

What's New in HCL RTist 11

updated for sprint 2020.10



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Overview

RTist 11 is based on Eclipse 2019.06 (4.12)

- HCL RTist is 100% compatible with IBM RSARTE. All features (with very few exceptions) are the same.
- Note: RTist 11 is currently an experimental release and should not yet be used for production. Feedback is welcome!

HCL RealTime Software Tooling *** EXPERIMENTAL *** Version: 11.0.0.v20200305_0841 Release: 2020.10

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Visit https://RTist.hcldoc.com/help/topic/com.ibm.xtools.rsarte.webdoc/users-guide/overview.html



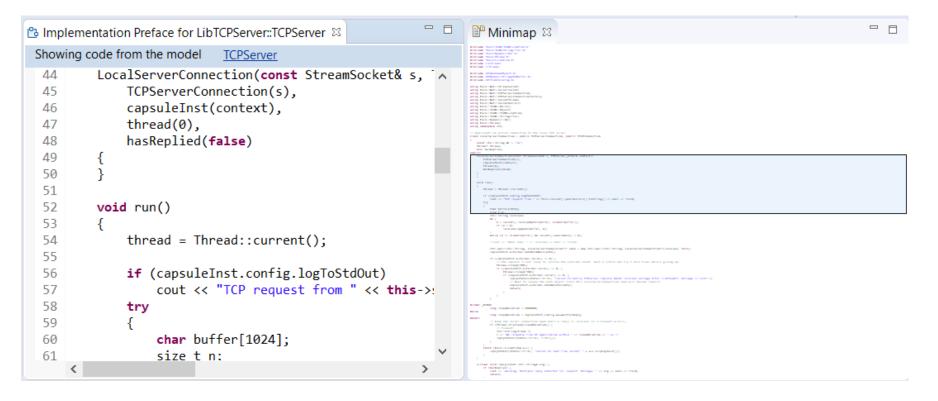
- Compared to RTist 10.3, RTist 11 includes new features from 4 quarterly Eclipse releases:
 - 2018.09 (<u>https://www.eclipse.org/eclipse/news/4.9/platform.php</u>)
 - 2018.12 (<u>https://www.eclipse.org/eclipse/news/4.10/platform.php</u>)
 - 2019.03 (<u>https://www.eclipse.org/eclipse/news/4.11/platform.php</u>)
 - 2019.06 (<u>https://www.eclipse.org/eclipse/news/4.12/platform.php</u>)
- For full information about all improvements and changes in these Eclipse releases see the links above

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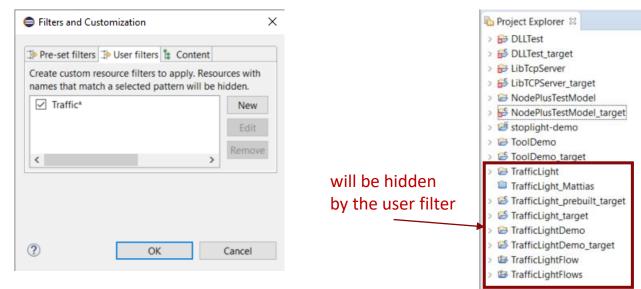
Some highlights are listed in the next few slides...



- ▶ A new Minimap view gives a better overview of the text editor contents (useful when it's large)
 - It's easy to launch it by typing "minimap" in the QuickAccess field



- The Select Workspace dialog now supports auto-completion
 - Allows to pick a workspace more easily by only using the keyboard
- User-defined filtering of the Project Explorer
 - You can now create your own regular expressions for filtering out items from the Project Explorer
 - Can be used as an alternative to working sets



Eclipse IDE Launcher

Select a directory as workspace

Eclipse IDE uses the workspace directory to store its preferences and development artifacts.

Workspace:	D:\eclipse-workspace\	~	E	lrowse
Recent Work	D:\eclipse-workspace\BecomeAnRTistTest\		^	
Recent work	D:\eclipse-workspace\common_wksp\			
Copy Setting	D:\eclipse-workspace\composite_state_test\			
	D:\eclipse-workspace\course_compare_merge\			
	D:\eclipse-workspace\diagramEditing\			
	D:\eclipse-workspace\error_parser\			
?	D:\eclipse-workspace\hiot_test\			Cancel
•	D:\eclipse-workspace\iot_demo\		-	concer
	D:\eclipse-workspace\license\			
	D:\eclipse-workspace\new_workspace_empty\			
	D:\eclipse-workspace\OneTestEmbedded Experiments\		~	

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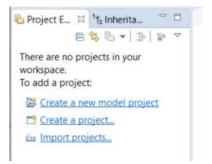
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- Copy/Paste of environment variables
 - Setting up environment variables in a launch configuration is now much easier thanks to copy/paste support
 - Environment variables can be copied from one launch configuration to another, or from a text editor to a launch configuration (or vice versa)

🛯 Main 🚧 Argumen	ts 📧 Environment 🛛 🌮 Debugger 🦆 Source 🔲 Common	
nvironment variable	s to set:	
Variable	Value	New
DEBUG	true	Select
PATH	D:\github\poco\bin64;%PATH%	Selection
		Edit
		Remove
		Сору
		Paste

🗎 env_vars.txt 🛛	
1 PATH=D:\gi	thub\poco\bin64;%PATH%
2 DEBUG=true	

- Useful quick links for an empty workspace
 - Quick links for creating or importing projects make it easier for new users to get started with an empty workspace
 - Which quick links that are shown depend on the current perspective





- Launch configurations are now accessible from Quick Access
 - Can start either a Run or a Debug session

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Editors	ditors 🔹 prebuilt_MSVS-15-x64.tcjs - NodePlusT estModel/prebuilt_MSVS-15-x64.tcjs					
1	testapp_MSVS.tcjs - NodePlusTestModel/testapp_MSVS.tcjs					
Commands	Share with Git (NodePlusTestModel) - Share the project using Git					
	Share with Git (NodePlusTestModel_target) - Share the project using Git					
Run	NodePlusTestModel_target					
	NodePlusTestModel_target (1)					
Debug	NodePlusTestModel_target					
	NodePlusTestModel_target (1)					

CDT 9.8 (included as part of Eclipse 2019.06)

- Possible to rename a file without triggering a refactoring
 - A checkbox controls if references to the renamed file should be updated

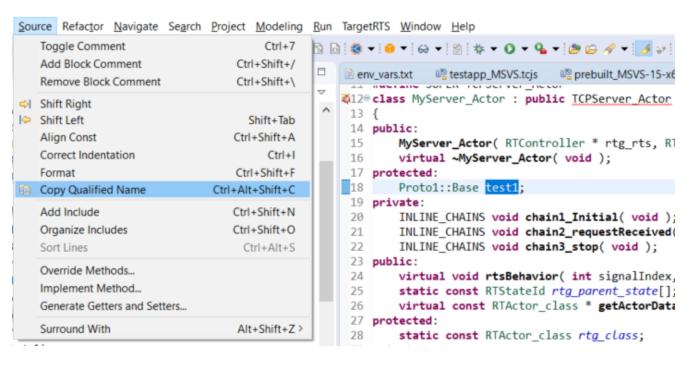
🖨 Rename Resource			_		×
New na <u>m</u> e: TOP.cpp					
Open preferences					
	Previe <u>w</u> >	OK		Cancel	

- New preference to address a performance issue with line wrapping a large number of lines in the console
 - C/C++ Build Console Maximum number of lines to enable word wrap for
 - Don't set this too high if Wrap lines on the console is turned on

Preferences			X
type filter text	Console	⇔ <	
 C/C++ Appearance Arduino Autotools Build 	 Always clear console before building Open console when building Bring console to top when building (if present) Wrap lines on the console 		
Build Target	Limit console output (number of lines):	500	
Build Variab	Delay updated between console updates (milliseconds):	75	
Console Environmen	Maximum number of lines to enable word wrap for:	5000	

- Improved dialog for attaching to a C++ application to debug
 - Command-line arguments for the process are now shown (allows to more easily find the process to debug)
 - The dialog now remembers a previously entered filter expression (to make it easier to attach to the same process multiple times)
- Copy the qualified name of a C++ declaration
 - A new command is available in the Source menu
 - Similar usecase as for the Copy button of the Qualified Name for a model element in the Properties view





- CODAN improvements
 - Additional checks implemented, for example to detect C-style casts and goto-statements

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For more information about CDT improvements see <u>https://wiki.eclipse.org/CDT/User/NewIn96</u> <u>https://wiki.eclipse.org/CDT/User/NewIn97</u> <u>https://wiki.eclipse.org/CDT/User/NewIn98</u>

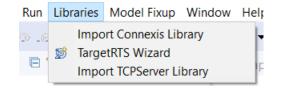
Newer EGit Version in the EGit Integration

- The EGit integration in RTist has upgraded EGit from 5.0 to 5.4
 - This is the recommended and latest version for Eclipse 2019.06
- This upgrade provides several new features, performance improvements and bug fixes

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 For detailed information about the changes see <u>https://wiki.eclipse.org/EGit/New and Noteworthy/5.1</u> <u>https://wiki.eclipse.org/EGit/New and Noteworthy/5.2</u> <u>https://wiki.eclipse.org/EGit/New and Noteworthy/5.3</u> <u>https://wiki.eclipse.org/EGit/New and Noteworthy/5.4</u>

- A new menu in the menu bar with a few useful commands related to libraries
 - Contains the command for launching the TargetRTS wizard (i.e. the menu replaces the TargetRTS menu)
- Commands for importing the Connexis and TCPServer libraries
 - Available if these features have been installed
 - They import the Connexis or TCPServer library projects from the installation into the workspace



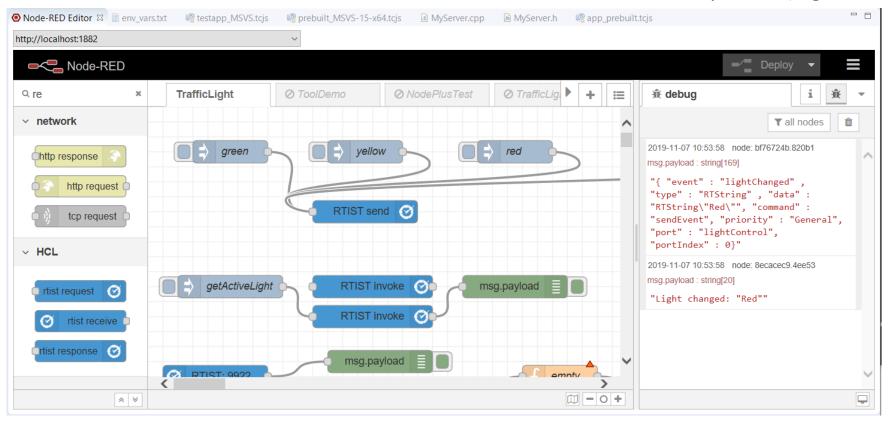
NodePlus

- HCL NodePlus is a new install component of HCL RTist
 - <u>Note</u>: Currently NodePlus is not available in IBM RSARTE
- NodePlus provides all necessary tooling for developing IoT applications using Node-RED (and related technologies)
 - Node-RED projects both for creating Node-RED nodes and flows of interconnected nodes
 - Node-RED server for convenient deployment of Node-RED flows within the Eclipse workbench
 - Node.js projects for creating Node.js applications
 - Node.js server for convenient deployment of Node.js applications within the Eclipse workbench
 - Swagger for specifying APIs using Swagger documents
 - Node.js Debugger for debugging Node.js applications
 - Pug (formerly known as Jade) for template-based rendering of webpages
 - Unit test

Name
> 🗌 💷 Git integration for Eclipse
> 🗌 💷 Git integration for Eclipse - experimental features (incubation)
> 🔄 💷 Java implementation of Git
> 🔽 💷 NodePlus
> 🗌 💷 RTist Core
> 🗌 🚥 RTist Extra Functionality
> 🗌 💷 RTist Integrations

- Node-RED editor
 - Configure nodes and wire them together into flows
 - Deploy changes to the Node-RED server

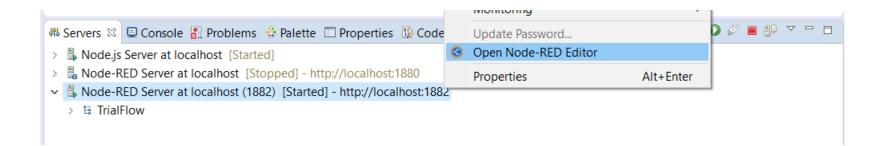
- View debug output and execution within the flow
- Install new nodes to the palette (e.g. from the public library)



- Node-RED Flow Projects
 - Flows can be created directly in the Node-RED editor, but creating them as Eclipse projects has many benefits (e.g. team development using SCM integration)

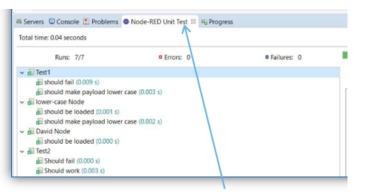
TrialFlow
 TrialFlow (8045bd21.5095f).json

- An intuitive wizard for creating Node-RED Flow projects
- Either create a flow from scratch or start from one of the existing flows in the public library
- Node-RED Server
 - A dedicated Servers view lets you create, start and stop Node-RED servers within the Eclipse workbench
 - Deploy a Node-RED flow onto a selected server and open its Node-RED editor

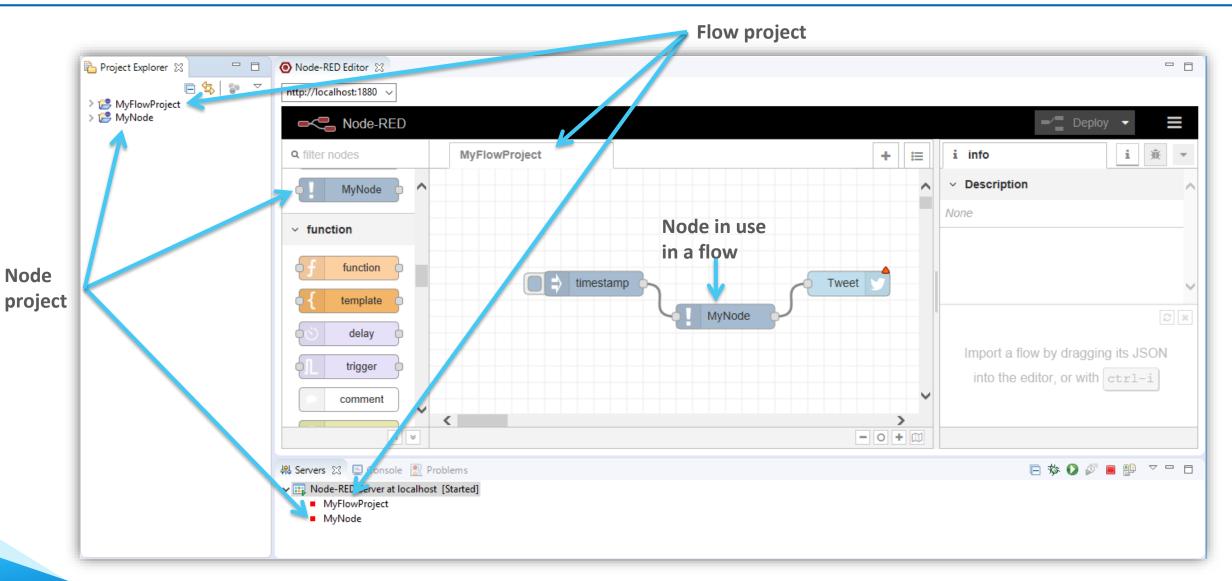


- Node-RED Node Projects
 - More than 1900 nodes exist in the public library, but sometimes you may need to create you own specific node
 - An intuitive wizard for creating Node-RED Node projects
 - Benefit from all the usual Eclipse features when developing your node (e.g. SCM integration)
 - Either create a node from scratch or start from one of the existing nodes in the public library
- Unit test of Node-RED nodes
 - Unit tests are created using the Mocha framework and results are shown in a special Node-RED Unit Test view

-	D Node					>
Node-RED	Node					
Create a No	ode-RED No	de Project				
Description:	MySpecial	Node				
Version:	1.0.0					
Platform:	http://local	host:1880				
Category:	input				~	Ado
Number of Number of	inputs: 1 outputs: 1					
Style						
Icon:	Alert				✓ Bro	owse.
Color						



Custom "Unit Test" view



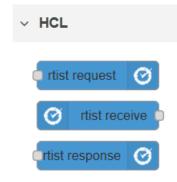
- Nodes for communicating with an RTist application
 - rtist request
 Let a flow send or invoke an event into an RTist application
 - rtist receive

Trigger a flow when receiving an event that is sent or invoked from an RTist application

rtist response

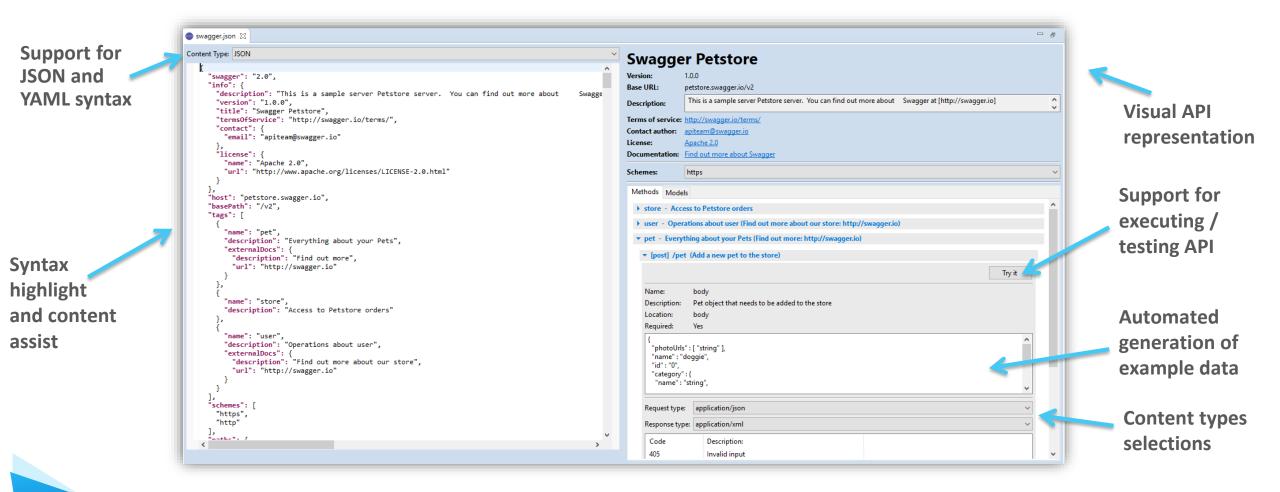
Reply to a received event that is sent or invoked from an RTist application

- These nodes make use of the JSON API provided by <u>lib-tcp-server</u> (i.e. the RTist application must use this library)
 - The nodes can be statically configured in the Node-RED editor
 - It's also possible to provide many of the node properties in the message payload for a more dynamic behavior



Swagger Support in NodePlus

Document APIs using Swagger in a new Swagger editor



Node.js Tools in NodePlus

- Wizard for creating Node.js projects
- Create, start and stop a Node.js server from within the Eclipse workbench
- Debug Node.js applications with a modern JavaScript debugger
- New editor for developing HTML pages for your Node.js application using the Pug template engine

🗟 simplePrimitiveTest.js 🛛 🙆 primitiveTest.js 🛛 🚯 fileTest.js		🗱 🗣 🕬 🕬 🗱	ts 🖋 Expressions
<pre>1 let myString = "hello";</pre>	~	Name	Value
<pre>2 let myBoolean = true;</pre>	-	🗸 🔶 local	Object
<pre>3 let myNumber = 99; 4 console.log("");</pre>		> 🔷 exports	Object
5 console.log("DONE!");		> 🔷 require	function require(path) {\n try {\n
6		> 🔷 module	Module
		filename	"E:\\installs\\eclipses\\photonHIO
		dirname	"E:\\installs\\eclipses\\photonHIC
		myString	"hello"
		myBoolean	true
		myNumber	99
		> 🔶 this	Object
		> 🔷 global	
<	×	<	
🛛 Console 🕱 🔝 Problems 🗍 Debug Shell			a 20
			-
<pre>impleNodeJSServer_src_simplePrimitiveTest.js [HioT Node.js Application] E:\in lebugger listening on ws://127.0.0.1:9229/8d50582a-02b5-47</pre>			





Relationary BEYOND THE CONTRACT

\$7 BILLION ENTERPRISE | **110,000** IDEAPRENEURS | **31** COUNTRIES

