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

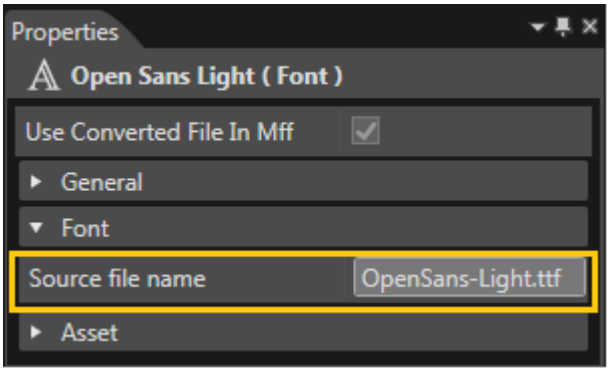
See also:

- 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

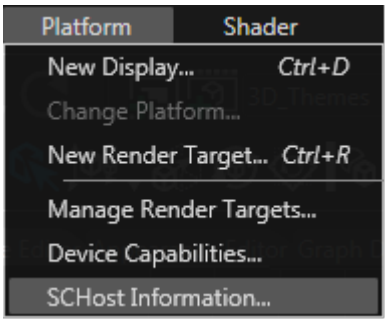


See also:

- 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.

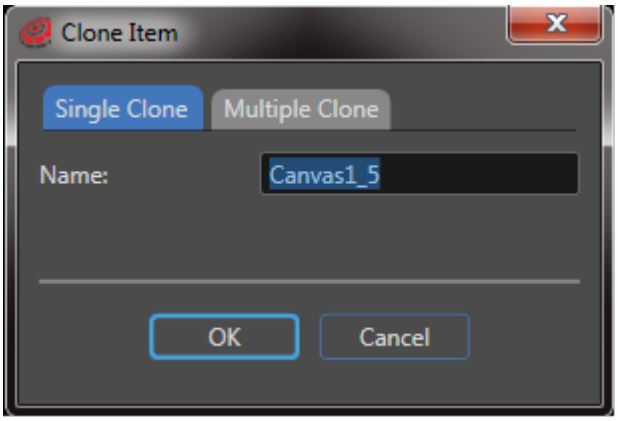


See also:

- 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

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