RobView 5 R15.3 Release

New functions

UserScreen
    CellGroup: support for custom paint commands id larger than 1000

Signal Analyzer
    Possible to setup value trigger against live data and have trigger positions stored together with the log and have the option in the graphical view to jump to the different trigger times

ShopFloorEditor
    Need independent selection of show/hide on texts in 3D-view
    The grid should be set off by default
    Possible to navigate the 3d view using keyboard (Move:CTRL + arrow keys, Zoom: CTRL + '+', '-', Rotate: CTRL +SHIFT + arrow keys)
    Highlight the path where dispensing is ON for instruction DispL
    Support for dispensing instruction MoveChangeApp, MoveChangeNeedle, MoveForceFill, MoveReadyApp
    Support for dispensing instruction DispL

ColorChange editor
    Master overlay: Save a version of the sequence file as master and use this to compare against
    When there are errors or unsupported syntax in CCEditor the editor should allow user to edit graphically the procs that do not have errors
    Support for variable time and variable value in graphical mode

Fixes

ShopFloorEditor and Program Visualizer: Workpiece not found after moved to ProgramData
Out of Memory Exception from Internal Log
Ici Topology: exception on create image
RobView Crash with message "Out of Memory" Exception
Cell Group: Bypass signal is not remembered
Signal Analyzer: During Auto Refersh clicking on the Triggers do not jump to corresponding position in Graphical View
RobView Crash on Delete of machine: ICallback is null not possible to do AddCallback. Add ICallback on constructor

PxTPU
New Chinese font

Fixes
RobAPI2: Crash of PxTPU when sending commands if screen is exited to fast
RobAPI2: impersonate robapi1 uid to get same mastership rights