

# **SimTecc 2.18.0**

Release notes

## Contents

Revision history .....2

1. General information .....3

2. Backward compatibility .....3

3. New features.....3

4. Bug fixes and other improvements .....3

5. Licensing .....3

6. Testing.....4

## Revision history

Rev	Date	Author	Comments
1	2019-01-10	Carl-Magnus Moon	-

## 1. General information

This is mainly a bug fix release but also contains some improvements for error handling in SimIOPort.

## 2. Backward compatibility

The API for SimIOPort has been changed so that SimIOPort functions return error codes instead of opening message boxes or printing trace messages into to the console. This means that you need to take care of the returned error codes to be able to see all errors that happen. The API is besides this the same as before.

## 3. New features

- Implement MSG\_PEEK flag for SimRecvFrom

## 4. Bug fixes and other improvements

- Timestamps are wrong in Wireshark fixed
- Crash on Windows 10 when reading SimCan.xml fixed
- Buffer overrun when using SimIoCtlSocket fixed
- Use Set/GetLastError in SimIoPort fixed
- Update error messages fixed
- IoConnect() proper validation of parameters missing fixed

## 5. Known bugs and limitations

- SimSocket
  - Network events only work with local sockets, implement for remote socket.
- SimIO2EthClient does not have the new interface used in SimIOPort
- The paths in the SimIO examples must be updated manually
- SimIO2EthClient will crash if performing IoConnect before IoStartClient

## 6. Licensing

SimTecc requires a license, if you have used an earlier version of SimTecc and still have a valid license installed it will get detected automatically by this version of SimTecc.

With the introduction of two licensing levels, User and Developer, as of SimTecc 2.7.0 any license purchased prior to that will be treated as a Developer license with no limitations.

If you don't have a license please consult the documentation on how to obtain one.

## **7. Testing**

All new features and bug fixes have been tested thoroughly. However we strongly recommend that you perform your validation testing of the new release in your application before releasing for commercial use.

