CGI Studio 3.0.3

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Candera V3.0.3

Release Date: March 20, 2015

To keep backwards compatibility for any interface change in the public API the old interface has been kept and marked as deprecated. The deprecated interfaces will be removed in future versions. Compiler warnings will be generated when using a deprecated interface through the usage of Candera Macro CANDERA_DEPRECATED_3_0_3.

Candera Engine 3D

Planar Shadow Alignment

It is now possible to align the class PlanarShadow to a Node specified as the alignment Node. The receiving Plane orientation (direction and distance) is then interpreted as being in object space of the specified Node, making it possible to transform the receiving plane with the given alignment Node. Until now the Plane was oriented in world space always.

If the alignment Node is set to null then the Plane orientation is interpreted as being in world space.

Query Interface

The class Query and the corresponding RenderDevice interfaces allow to process individual, asynchronous GPU-related queries as provided by OpenGL ES 3.0 API or higher. Queries can be used to determine whether and how many pixels have been rendered in user-defined bounds, which can be used e.g. for techniques like occlusion culling and lens flares.

Candera Device

OpenGL ES 1.1 Render Device

A Render Device implementation for OpenGL ES 1.1 has been added for future usage by platforms supporting only this OpenGL ES version.

Uniform Location Caching

Introduced Uniform Caching for Auto uniforms to increase performance. Calls to GetUniformLocation now pass semantic instead of names as parameter, which speeds up comparison within cache.

EGL Context Caching

EGL context caching has been introduced to avoid multiple calls of eglMakeCurrent with same context.

Courier V3.0.3

Notes

No changes on top of version 3.0.2.

FeatStd V3.0.3

Release Info

- Release Date: March 20, 2015

No changes on top of version 3.0.2.

SceneComposer V3.0.3

SceneComposer Usability Improvements

Zoom Display Preview

In some particular situations, the user could need an option to switch back to 100% of a display if its size has been modified. Consequently, the possibility to zoom in Display Preview through options in the context menu of the view has been added (Mantis 5093).

See also:

- Additional Info about Rendering in SceneComposer User Manual

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Bitmap Fonts Support

Bitmap fonts are now supported by SceneComposer. In order to use bitmap fonts, the SCHost.dll must be compiled using BitmapFont font engine. Only one font engine can be active at a time in an SCHost.dll.

The user can import 2 types of files as bitmap fonts:

- .fnt (windows font files) - are converted to bitmap fonts
- .fbm - already converted bitmap font files

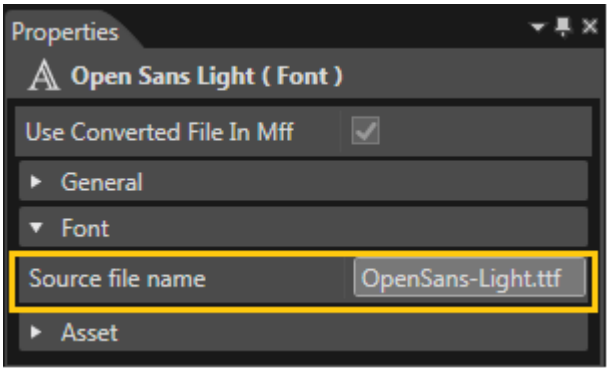
See also:

- How to Import Resources in SceneComposer User Manual

Font Handling

When a font is imported, 2 new properties will be set:

- Font engine: specifies the font engine that this font is compatible with (Freetype, BitmapFont or Other)
- Source file names: specifies the name of the file which was imported - helps the user identify a font

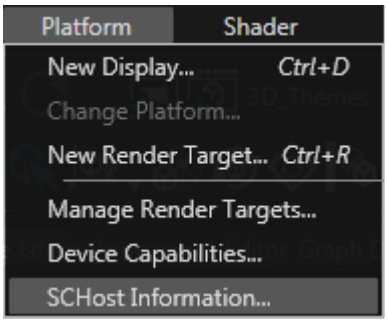


See also:

- Import Fonts in SceneComposer User Manual

SCHost Build Info

In order to help the user identify which font engine is active in SceneComposer, a new Platform menu entry was added: "SCHost info". It displays the configuration that was used to build SCHost, including the font engine.

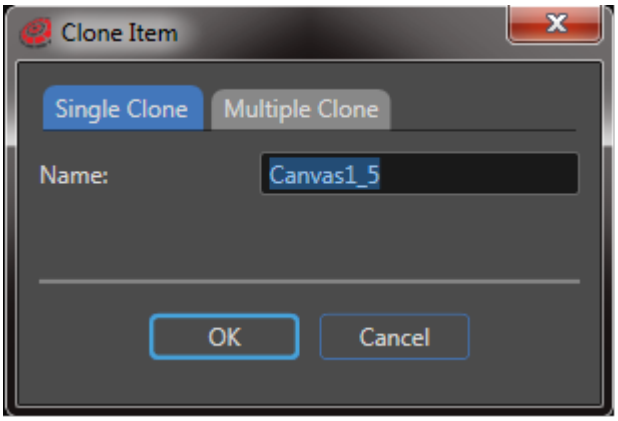


See also:

- SCHost Build Info in SceneComposer User Manual

Clone Item Multiple Times

Now it is possible to specify the number of clones to be generated, simultaneously, for an item. If this number is greater than 1, the name will be read-only and generated automatically (Mantis 4091).



See also:

- Copy, Clone, Rename and Delete Items in SceneComposer User Manual

Platform-dependent Photoshop Exports

Platform-dependent Photoshop Exports

As Dx4 does not have a BitmapBrushColorBlend effect, it was necessary to force BitmapBrushBlend effects to be created instead of the other ones. Therefore a new option was introduced in the Photoshop export dialog: Platform. The user can select the platform to which to export.

