SceneComposer V3.0.1

- SceneComposer Usability Improvements

SceneComposer Usability Improvements

Shader Warnings

Shader warnings generation was activated (deactivated in previous version, 3.0.0).

See also:

- Shader Consistency Checker in SceneComposer User Manual

Shader Consistency Checker

Shader Consistency Checker refers to validations of the shader params (attributes and uniforms defined in shaders) based on some rules. Most shader param problems are reported for appearances of nodes after checking the vertex buffer of the mesh versus the shader program referenced by the appearance versus the uniform setter of the appearance.

See also:

- Shader Consistency Checker in SceneComposer User Manual
