

ResultTV 5.10 Release Notes

+ You can now specify a custom area for the display window right in the Options Dialog. For Location you select "Other" and then the text boxes become enabled and you can enter the Left/Top/Width/Height that you want.

There is also a checkbox for "Always on top". When selecting a predefined Monitor the boxes are disabled and they show the info for the selected Monitor.

+ You can now set the position of layout objects to negative values. Be careful not to completely lose objects off of the layout window. (You have always been able to lose objects off the right and bottom, so this risk isn't really new.) If you do lose an object, you can get it back by selecting all visible objects, then doing Invert Selection (to select only the missing object(s)), then pulling up the object dialog and setting the position to something visible.

+ ResultTV can now automatically open layouts when it starts up. This new setting (on a new "General" tab of the Options Dialog) has Off, Memorized, and Left Open values. Memorized opens the Layouts that were open the last time the new command File|Memorize layouts was run. Left Open opens the Layouts that were open when ResultTV last quit.

+ There is a new "Shrink to fit" option for text objects that will squeeze text together before resorting to dropping characters. Part of this setting is the minimum percentage of the standard width that the shrink algorithm will attempt to use before dropping characters. The default is to have "Shrink to fit" off and the default percentage is 50. This option only works for Windows system fonts. It disappears for the internal fonts. Depending on the font and size, the minimum percentage can be pretty low (25 or lower) and still be fairly readable.

+ There is now explicit font width control. The default is 100 percent (of the "standard" width for a given font size). The width can range from 1 to 200. The "Shrink to fit" value is the percentage of the specified width. So if you set "Width" to 200 (double wide) and "Shrink to fit" to 50, the smallest that the font will be drawn is a "Width" value of 100 (50% of 200% is 100%). In this example, you are really doing "Expand to fit"

+ You can now tab (and shift-tab) to change which object is selected. Tabbing moves the selection to the next lower object in the Z-order (toward the back), while shift-tabbing goes in the opposite order. Tabbing with no selection will select the front-most object. Shift-tabbing with no selection will select the back-most object. If you repeatedly tab (or shift-tab) you are guaranteed to visit every object.

+ You can now use the arrow keys to change which object is selected. You will not necessarily be able to get to every object using the arrow keys.

+ You can now shift arrow to move the currently selected object(s). Plain arrow still changes the selected object. Note that shift arrow moves the object(s) a single pixel in the output window. Depending on where the object is and what the scaling is set to the object(s) may not actually move in the layout window

+ Ctrl-click is changed so that it doesn't modify the Z-order of the object clicked.

- + Clicking in the move and size areas of an object no longer "snaps to grid" immediately. You now have to move the mouse before it snaps to grid.
- + You can now set the number of lines and the line spacing for text objects. Line spacing can be a negative number to "tighten up" the spacing between lines. The text object will word wrap when set to more than 1 line.
- + You can use "Shrink to fit" with multi-line objects, but the shrinking will be done on a per-line basis. This means that each line could have a different font width. This looks ok when the shrink to fit value is fairly close to 100 (90 say).
- + ResultTV now remembers the main window state (maximized or not and location if not maximized).
- + When ResultTV is not maximized dialogs are centered on the main window instead of the entire screen.
- + The hidden settings dialog list is now twice as large.