FeatStd V3.4.1

Release Date: July 2017

- FeatStd Util
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FeatStd Util

Utility to safely access Strings character array

Experience showed that users have stored the char* from FeatStd::String::GetCString() resulting in crash when the pointer gets invalid. Therefore a new class FeatStd::CStringAccess has been introduced. Instances of this class can be initialized by FeatStd::String::GetCStringAccess(). The internal char* string is copied (by considering thread safe access). On deletion the memory is overwritten with a pattern before to ease later debugging or core dump analysis.

FeatStd Monitor

Analyzer Frame Debugger extension

Changes were made to support the advanced Frame Debugger Analyzer mode. With this mode it is possible to step through the creation of a frame node by node live on the device.