crosscontrol

SimTecc 2.19.0

Release notes

Contents

Revision history

Rev	Date	Author	Comments
1	2020-05-12	Mattias Jakobsson	-

1. General information

This release contains some enhancements and bugfixes.

2. Backward compatibility

SimSocket bridge is now using WinDivert 2.X, since there is no support for WinDivert 1.X on Windows 10.

3. New features

- MSG_PEEK flag for SimRecvMsg implemented

- Support for dynamic ports in SimBind (port = 0)

- Support for option SO_REUSEADDR use same port number for both TCP and UDP simultaneously.

- DisableCommunication disconnects all sockets on a certain device.

- SimSendTo – return 0 when sending messages to MC group without members

- Make it possible to dynamically assign a port with SimBind even if no IP has been set by SimSetHostIp.

- Make email address for license requests configurable.

- Added a FullSpeed element to TimeSync

- Possible to implicit bind by calling SimSendTo if IP has been set

- Added a connection closed detection for SimSelect

4. Bug fixes and other improvements

- SimSelect – Signal when a connection is closed from remote

- Updated SimSocketBridge to use WinDivert 2.X

- Make printouts and message boxes optional

- SimSendTo could previously return a faulty return value

- BusTool statistics. Mismatch for received messages

- Segmentation fault when checking floating license

- Milliecond accuracy added to C# API TimeSync

- Added IXXAT VCI4 support to SimCAN

- ICMP ping reply support in SimSocketBridge

- ARP reply support in SimSocketBridge

crosscontrol

5. Known bugs and limitations

- SimSocket
    - Network events only work with local sockets, implement for remote socket.
    - VLAN functionality is not implemented in SimSocketBridge. Will only work simulated.
    - SimSocketBridge needs WinDivert 2.X
- 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. However we strongly recommend that you perform your validation testing of the new release in your application before releasing for commercial use.