# News in RSA-RTE 10.2

updated for sprint 2018.09

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#### 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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https://www.ibm.com/developerworks/community/wikis/home?lang=en#/wiki/W0c4a14ff363e\_ 436c\_9962\_2254bb5cbc60/page/Rational%20Software%20Architect%20RealTime%20Edition%2 0Wiki

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

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

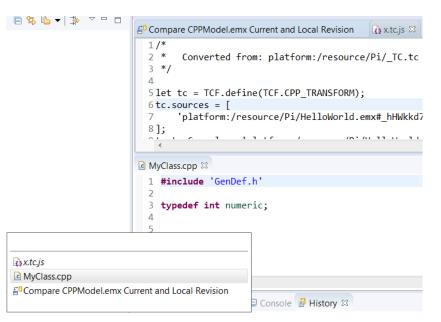
- Easier to associate files with special extensions to an appropriate editor
  - Select the file and do Open with Other ...
  - Specify an internal Eclipse editor, or an external program
  - For example, set .tc.js files to be opened with your favorite text editor

| Editor Selection                        |        |
|---|--------|
| Choose the editor for opening x.tc.js:  |        |
| Internal editors                        | 5      |
| tex                                     | Ø.     |
| Default Text Snippet Editor             |        |
| Generic Text Editor                     |        |
| Text Editor                             |        |
|   |        |
| Browse                                  |        |
| Use this editor for all 'x.tc.js' files |        |
| ✓ Use it for all '*.js' files           |        |
|   |        |
| OK                                      | Cancel |
|   |        |

- 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

| 🗄 <sup>0</sup> Compare CPPModel.emx Current and Local Revision 🛛 🗈 MyClass.cpp 🗧 🗖   |   |  |  |  |  |
|--|---|--|--|--|--|
| 😰 Structural changes 🔻   |   |  |  |  |  |
| 1 v 🛱 💁 🐵 🍕 🗛 🌆 循 禄 🛪 🚽 🐓 🕆 芥 茅 🏠  | ▼ Merged result   |  |  |  |  |
| <ul> <li>Changes related to Left contributor</li> <li>Model View</li> <li>Changes related to package 'CPPModel'</li> </ul> | 1 #include 'GenDef.h'<br>2 #include 'GenDef3.h'             |  |  |  |  |
|  | Text Properties State     Explorer                          |  |  |  |  |
| ·  | 🕅 \land 🏦 🖓   |  |  |  |  |
| Ancestor: Local: CPPModel.emx  | Local history: CPPModel.emx 22 seg Swap Left and Right View |  |  |  |  |
| 1#include 'GenDef.h'<br>2 <mark>#include 'GenDef3.h'</mark>  | 1#include 'GenDef.h'  |  |  |  |  |

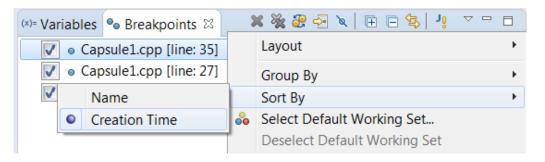
- It's now possible to switch between open editors using Ctrl+E even when the editor area has been split to show more than one editor at the same time
  - Especially useful for users with big screens who often show more than one editor at the same time
  - Tooltip with open editors now appear in the 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



- 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

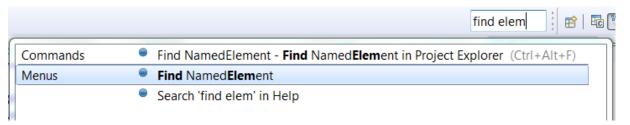
| Debug Configurations Create, manage, and run configuration Launch several other configurations sequenti   |                          | the second second second | Parties and | x                                   |
|---|--------------------------|--------------------------|-------------|-------------------------------------|
| C   | Name: ComplexDebugSessic | חמ                       |             |                                     |
| <ul> <li>C/C++ Application</li> <li>C/C++ Attach to Application</li> <li>C/C++ Postmortem Debugger</li> <li>C/C++ Remote Application</li> <li>Launch Group</li> <li>ComplexDebugSession</li> <li>UML Capsule C/C++ Application</li> </ul> | Name                     |                          | Action      | Up<br>Down<br>Edit<br>Add<br>Remove |
| Filter matched 7 of 18 items  |                          |                          | Revert      | Apply                               |
| (?)   |                          |                          | Debug       |                                     |

- 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 i 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 prefers 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



| *   | <u>+ ()</u> + 💁 +   🖗 + 🍅 🔗 + |  |  |  |
|-----|-------------------------------|--|--|--|
| C   | 1 executable.EXE (1)          |  |  |  |
|     | Debug As                      |  |  |  |
| i – | Debug Configurations          |  |  |  |
| 1   | Organize Favorites            |  |  |  |

- 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

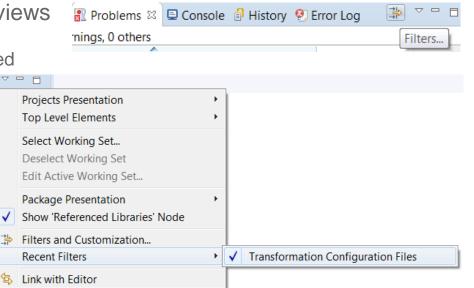




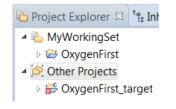
- Possible to hide the status bar
  - A new command Window Appearance Hide (Show) Status Bar can be used
- (Linux only) Left/Right arrow keys for collapsing/expanding current tree node
  - Same behavior as on Windows
  - Works on GTK+ 3.6 and later
- Easier to copy parts of an entry in the Problems or Tasks view
  - Copy Details in the context menu can be used for copying either only the description text or the resource name

| 🚯 Code View 🔐 Pro      | blems 🛛 💷 Console 🚦 H         | istory 🤨 Error | Log        |                     |  |  |  |  |
|------------------------|-------------------------------|----------------|------------|---------------------|--|--|--|--|
| 26 errors, 0 warnings, | 0 others                      |                |            |                     |  |  |  |  |
| Description            | Description Resource Path     |                |            |                     |  |  |  |  |
| 🔺 🔕 Errors (26 it 😤    | Go to                         |                |            |                     |  |  |  |  |
| Ocapsule               | Navigate                      | +              | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 🛽 'Capsule             | Сору                          | Ctrl+C         | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 😣 'Capsule             | Copy Details                  | •              | Descript   | ion                 |  |  |  |  |
| 🛽 Capsule 🗙            | Delete                        | Delete         | Resource   | e Qualified Name    |  |  |  |  |
| Capsule                | Select All                    | Ctrl+A         | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 😣 'Capsule             | Show In                       | •              | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 😣 'Capsule             |                               | ŕ              | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| Capsule                | Quick Fix                     | Ctrl+1         | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 😣 'Capsule             | Properties                    | Alt+Enter      | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 😣 'Capsule             | Open external location        |                | osule1.cpp | /OxygenFirst_target |  |  |  |  |
| 📀 'enterState          | was not deciared in this scor | c ca           | osule1.cpp | /OxygenFirst_target |  |  |  |  |

- 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 abouting such
  - An "Other Projects" group can be used for showing such projects when working sets are the top level elements



10

- 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) <u>http://www.eclipse.org/eclipse/news/4.7/platform.php</u>

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|----|-----------------------|--------------|--|
| 11 | ©2018 IBM Corporation | 5 March 2018 |  |

| 🖨 Eclipse Lau              | ncher   | X                                    |
|----------------------------|---|--------------------------------------|
|                            | ectory as workspace<br>the workspace directory to store its pre | eferences and development artifacts. |
| Workspace:                 | C:\Users\IBM_ADMIN\eclipse-workspa                              | ace   Browse                         |
| ▸ Recent Wo ✓ Copy Setting |   |                                      |
|                            | <u>-</u><br><u>ch La</u> yout                                   |                                      |
| Preference                 | es  |                                      |
| ?                          |   | Launch Cancel                        |

#### 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

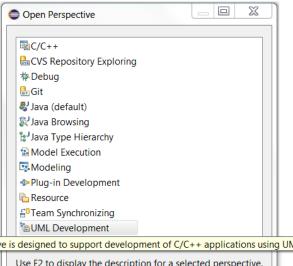
#### CDT 9.4

- 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 <u>https://wiki.eclipse.org/CDT/User/NewIn94</u>

## **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.

This perspective is designed to support development of C/C++ applications using UML. It is the default and recommended perspective for RSARTE.

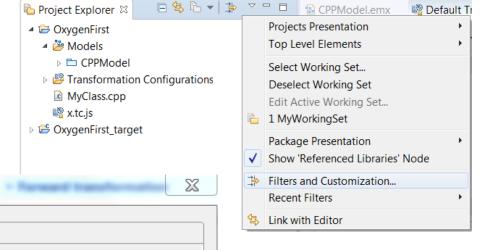
| Use F2 to display the description for a selected perspective. |      |        |  |  |  |
|---|------|--------|--|--|--|
| Show all  |      |        |  |  |  |
|   |      |        |  |  |  |
|   |      |        |  |  |  |
|   | Open | Cancel |  |  |  |
|   |      |        |  |  |  |

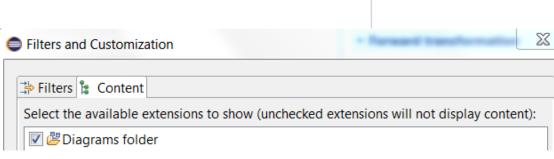
#### **Read-Only Installation**

- 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 readonly 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 readonly 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

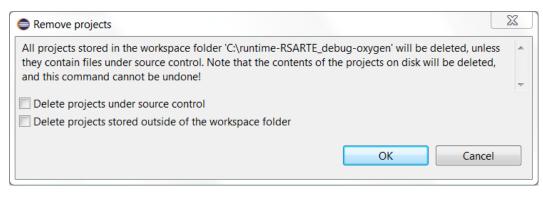
- Now service ports are always created when dropping a port from the palette onto a capsule part
  - Previously it was necessary to drop the port on the capsule part frame to achieve this
  - Accidentally dropping it inside the capsule part would create a non-service port, which therefore was not shown 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 Projects from Workspace**

New commands in the File menu make it easy to remove all projects from the workspace

| <u>F</u> ile | <u>E</u> dit        | <u>N</u> avigate            | Se <u>a</u> rch | <u>P</u> roject | <u>M</u> odeling | UMLRT SDK Examples     |
|--------------|---------------------|-----------------------------|-----------------|-----------------|------------------|------------------------|
| <b>C</b> ,   | New<br>Open<br>Open | File<br>Projects fro        | ım File Sy      | /stem           |                  | Alt+Shift+N ►          |
|              | Close<br>Close      | All                         |                 |                 |                  | Ctrl+W<br>Ctrl+Shift+W |
|              | Save<br>Save A      | ۷۷                          |                 |                 |                  | Ctrl+S                 |
|              | Save A<br>Revert    | AII                         |                 |                 |                  | Ctrl+Shift+S           |
|              | Move.               |                             |                 |                 |                  |                        |
| 2<br>81      | Renan               |                             |                 |                 |                  | F2<br>F5               |
|              |                     | h Workspa<br>rt Line Deli   |                 | 0               |                  | Ctrl+F5                |
| Ð            | Print               |                             |                 |                 |                  | Ctrl+P                 |
| è<br>Z       | Impor<br>Export     |                             |                 |                 |                  |                        |
| ſ            |                     | ve All Proje<br>ve All Gene |                 | ojects          |                  |                        |



- These commands are more convenient than deleting the projects since they will not trigger any refactorings (which otherwise can make the removal unnecessary slow)
- By default projects under source control and projects stored outside the workspace folder will not be deleted
- The command "Remove All Generated Projects" is useful for quickly removing all generated CDT projects from the workspace
- Note! These commands are 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**

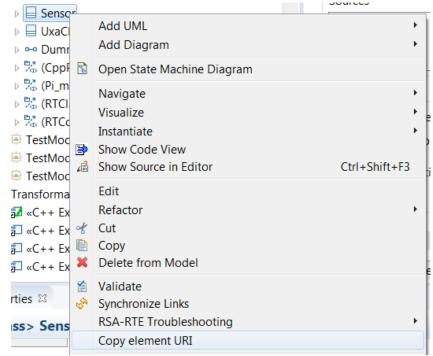
- Multiple guards for transition triggers are now detected
  - The reason for having duplicated guards could be merges done in older versions of RSARTE
  - Multiple trigger guards are supported by the C++ code generator, but is not well supported in the user interface, and is therefore usually unintentional
  - 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

💧 Warnings (1 item)

🔈 Trigger has multiple guards

# Copy Element URI

- A command is now available for copying the URI of a file or element
  - Present in the context menu of files and model elements
  - This is useful in cases when you need the URI of an element (one example is when using the *Navigate - Navigate to URI* command)



#### 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: -Xverify:none -Xmx4024m

# 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.umldt.rt.transform.cpp.generateMapFiles mapFilePath="path\_to\_mapfile"/></target>

```
<target name="createEnvFile">
```

<com.ibm.xtools.umldt.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

# Model Debugger (1/2)

- The "model execution" feature has evolved into a Model Debugger feature
  - Everything in the user interface related to general "model execution" was removed since it's not applicable to RSARTE. For example, the Model Execution perspective is now called Model Debug and the Model Execution preference page was simplified to *Run/Debug – Real Time Application*.
- New commands are available in the context menu of an executable TC for launching a model debug session
  - It is possible to either launch a model debug session locally, or to attach the model debugger to an already running application (possibly running on a different machine)

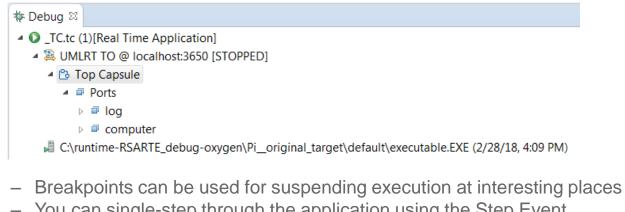
| Debug As     | • | 8  | 1 Real Time Application (EXPERIMENTAL)                 |
|--------------|---|----|--|
| Profile As   | • | 80 | 2 Remote Real Time Application (Attach) (EXPERIMENTAL) |
| Team         | • |    | Debug Configurations                                   |
| Compare With |   | _  |  |

These commands use new launch configurations (created automatically as needed)

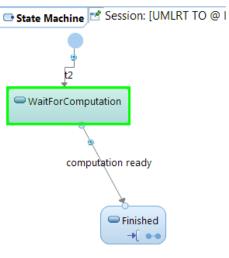


# Model Debugger (2/2)

- The model debugger allows you to inspect what the real-time application is doing and to control its execution
  - The current structure and state of the application can be inspected using the Debug and Variables
     views and in state instance diagrams



- You can single-step through the application using the Step Event command
- You can trace events sent across specified ports
- Note: The Model Debugger is currently an experimental feature!



## Launching Generated C++ Applications

- The special launch configuration "UML Capsule C/C++ Application" has been removed
- It was replaced by a new command in the context menu of an executable TC for launching the application built by that TC

| Run As     | • |   | 1 Real Time Application (EXPERIMENTAL) |
|------------|---|---|--|
| Debug As   | × |   | Run Configurations                     |
| Profile As | • | - | -                                      |

- This command (still experimental) uses a regular C/C++ Application launch configuration with command-line arguments appropriate for running the application without debugging. The launch configuration is created automatically (if it does not already exist). If needed you can edit it manually in the launch configuration dialog.
- A dialog asks if the application should be launched in a way so that you later can attach the Model Debugger to it.

| 🖨 Rur | n Real Time Appli | cation   |                       |                    |
|-------|-------------------|----------|-----------------------|--------------------|
| 🗖 AI  | llow the model d  | lebugger | r to attach to the la | unched application |
| Port  | 3650              |          |                       |                    |
|       |                   |          | ОК                    | Cancel             |
|       |                   |          |                       |                    |

## 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

| New Transformation Configuration  |        |
|---|--------|
| <b>Specify a Configuration Name and Transformation</b><br>Specify the configuration file name and transformation information. |        |
| N <u>a</u> me: NewConf  |        |
| Configuration file destination:   |        |
| /Cpp11  |        |
| Transformation:   |        |
| ? < <u>B</u> ack <u>Next</u> > <u>Finish</u>  | Cancel |

#### New Transformation Configuration Editor

- A new graphical editor is now available for editing TCs in the new \*.tcjs format
  - It is similar to the old editor, but properties are organized in a more natural way
  - Also, a new Code tab allows you to edit properties directly in JavaScript syntax
  - This new editor is currently an experimental feature

| 📲_TC.tcjs 🛛 □  |   |
|--|---|
| EXPERIMENTAL [Executable] _TC.tcjs * 🔹 😫   |   |
| Artifact type Executable 🔻   | • |
| Environment TargetRTS -  |   |
| Sources  |   |
| Pi Add Remove  |   |
| Target          Image: | Ξ |
| Workspace output path: /Pi_original_target Browse  |   |
| Use default location   |   |
| Location: C:\runtime-RSARTE_debug-oxygen Browse  |   |
|  | - |
| Documentation     Main References Code Generation Target Configuration Threads Code  |   |

| No. TC.tcjs 🛛  |    |   |   |
|--|----|---|---|
| EXPERIMENTAL [Executable] _TC.tcjs   | Ŷ  |   |   |
| 1/*<br>2 * Converted from: platform:/resource/Pi_original/_TC.tc<br>3 */<br>4<br>5 let tc = TCF.define(TCF.CPP_TRANSFORM);   |    |   | • |
| 6 tc.sources = [<br>7 'platform:/resource/Pi_original/HelloWorld.emx#_hHWkkd7JEeCoYL7X7ju9hA'<br>8];   |    |   |   |
| 9 tc.topCapsule = 'platform:/resource/Pi_original/HelloWorld.emx#_hHZA0N7JEeCoYL7X7ju9h.<br>10 tc.createTargetProject = true;<br>11 tc.type = CppTransformType.Executable;<br>12 tc.compilationMakeCommand = 'mingw32-make'; | Α; |   |   |
| 13 tc.compilationMakeType = MakeType.GNU_make;<br>14 tc.compileArguments = ";  |    |   |   |
| 15 tc.targetConfiguration = 'NT40MinGwT.x86-MinGw-gnu-4.7.0';<br>16 tc.targetProject = '/Pi_original_target';<br>17  |    |   | ~ |
|  |    | Þ |   |
| Main References Code Generation Target Configuration Threads Code  |    |   |   |

#### **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

<u>Mapping Transformation Utility</u>

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

#### **Build Variants Console**

- A new Build Variants console is now available
  - Messages printed with BVF.formatInfo(), BVF.formatWarning() and BVF.formatError() are printed there
  - This significantly helps "debugging" problems when writing build variant scripts

```
function initBuildVariants(tc) {
                                   BVF.add(debug, target);
                                   BVF.formatWarning('This is a warning');
                                   BVF.formatError(new Error().stack);
                                                                                          📑 🖃 🔻 📑
                                                                                                            - - -
Console X
Build Variants
15:34:46 : INFO : Evaluating build variants file C:\runtime-RSARTE debug-oxygen\BuildVariants\build variants.js
15:34:46 : INFO : Invoking function void initBuildVariants(tc)
15:34:46 : WARNING : This is a warning
                                                         Errors are printed in red color, and warnings in orange color
15:34:46 : ERROR : Error
        at initBuildVariants (<eval>:37)
15:34:46 : FRROR : Failed to initialize build variants with 'initBuildVariants' function
15:34:46 : WARNING : Build variants are disabled for this build
```

**THANK YOU!**