# Behaviors 3.12

## New Behaviors:

- Set External Bitmap: Retrieves a bitmap and sets the bitmap of the associated Render Node when its action is triggered.
- Check External Resource Change: Reacts on ExternalResourceChangedEvents, reloading the resource and invoking an update if ExternalResourceMangerId and ExternalResourceId match.
- External Bitmap Provider: Loads a bitmap at scene start from an External Resource Manager using ExternalResourceManagerId and ExternalResourceId.

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## Updating Behaviors:

- In the CgiStudioControl::InterpolateProcessValueBehavior the default value of property UnitsPerSecond is now 1.0 (was 0.0).
- In the CgiStudioControl::ArithmeticProcessValueBehavior there is now a new option "Absolute".
- The behavior CgiStudioControl::SizeProcessValueBehavior has been renamed to CgiStudioControl::GroupResizeProcessValueBehavior. The behavior CgiStudioControl::NodeSizeProcessValueBehavior has been added.
- In CgiStudioControl::InterpolateProcessValueBehavior the implementation of the "SpeedBased" mode has been fixed and for that a new property "InterpolationTime" has been introduced.
- In CgiStudioControl::ScrollableEventActionBehavior a property "TargetNode" has been added to be consistent with other behaviors.
- In CgiStudioControl::TrackPositionProcessValueBehavior a property "TargetNode" has been added. Use this node to control the scrollable/trackable area of the knob.
- In CgiStudioControl::ListBehavior a property "WrapAround" has been added enabling list wrapping.
- CgiStudioControl::IntervalSwitchBehavior has been changed to have a defined behavior in edge cases (Ontime is 0 and/or OffTime is 0).

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