Patch L.*

## EasyImage

### **Fixes**

In EasyImage, using the **ImgDistance** function with ActiveX, either returned an access violation or an incorrect distance measurement, depending on the image size.

*This malfunction is solved since eVision 6.7.1 Patch Z.*

## EasyObject

### **Fixes**

The neutral class of the double thresholding in EasyObject required a minimum of 2 gray levels. This minimum is now reduced to one gray level.

*This malfunction is solved since eVision 6.7.1 Patch ZB.*

The **ECodedImage::GetObjFirstRunPtr** method could sometimes return an erroneous value.

*This malfunction is solved since eVision 6.7.1 Patch Q.*

The object count was sometimes incorrectly computed in the continuous mode.

*This malfunction is solved since eVision 6.7.1 Patch O.*

In the continuous mode, there was no sure way to reinitialize the **CodedImage** after calls to the **BuildObjects** method. A new function has been added to do this:

### **C++**

**void ECodedImage.ResetContinuousMode**

### **ActiveX**

**ECodedImage.ResetContinuousMode**

### **.NET**

**void Euresys.eVision.CodedImage.ResetContinuousMode**

You must call this function, not **RemoveAllObjects**, to reset your **CodedImage** object before doing a new series of **BuildObjects**.

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This malfunction is solved since eVision 6.7.1 Patch J.*

When a single object was removed, the features calculated for it were not correctly cleared. This could lead to an object added later inheriting these.

*This malfunction is solved since eVision 6.7.1 Patch I.*

In the continuous mode of EasyObject, all images used needed to have the same height.

For more information on the continuous mode of EasyObject, see the "Documentation Update for CD2006-1.pdf" document.

*This malfunction is solved since eVision 6.7.1 Patch G.*

## EasyFind

### Features

New methods and properties used to enable or disable drawing options have been added to the **FoundPattern** class:

#### C++

The **FoundPattern** structure owns three new properties:

- **BOOL DrawCenter**
- **BOOL DrawboundingBox**
- **BOOL DrawFeaturePoints**

The current **FoundPattern::Draw** method becomes obsolete and is superseded by the following new method:

```
■ void FoundPattern::Draw(  
    HDC hDC,  
    FLOAT32 f32zoomX = 1.f,  
    FLOAT32 f32zoomY = 0.f,  
    FLOAT32 f32panX = 0.f,  
    FLOAT32 f32panY = 0.f  
)
```

#### ActiveX

The **FoundPatternArray** control has three new properties similar as the C++ ones. The three properties apply to the current pattern, just like the **DrawCurrentPattern** method.

The **DrawCurrentPatternWithEdges** method becomes obsolete and is superseded by the properties described above.

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This improvement is available since eVision 6.7.1 Patch W.*

### Fixes

When the **PatternFinder.LocalSearchMode** parameter was changed from the default value, EasyFind did not always interpolate with sub-pixel precision.

*This malfunction is solved since eVision 6.7.1 Patch ZD.*

There were some rare issues with the backwards compatibility of EasyFind models. These have been fixed.

*This malfunction is solved since eVision 6.7.1 Patch L.*

## EasyGauge

### Fixes

In some cases, the learning process missed some significant edges or erroneously used non-significant edges, which led to subsequent problems in the finding process.

*This malfunction is solved since eVision 6.7.1 Patch W.*

There were some issues in the way outliers were rejected when using an **EWedgeGauge**.

*This malfunction is solved since eVision 6.7.1 Patch O.*

The wedge circle was sometimes incorrectly fit.

*This malfunction is solved since eVision 6.7.1 Patch O.*

The **SetAmplitude** method of the **CircleGauge** object accepted only angle values in radians.

*This malfunction is solved since eVision 6.7.1 Patch I.*

The drawing of wedge and circle gauges attached to a **FrameShape** could be incorrect if the gauges were partial (not forming a full circle).

*This malfunction is solved since eVision 6.7.1 Patch G.*

The zooming and panning factors are no longer saved with the other parameters in the model files.

*This malfunction is solved since eVision 6.7.1 Patch E.*

## EWorldShape

### Features

The robustness of the automatic calibration has been improved.

*This improvement is available since eVision 6.7.1 Patch C.*

### Fixes

When saving an **EWorldShape** and its attached gauges calibrated using the bilinear or quadratic empirical modes, the calibration coefficients were not correctly saved.

*This malfunction is solved since eVision 6.7.1 Patch E.*

## EasyOCR

### Fixes

The **EOCR::AddPatternFromImage** method now works correctly, regardless of whether the **BuildObjects** method has been called or not.

*This malfunction is solved since eVision 6.7.1 Patch W.*

The absolute threshold setting was not correctly interpreted.

*This malfunction is solved since eVision 6.7.1 Patch O.*

Characters touching the border of the image could not be read.

*This malfunction is solved since eVision 6.7.1 Patch J.*

## EasyOCV

### Fixes

The constructors for the **OCVChar** and the **OCVText** objects were not documented and missing.

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This malfunction is solved since eVision 6.7.1 Patch Y.*

Some properties such as **NumContourPoints** and **LocationMode** were erroneously not accessible because in the read only —GetOnly— state.

*This malfunction is solved since eVision 6.7.1 Patch Y.*

## EasyBarCode

### Fixes

After decoding a barcode with the Code93 symbology, EasyBarCode erroneously reported the checksum as incorrect.

*This malfunction is solved since eVision 6.7.1 Patch ZC.*

## EasyMatrixCode

### Features

New methods and properties used to retrieve data not coded as ASCII characters from a matrix code have been added to the **MatrixCode** object:

#### C++

**Vector<UINT8> Matrixcode::DecodedData**

#### ActiveX

**MatrixCode.GetDecodedData(index As Long) As Integer**

**MatrixCode.DecodedDataLength**

#### .NET

**System.Int16 MatrixCode.DecodedDataElement[System.Int32 index]**

**System.Int32 MatrixCode.DecodedDataLength**

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This improvement is available since eVision 6.7.1 Patch A.*

### Fixes

The decoding time was excessively increased for the decoding of flipped matrix code.

*This malfunction is solved since eVision 6.7.1 Patch ZE.*

The Time Out message was always issued after about 3 seconds independently of the specified delay.

*This malfunction is solved since eVision 6.7.1 Patch ZE.*

In some rare cases, a matrix code correctly decoded with the **Read** method could not be decoded or was incorrectly decoded by the **Learn** method.

*This malfunction is solved since eVision 6.7.1 Patch ZE.*

Some specific matrix codes yielded different results before and after a learning operation.

*This malfunction is solved since eVision 6.7.1 Patch J.*

Some specific matrix codes could no longer be read after being learned.

*This malfunction is solved since eVision 6.7.1 Patch I.*

A run-time error occurred with some specific matrix codes.

*This malfunction is solved since eVision 6.7.1 Patch G.*

## EasyBGA

### Fixes

The clutter was not detected in some very specific cases.

*This malfunction is solved since eVision 6.7.1 Patch W.*

## License Mediator

### Fixes

An application using the older MultiCam for Picolo driver could not access eVision licenses stored on a Picolo board.

*This malfunction is solved since eVision 6.7.1 Patch ZC.*

## C++ Library

### General Fixes

The number of warnings during compilation under Borland C++ Builder 6.0 has been significantly reduced.

*This malfunction is solved since eVision 6.7.1 Patch E.*

A single, real memory leak of 1024 bytes was reported when using eVision.

*This malfunction is solved since eVision 6.7.1 Patch C.*

### EasyMultiCam Fixes

The "Camera Windowing" sample program could crash upon exit under some specific circumstances.

*This malfunction is solved since eVision 6.7.1 Patch O.*

With Borland C++ Builder 6.0 and eVision 6.7.1, a link error occurred.

*This malfunction is solved since eVision 6.7.1 Patch J.*

## .NET

### Easy Fixes

A small memory leak could happen under some specific circumstances when creating and destroying image objects, or when using drawing functions.

*This malfunction is solved since eVision 6.7.1 Patch W.*

ARGB32 images were not drawn correctly.

*This malfunction is solved since eVision 6.7.1 Patch R.*

### EasyAVI Features

The **ImageSequence** object has been added to the eVision .NET objects. This means that the EasyAVI library is now available under .NET.

For more information about the EasyAVI library, please refer to the eVision User's Guide and eVision C++ Reference Guide.

*This improvement is available since eVision 6.7.1 Patch I.*

### EasyBGA Features

Graphical interaction methods used to retrieve the shape closest to the mouse cursor have been added to the **Euresys.eVision.Bga** object.

- **void Euresys.eVision.Bga.SetCursor(System::Int32 X, System::Int32 Y)**
- **void Euresys.eVision.Bga.Closest()**
- **Euresys.eVision.Shape Euresys.eVision.Bga.ClosestShape [Read-Only]**

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This improvement is available since eVision 6.7.1 Patch J.*

### **EasyGauge Fixes**

Some EasyGauge methods and properties return **Euresys.eVision.Shape** objects. In .NET environment, it was not possible to cast these objects into other objects such as **FrameShape**, **PointGauge** or **CircleGauge**.

*This malfunction is solved since eVision 6.7.1 Patch ZC*

A system exception was sporadically raised and not properly handled by eVision in the EasyGauge library under .NET.

*This malfunction is solved since eVision 6.7.1 Patch ZB.*

### **EasyMultiCam Fixes**

Under specific circumstances, an "ExecutionEngineException" could be received.

*This malfunction is solved since eVision 6.7.1 Patch R.*

## **ActiveX**

### **EasyFind Fixes**

The new EasyFind interface has been added to the ActiveX in the form of two new controls, **PatterFinder** and **FoundPatternArray**. See the updated eVisionVb.chm manual for more information about these new controls.

*This malfunction is solved since eVision 6.7.1 Patch E.*

### **EasyBarcode Features**

The manual location methods for the **Barcode** object were missing and have been added:

- **EBarcode.SetDragable(Dragable As Boolean, Daughters As Boolean)**
- **EBarcode.SetResizable(Resizable As Boolean, Daughters As Boolean)**
- **EBarcode.SetRotatable(Rotatable As Boolean, Daughters As Boolean)**
- **EBarcode.SetCursor(X As Long, Y As Long)**
- **EBarcode.HitTest(Daughters As Boolean) As Boolean**
- **EBarcode.Drag(X As Long, Y As Long)**

For more information, see the "Documentation Update for CD2006-1.pdf" document.

*This improvement is available since eVision 6.7.1 Patch I.*

### **EasyImage Fixes**

The **VerticalMirror** and **HorizontalMirror** methods of the **EasyMain** control now accept BW16 images.

*This malfunction is solved since eVision 6.7.1 Patch L.*

### **EasyObject Fixes**

The **ECodedImage.BuildObjectHoles** method was inoperative.

*This malfunction is solved since eVision 6.7.1 Patch I.*

## **EasyAccess**

### **EasyBGA Fixes**

When an inspection failed, the resulting error message could hinder further image browsing.

*This malfunction is solved since eVision 6.7.1 Patch E.*

***EJpegHandler Fixes***

With a Pico Jet-X board, no Callback was received.

*This malfunction is solved since eVision 6.7.1 Patch V.*

## On-board licenses

eVision licenses can be hosted by Euresys frame grabbers. However, since version 6.0, MultiCam no longer supports on-board licenses at all.

The only boards that support on-board licenses are boards that were already supported before MultiCam 6.0, i.e. MultiCam 5.5 or below:

- Pico
- Pico PCIe
- Pico Pro 2
- Pico Pro 2 PCIe
- Pico Pro 3
- Pico Tetra
- Pico Tymo
- Pico Alert
- Pico Alert PCIe
- Pico Alert RC
- Pico Alert RCRB
- Pico Alert RCRB PCIe
- Pico Diligent
  
- Domino Iota
- Domino Alpha 2
- Domino Delta
- Domino Melody
- Domino Harmony
  
- Grablink Value
- Grablink Value cPCI
- Grablink Expert 2
- Grablink Expert 2 cPCI
- Grablink Avenue
- Grablink Quickpack ColorScan
- Grablink Quickpack CFA

## Known Issues

### Known Issue in Documentation

An error occurred in the documentation delivered with eVision 6.7.1.0: Borland C++ Builder 5.0 is no longer supported since eVision 6.6.

For more information, see the "Supported IDE table" in the "Documentation Update for CD2006-1.pdf" document.

### Known Issue in eVision Update Tool

The *eVision Update Tool* is a one-file application that installs an update of eVision 6.7.1 **on top of an existing eVision 6.7.1 installation**. If the eVision 6.7.1 installation cannot be found on the system, no update will take place. Refer to the "ReadMe – eVision Update tool" document for details.

### Known Issue in EasyObject

eVision does not support BW1 files that feature an inverted palette where pixel value 0 is white, and pixel value 1 is black. As eVision does not take the color palette into account, the image is inverted.

As a workaround, first convert the 1-bit file to a 24-bit bitmap file, using the Microsoft Paint program (mspaint.exe), then use this converted image in eVision (possibly with a prior conversion using EasyAccess).

### Known Issue in EasyMatch

EasyMatch interpolation does not work by default on 15x15 and smaller patterns. As a workaround, for pattern sizes smaller than 16x16, the MinReduced area needs to be adjusted to fit **MinreducedArea < W\*H/4** (if interpolation is needed).

### Known Issue in EasyGauge

A point gauge is not able to provide results when being on the bottommost line or rightmost column of the image. Moving the point gauge on pixel towards the top (or the left) of the image solves the problem.

### Known Issue in EasyOCR

The **EOCR::GetPatternBitmap** method has the wrong return type in the .NET interface. There is no workaround.

### Known Issues in EasyMatrixCode

The **MatrixCode::IsFound** method doesn't return FALSE when a symbol has not been found, or when a time-out happens. It raises an exception instead. As a workaround, use the try/catch mechanism rather than the **IsFound** method. For instance:

```
try
{
    m_MatrixCode = m_MatrixCodeReader.Read(m_Src);
}
catch (Euresys::eVision::Exception e)
{
    switch(e.Error)
    {
        case E_ERROR_TIMEOUT_REACHED:
            AfxMessageBox("Timeout");
            break;
        case E_ERROR_COULD_NOT_LOCATE_SYMBOL:
            AfxMessageBox("Symbol Not Found");
            break;
    }
}
```

### Known Issue in EasyAccess (with EasyMatrixCode)

If a Data Matrix code contains non-printable characters such as NULL, they are not displayed correctly in EasyAccess. In some cases, the displayed string can be truncated. However, the string returned by the API is correct.