

# News in RSA-RTE 10.2

updated for sprint 2018.06

*Mattias Mohlin, February 2018*

# Overview

- **Now based on Eclipse Oxygen.2 (4.7.2)**
- **Contains everything from RSARTE 10.1 and also additional features and bug fixes**
  - See the What's New presentation for RSARTE 10.1 to learn about the new features that are also present in version 10.1



IBM Rational® Software Architect RealTime Edition  
\*\*\* EXPERIMENTAL \*\*\* BIRT based model report Feature  
Version: 10.2.0.v20180205\_1536  
Release: 2018.06

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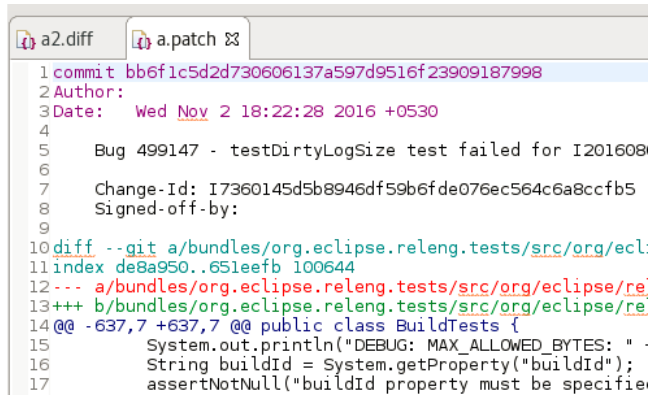
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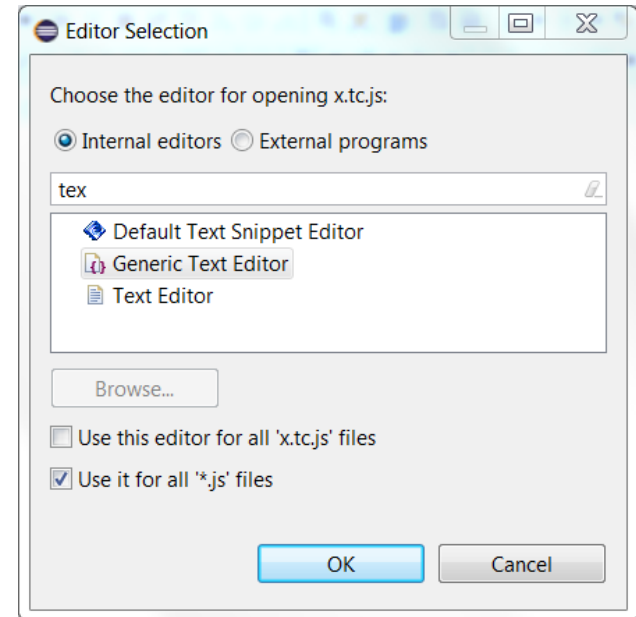
# Eclipse 4.7.2 (Oxygen)

- New text editor ("Generic Text Editor")
  - Has some general improvements, such as support for syntax highlighting of .patch and .diff files



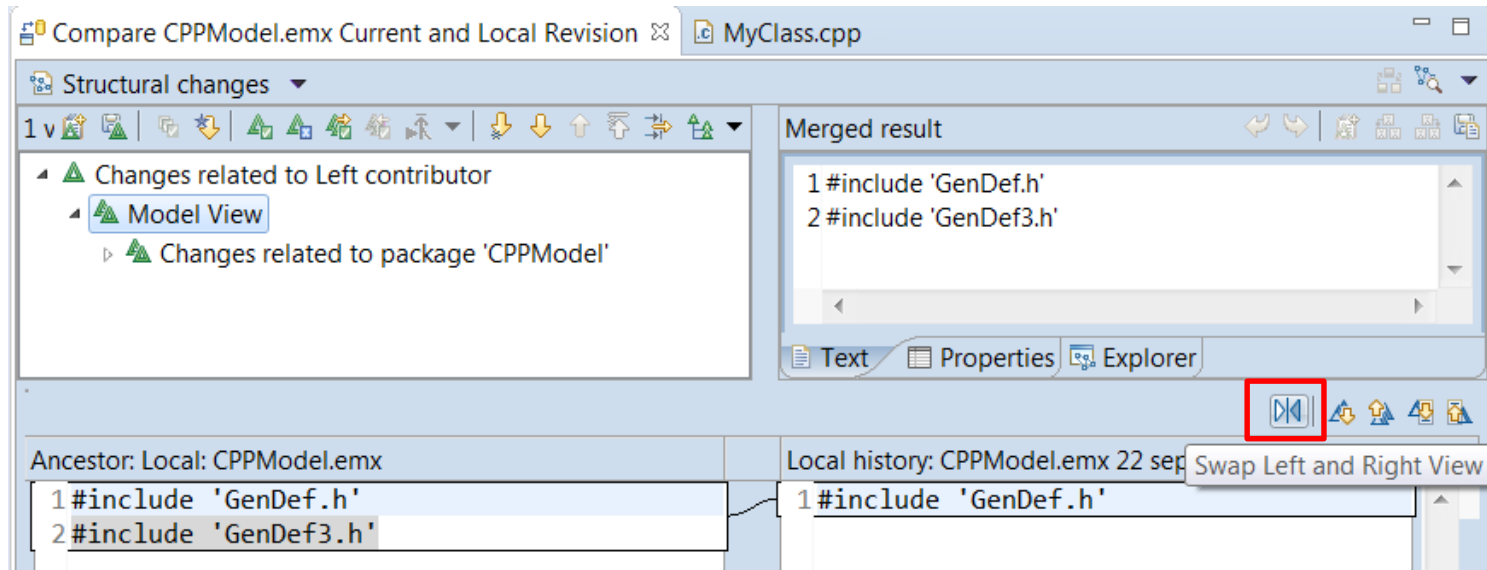
```
a2.diff a.patch x
1 commit bb6f1c5d2d730606137a597d9516f23909187998
2 Author:
3 Date:   Wed Nov 2 18:22:28 2016 +0530
4
5     Bug 499147 - testDirtyLogSize test failed for I201608
6
7     Change-Id: I7360145d5b8946df59b6fde076ec564c6a8ccfb5
8     Signed-off-by:
9
10 diff --git a/bundles/org.eclipse.reneng.tests/src/org/ecl:
11 index de8a950..651eeeb 100644
12 --- a/bundles/org.eclipse.reneng.tests/src/org/eclipse/re:
13 +++ b/bundles/org.eclipse.reneng.tests/src/org/eclipse/re:
14 @@ -637,7 +637,7 @@ public class BuildTests {
15     System.out.println("DEBUG: MAX_ALLOWED_BYTES: " +
16     String buildId = System.getProperty("buildId");
17     assertNotNull("buildId property must be specifie
```

- Easier to associate files with special extensions to an appropriate editor
  - Select the file and do *Open with – Other...*
  - Specify an internal Eclipse editor, or an external program
  - For example, set .tc.js files to be opened with your favorite text editor



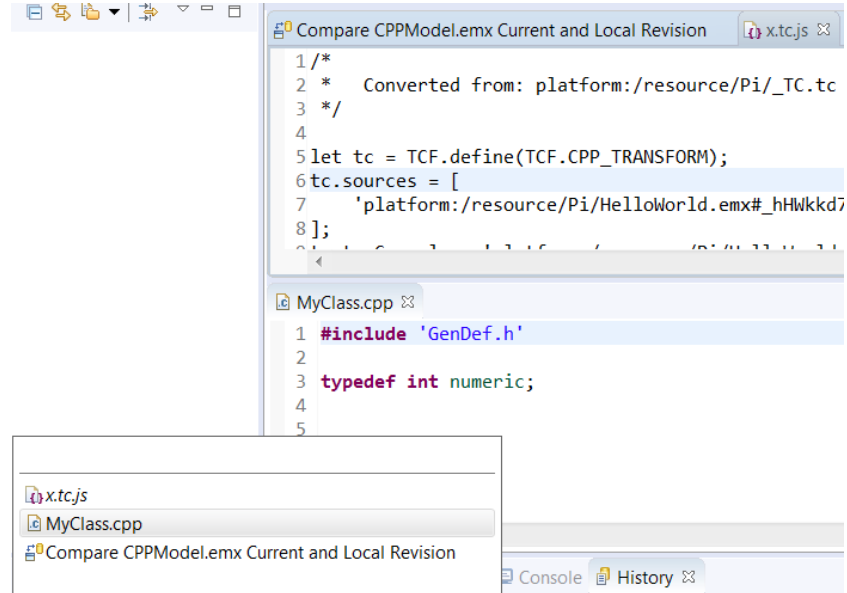
# Eclipse 4.7.2 (Oxygen)

- Swapping left and right side when doing textual compare/merge
  - Useful if selecting files so they were compared in the "wrong" order
  - Available for all text files, and also when doing compare/merge on a code snippet within a model



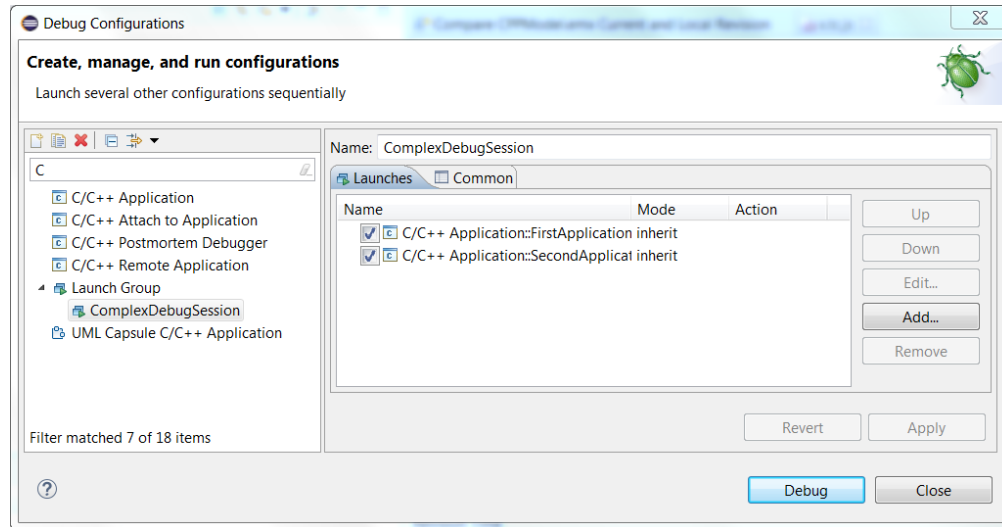
# Eclipse 4.7.2 (Oxygen)

- It's now possible to switch between open editors using Ctrl+E even when the editor area has been split to show more than one editor at the same time
  - Especially useful for users with big screens who often show more than one editor at the same time
  - Tooltip with open editors now appear in the middle of the screen to make it easier to notice
  - Navigation to subsequent editors can now be done using Ctrl+E instead of having to use arrow keys or mouse



# Eclipse 4.7.2 (Oxygen)

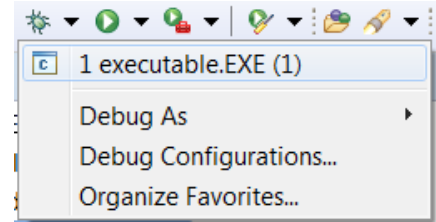
- Support for launch groups
  - A new type of launch configuration that can contain other launch configurations
  - Makes it easier to debug applications that require multiple executables to be launched
  - Possible to customize the rules for when and how the contained launch configurations should be launched
  - N.B. CDT previously provided a similar launch group feature, and it is now deprecated



# Eclipse 4.7.2 (Oxygen)

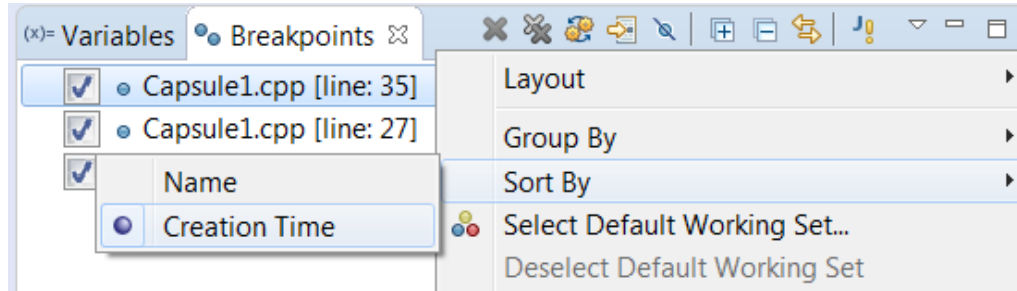
- Terminate and Relaunch

- The default Eclipse behavior is to always launch a new debug session, when launching from the history in the Debug and Run button menus.
- Now you can press Shift when launching from the history to automatically terminate the previous session before launching a new session
- A new preference *Run/Debug – Launching – Terminate and Relaunch while launching* can be set if you always prefer this behavior (without pressing Shift)



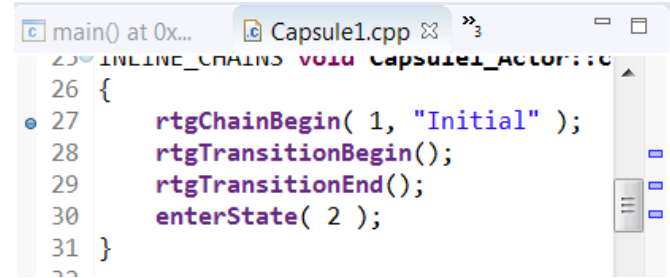
- Sorting breakpoints by creation date

- Useful when there are many breakpoints and you want to see the newest one on top

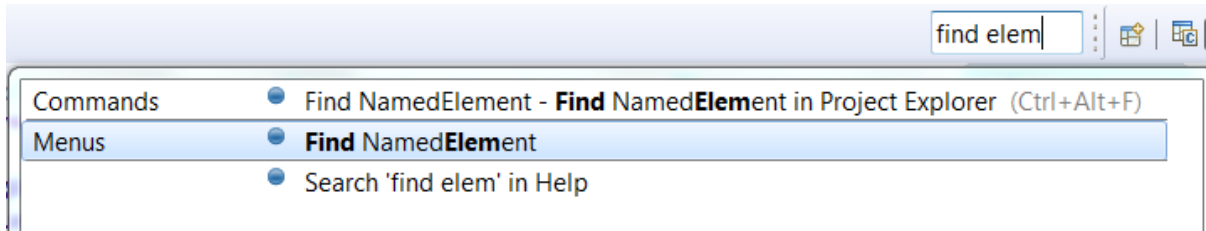


# Eclipse 4.7.2 (Oxygen)

- Breakpoints now visible in the overview ruler
  - Helps finding the breakpoints in large files
- Smarter Quick Access search
  - Now supports space separated strings
  - Useful if you don't remember the command name exactly
  - Wildcards (\* and ?) can also be used
  - Also possible now to use Quick Access for searching in the Help documentation
  - Other minor improvements (e.g. showing command icons) also make this feature more user-friendly



```
25 INLINE_CHAINS void Capsule1_ACTOR::
26 {
27     rtgChainBegin( 1, "Initial" );
28     rtgTransitionBegin();
29     rtgTransitionEnd();
30     enterState( 2 );
31 }
```

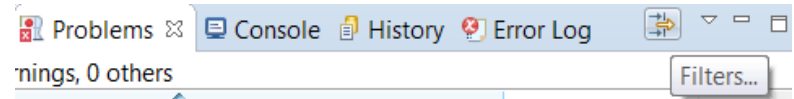




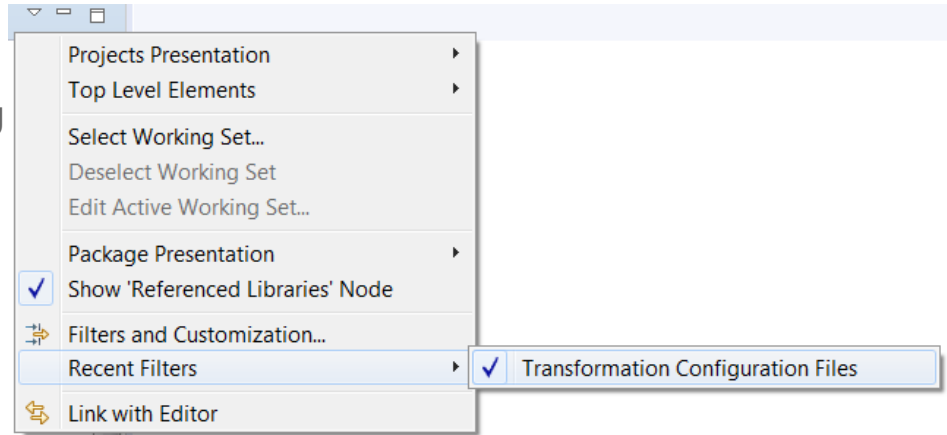


# Eclipse 4.7.2 (Oxygen)

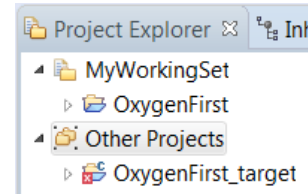
- Easier to filter the Problems and Tasks views
  - Filters can be applied using a toolbar button
  - The Filters dialog itself has also been simplified



- Easier to filter the Project Explorer
  - A new context submenu for setting/unsetting recent filters
  - Note: The command "Customize view" is now called "Filters and Customization"

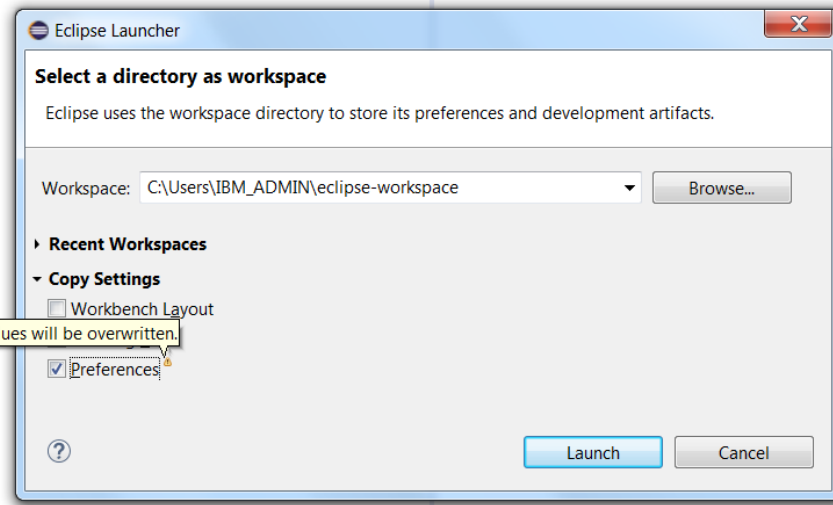


- Showing projects not in the currently active working sets
  - An "Other Projects" group can be used for showing such projects when working sets are the top level elements



# Eclipse 4.7.2 (Oxygen)

- Copying workspace preferences
  - Can now be done when switching to a new or existing workspace
- Always run in background
  - The preference *General – Always run in background* is now enabled by default. Disable it if you prefer the old behavior of seeing a progress dialog for long-running operations.
- More external web browsers supported on Linux
  - Now support for Firefox, Chrome, Chromium, Epiphany/Gnome Web, Konqueror
- For more information about Eclipse improvements see
  - News in Eclipse 4.7 (Oxygen) <http://www.eclipse.org/eclipse/news/4.7/platform.php>



# CDT 9.4 (included as part of Eclipse Oxygen.2)

- Open Declaration
  - This command has been improved for several navigation scenarios. For example, it's now possible to navigate from a class template to its forward declaration.
- Content Assist
  - Recognition of the pattern **&ClassName::** to include also non-static member functions as proposals
  - Now supports the case when include files do not have traditional file extensions (.h or .hpp)
  - More information is now printed in the hint tooltip for function parameters (full function signature)
- Comment Folding
  - Documentation comments (///) are now better supported w.r.t folding in the CDT editor
- Performance Improvements
  - Build Console is now up to 25 times faster when performing large number of printouts to the console
  - UI responsiveness has improved by reducing the number of threads used
  - Now the build time when using CDT is comparable to when building from command-line



# CDT 9.4

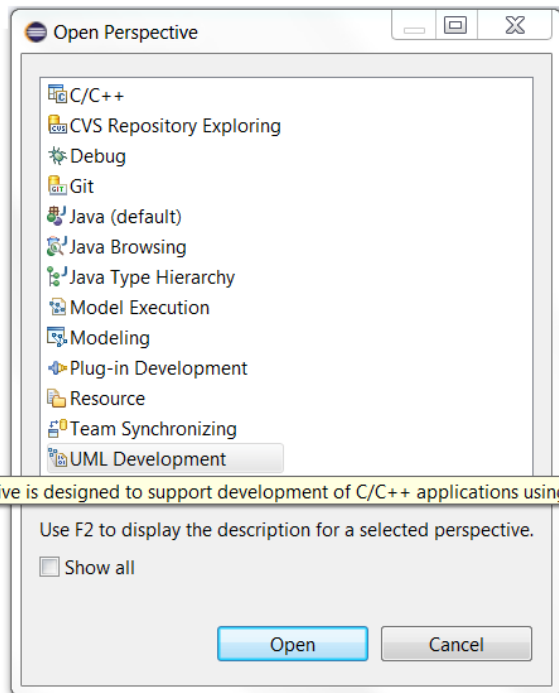
- Source Not Found Editor
  - A new preference in C/C++ - Debug allows to control when this editor appears
- Quick Fixes
  - More Quick Fixes are now available for many build errors generated by gcc

*For more information about news in CDT 9.4  
see <https://wiki.eclipse.org/CDT/User/NewIn94>*



# Perspective Improvements

- Eclipse Oxygen now supports showing perspective descriptions in the Open Perspective dialog



- The perspective description is shown by pressing F2
- Helps in particular new RSARTE users in learning the tool
- All perspectives provided by RSARTE now have a description
- **Note:** The perspective "Classic Modeling" has been removed as it was considered confusing to have two different perspectives for the purpose of modeling. The "Classic Modeling" perspective was intended for users used to RSARTE versions earlier than 8.0 and didn't provide any real value for users used to more modern versions of RSARTE. If needed, it is always possible to create a customized version of the Modeling perspective.



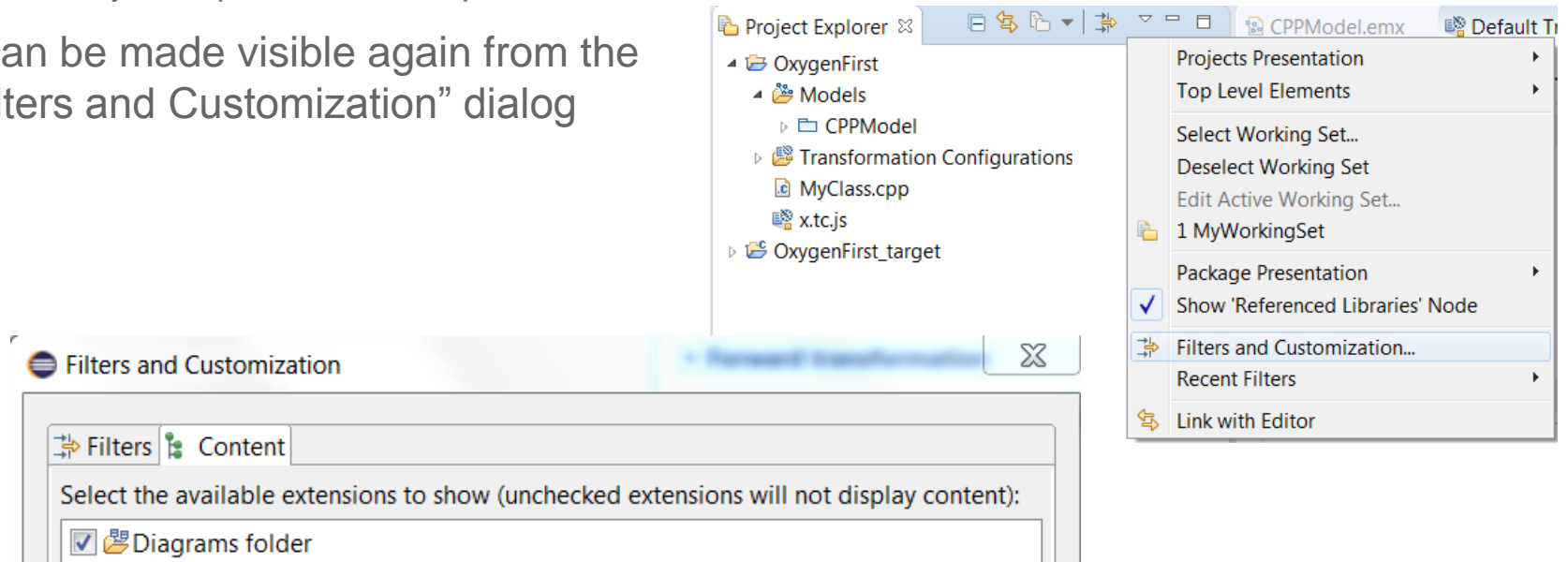
# Read-Only Installation

- It's now possible to install RSARTE into a read-only Eclipse installation
  - RSARTE specific tools need no longer be present in an **rsa\_rt** folder in the installation
- Note that the TargetRTS and Connexis features still cannot be installed into a read-only Eclipse installation
  - The workaround is to install those features in a different (writable) Eclipse installation and then copy the folders **rsa\_rt/C++** and/or **rsa\_rt/Connexis** to some shared folder **rsa\_rt** and use it from the read-only RSARTE installation.



# Hidden Diagrams Folder in Project Explorer

- The Diagrams folder is now by default not shown in the Project Explorer
  - This folder is not very useful when working with big models
  - The Project Explorer looks simpler without it
- It can be made visible again from the "Filters and Customization" dialog





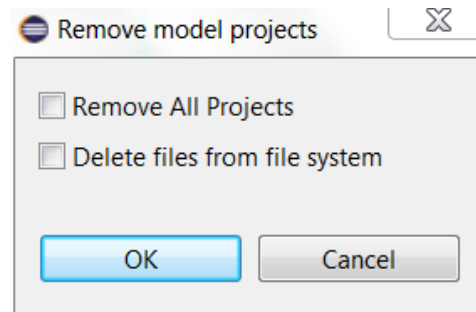
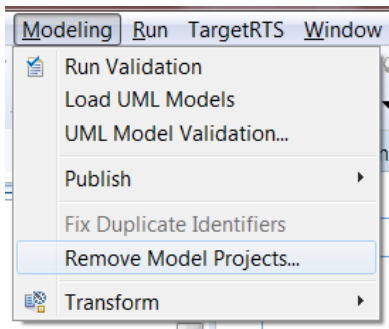
# Port Creation on Capsule Parts

- Now service ports are always created when dropping a port from the palette onto a capsule part
  - Previously it was necessary to drop the port on the capsule part frame to achieve this
  - Accidentally dropping it inside the capsule part would create a non-service port, which therefore was not shown on the capsule part. This behavior was confusing and could lead to creation of unwanted ports.
  - To create a non-service port, just select the created port and unmark the "Service" checkbox in the Properties view



# Removing Model Projects from Workspace

- A new command makes it easy to remove all model projects from the workspace
  - Modeling – Remove Model Projects



- Use this command if you want to remove all model projects (or even all projects) from the workspace without triggering any refactorings (which make the removal unnecessary slow)
- Optionally you can also choose to delete the projects from the file system
- Note! This command is not undoable!



# Search Improvements

- Search (and replace) now supports the new TC file format (\*.tcjs)
  - The files are indexed and search can therefore find TC settings defined in such files
- Backslashes are now only interpreted as escape characters when immediately followed by a wildcard (\* or ?) or another backslash
  - Allows for example to search for Window-style paths in TC properties
- A new preference *Team – External Projects – Ignore pattern* allows to exclude from the map file projects that do not exist
  - Previously missing projects caused exceptions, but now warnings are reported instead (and by using the new preference the missing projects can be completely ignored)
  - The new preference can be useful if a common map file is used in an organization, but where some users may not have access to all listed projects
- A new preference *UML Development – Search – Use External Projects scope by default*
  - Can be set to search in external projects by default



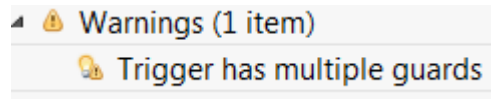
# Improved Profile Migration Algorithm

- The algorithm for migrating applied profiles from one version to another was improved
  - The new algorithm ensures that IDs of applied stereotypes remain unchanged
  - This simplifies Compare/Merge of models that use different profile versions (there are now much fewer changes reported in this case)
  - Note: Profiles that were already migrated in the past are not affected by this improvement



# New Validation Rule

- Multiple guards for transition triggers are now detected
  - The reason for having duplicated guards could be merges done in older versions of RSARTE
  - Multiple trigger guards are supported by the C++ code generator, but is not well supported in the user interface, and is therefore usually unintentional
  - Duplicated trigger guards can cause problems for code-to-model synchronization and it's recommended to remove the duplicates
  - The validation rule runs "on-demand" (i.e. when performing the Validate command) and reports a warning if multiple guards are detected



# Automated Code-to-Model Synchronization

- A new Ant task is available that makes it possible to automate the process of synchronizing changes from code to model
  - Can be run either from inside RSARTE or from command-line
  - In particular useful if generated code is changed frequently outside of RSARTE

```
<project name="CodeToModelSynch" default="synch">
  <target name="synch">
    <com.ibm.xtools.umldt.rt.transform.cpp.codeSync
      transformConfig="/MyProject/HelloWorld.tc"
    />
  </target>
</project>
```



# Model Compiler Preferences

- A new preference allows you to set the Java Virtual Machine arguments to use when launching the model compiler
  - Available on the preference page *UML Development – Real Time C++ Transformations*
  - For example, you can use it to increase the memory for the model compiler if needed

VM arguments:



# Model Compiler Improvements (1/2)

- The model compiler now allows usage of environment variables in the "Include file name" property for External C++ Library TCs
  - This avoids the need to hardcode the pathname of the include file that gets included in the unit header file for external libraries that are used
- RSARTE provides two new Ant tasks for generating the model compiler map and environment files
  - Avoids the need to manually create and maintain these files

```
<target name="createMapFile">  
  <com.ibm.xtools.umltdt.rt.transform.cpp.generateMapFiles mapFilePath="path_to_mapfile"/>  
</target>
```

```
<target name="createEnvFile">  
  <com.ibm.xtools.umltdt.rt.transform.cpp.generateMapFiles envFilePath="path_to_env_file"/>  
</target>
```





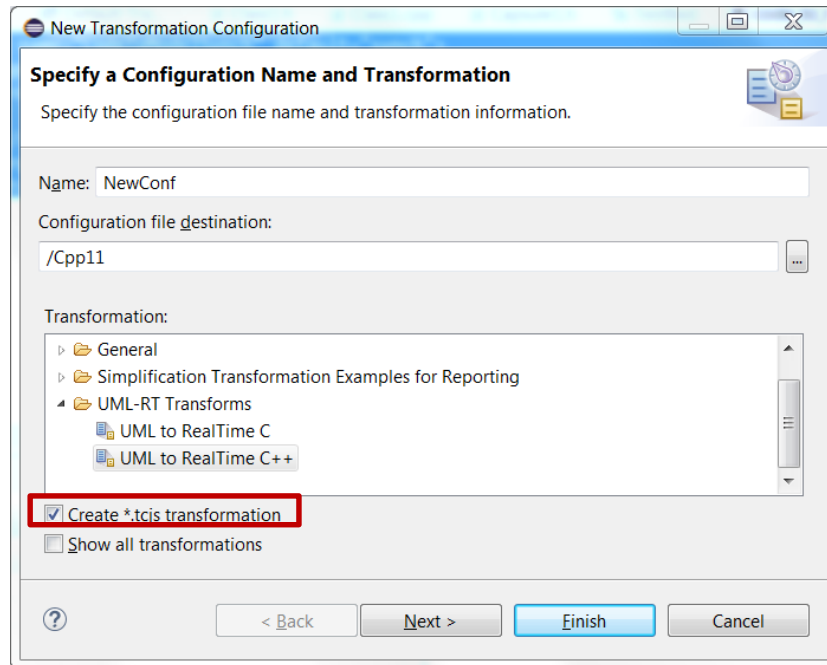
# Model Compiler Improvements (2/2)

- Faster and more accurate context sensitive library builds
  - Achieved by skipping dependencies that represent forward declarations during analysis of source dependencies



# New File Format for Transformation Configurations

- The file extension \*.tcjs is now used for TC files in the new JavaScript format
  - Eclipse had some limitations when using the previous "double extension" format (\*.tc.js)
- The wizard for creating new TCs now supports the new file format
  - Only for "UML to RealTime C++" TCs



# Build Variant and Transformation Configuration APIs

- The APIs have now been documented in online help
  - Link available in the API Reference of "RSARTE Transformation Developer's Guide"

## RSARTE Transformation Developer's Guide

### Reference

#### API Reference

### Extension Points Reference

## UML2 Developer Guide

- [Mapping Transformation Utility](#)

RSARTE also contains a JavaScript framework that allows you to work with transformation configurations. You can use this API to read and write values of transformation configuration settings, for transformation configurations defined in the new JavaScript based file format (\*.tc.js). You can also use this API to define build variants. A build variant script defines possible ways to customize the build of a transformation configuration. It also allows you to define a user interface for choosing which variant of an application to build.

- [Transformation Configuration and Build Variants JavaScript API](#)

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- The Build Variant feature is now non-experimental



THANK YOU!