Release Notes GTXserver 2017

Last update: November 15, 2017

Notice

This document contains a list of the main new features which have been developed in the Release 2017 of GTXserver and the list of the bugs that have been fixed at the publication date.

This document is intended for Isatis users only.

CONTENT

GENERAL

GTXSERVER VERSIONS

The description of each change reports which component is concerned.

When the server itself is modified, you need either to upgrade to the corresponding version of Isatis (which contains the same version of GTXserver) or to download the GTXserver package which the same major version number and copy the GTXserver executable in the bin\«platform» directory (for example if you have a 2016 version of Isatis, you can download GTXserver 2016.2 and copy bin\winnt64\GTXserver.exe from the archive to C:\Program Files\Geovariances\Isatis\bin\winnt64).

When the client library changed, you can download the new GTXserver library and compile / link with it. The API is very stable and most of the times, no change need to be brought to your code when using a new library.

GTXSERVER 2017.2

This paragraph describes the main fixed bugs / new features that have been fixed in GTXserver 2017.2.

BugId 5483: (Client/Server) Failing to use ReadDoubleVariable under Linux

An optimization problem in gcc 4.8 used in GTXserver 2017+ Linux version makes the communication fail between the client and the server if one of the client lib or the server is of version 2017. Generally, a message about a wrong number of samples in a file is reported.

GTXSERVER 2016.2

This paragraph describes the main fixed bugs / new features that have been fixed in GTXserver 2016.2.

BugId 5310: (Server Only) Writing too long strings

In Isatis, directories, files and variables names cannot be longer than 49 characters. In GTXclient, we only pass out pointers to characters so it is possible to pass a string longer than this. However if you did so, it would have broken the communication between client and server. We now have a proper GTXserver message indicating the problem.

BugId 5302: (Client API) GTX_HOME environment variable ignored

Under Windows, if one defines GTX_HOME before trying to run the GTXserver (for example using the GTXclient examples or in any program using the RunServer API), the environment variable is not taken into account and only the registry key will be read.

GTXSERVER 2016.1

This paragraph describes the main fixed bugs / new features that have been fixed in GTXserver 2016.1.

BugId 4913: (OO APIs (C++/C#/Java)): Crash when writing alphanumerical values

GTXClient might crash when writing alphanumerical variable if GTXCharData undefined value as not been set. A workaround is to call GTXCharData::setUndefinedValue("").

BugId 5190: (Client/Server) Memory Allocation Failed using WriteLineDoubleVariable

When GTXclient is used in 64 bits with a 64 bits server, trying to write variables in a Lines File using the WriteLineDoubleVariable API will send an error message about 'Memory allocation failed'. Indeed, the communication between the client and server for this particular API is corrupted.

BugId 5191: (Client/Server) New Feature: Write Alphanumerical by Line

New Feature: There is an API to write numerical variable line by line but not alphanumerical variables. It would be more consistent to also have it working on alphanumerical even if one must consider working by buffers instead of line by line to get better performance.

BugId 5195: (Client API) Library cannot be built under Visual Studio 2013/2015

The client API won't conpile under Visual Studio 2013 or 2015 because std::bad_alloc constructor with a message has been made private since VS2013. Indeed it is a not standard constructor so it should be avoided. A workaround is to change GTXStringArray.cpp and GTXDoubleArray.cpp to replace std::bad_alloc(message) by std::exception(message,1).

GTXSERVER 2012.4

This paragraph describes the main fixed bugs / new features that have been fixed in GTXserver 2012.4.

BugId 4052: (C# API) Crash in .Net 4

GTXClient.Net might crash when used in a .Net 4 application (works well with .net 2.5). The assembly will stop as soon as an exception occurs.

Warning about OO APIs

OO APIs changed to have C++/C#/Java GTXClient::GetDefaultPort and GTXClient::LocateGTXserver not being static anymore but need a class instance.

GTXSERVER 2011.1

This paragraph describes the main fixed bugs / new features that have been fixed in GTXserver 2011.1.

BugId 2255: (Client API) GTXserver cannot be run automatically on 64 bit Windows

GTXserver may not be correctly run from another software on 64-bit Windows (when using GTXclientRunGTXServer without specifying the server path)