

Import from Photoshop

Photoshop Import/Export

From [Candera](#) 2.10 to 3.0, TextBrush was changed in that:

- Alignment property was removed and TextBrush in 3.0 behaves just like Alignment was "ConstantHeightAlignment"
- LayoutingArea property was introduced

SceneComposer accomodates these changing by:

- Post-processing solutions when converting 2.10 solutions or importing Photoshop solutions (.scsxe). Because in 2.10 text effects were imported using Alignment=ConstantHeightAlignment, during the post-processing, render nodes will be repositioned. During conversion, same processing occurs, so positions might be changed in order for the text to appear to the same position in the view.
- Setting LayoutingArea at Photoshop-export time. LayoutingArea value is set to BoundingRectangle value.

Import Names Validation

This change was done due to misalignments between SceneComposer's name validation rules and name validation rules implemented in importers and PhotoshopExporter. The PhotoshopExporter script's name validation rules were very restrictive, replacing commonly used characters (even spaces) with underscore. The attempt was to get PhotoshopExporter's naming validation as close as possible to SceneComposer's ones.

Photoshop Known Issues

- Some texts might appear slightly offseted after converting older solutions or importing from Photoshop due to [Candera](#) computations. Especially visible in text areas with center justification (text appears shifted to right).
 - Position and bounding box of text layers are not imported correctly (texts are shifted).
 - In some situations, text layers are imported as bitmaps and may cause crashes.
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