SceneComposer 3.11

Changes

State Machine

- Support of multiple independent regions of the global state machine got introduced with support of bubbling events.
- Multiple global state machines can be shown and edited in SceneComposer.
- State names are inherited when converting from State to Subchart.

Animations

- It is possible to play an animation from a given start to a given end time.

Color Palette

- A Color Palette combo box has been added to the Color property. The combo box shows the color and name of the item.

HMI Report

- The HMI Report Customization Dialog has been updated.

Smart Importer

- Support of partial execution of animations
- Adobe XD format
- Direct import without converters of Adobe XD, Adobe Photoshop, Axure RP and Sketch
- Automatic sizing support
- Selection of empty bitmaps
- And many other smaller improvements

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