SceneComposer Usability Improvements

Adapt SceneComposer to Extended GenericShaderParamSetter

IsPointSpriteActivationEnabled and IsMorphingMeshActivationEnabled flags were added in UniformSetter. When a uniform setter is dragged over a pointsprite or morphing mesh, the corresponding flag will be activated accordingly. Also, the new default solutions contain specialized uniform setters for morphing meshes and pointsprites which are assigned by default.

The uniforms setters on which auto activation is not enabled, from older solutions, must be updated by the user.

Color property of PointSprite object was removed. Instead, a material must be assigned to the PointSprite and the diffuse component will specify the desired color (Mantis 5896).

See also:

- Shader Parameters in SceneComposer User Manual
- Generic ShaderParamSetter in SceneComposer User Manual
- Default Shader Configuration in SceneComposer User Manual

Vertex Buffer 24 bit Index Export

VertexBuffers can now be converted to indexed buffers of various index sizes (8bit, 16bit or 32 bit index). BufferType configuration property (which had 2 options: ArrayBuffer and IndexBuffer) was removed. "Is Indexed" property was added. If enabled, the vertex buffer will be converted to an index array buffer, by selecting the optimal index size. Therefore, depending on vertex count, an 8bit, 16bit or 32bit index buffer will be created. BufferType property in AssetData section will specify the effective buffer type (Mantis 5408).

See also:

- Vertex Buffer Editor in SceneComposer User Manual

Context Menu inside "Generate Asset" View

Inside "Generate Asset Library" the options "Select, Expand All and Collapse All" are available for every item right clicked inside "Scene Tree" side of the view (Mantis 5958).

See also:

- Generate Asset Library in SceneComposer User Manual

Browsing through Tabs

A button was added at the end of the tab row. By using it, the user has the possibility to browse through all the tabs from this panel, even if they are not visible (Mantis 5320).

See also:

- SceneComposer GUI in SceneComposer User Manual

Device Capability

"3D Render API" device capability info was added in "SCHost Information" dialog (Mantis 6215).

See also:

- SCHost Information in SceneComposer User Manual

Minor Improvements

- **Adapt Bitmap Profile** The name of RgbFloatingPoint9E5FPixelFormat was changed to RgbFloatingPoint9E5PixelFormat (Mantis 6057).
- **Default Size.** The deafult size of the text in TextNode is 14px instead of 0px as it was until now (Mantis 5961).

- **Drag-drop Multiselected Items.** The user is able to drag-drop multiselected elements from different folders into another one (Mantis 5611).
- **Switched Properties.** From now on the "Style" property is displayed under the "Text" property, in the Properties panel of a "TextNode" (Mantis 6144).
- **Default New Solution.** When a new solution is created on iMX6 platform, the default value for "Solution Template" should be "Base Solution OpenGLES 3.0" (Mantis 6106).
- **Deactivated Button.** The "Generate" button, from "Generate Asset Library" view, will be disabled if the path for the "Asset File" is invalid (Mantis 5904).

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