SceneComposer Known Issues

- SCL feature is not working properly on WinXp due to the long path of the temporary directory
  ```
  (c:\Documents And Settings\...).
  ```
- There is no automatic conversion for SCLs. Any SCL solution needs to be converted manually and re-exported.
- Uniform auto activation is not working yet for appearances which have no explicit uniform setter but are using one from the solution config.
- Texts configured by using Master Language in SCL solutions, are not loaded in the solution where the SCL is referenced (the Ids are displayed instead of the text).
- Mipmapping might not work correctly in some situations.
- Photoshop import: position and bounding box of text layers are not imported correctly (texts are shifted).
- Photoshop import: in some situations, text layers are imported as bitmaps and may cause crashes.

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