

Scene Composer 3.13

UI/UX Improvements

- Improved [Zoom Display Preview](#) in the display panel
- Toolbar improvements to reduce clutter (main screen, 2D/3D scene editor and animation timeline)
- Improved [Text Style Editor](#) feature
- Improved [Search Panel UI](#)
- Long path name support
- 64 bit support

Import feature improvements

- Improved import dialog UI
- Integrated file format import menu into [Import Resources] and improved UI transition when import is executed.
- Support for drag-and-drop glTF import into Solution Explorer
- Other minor modifications

Fusion

- Additional context menu on Fusion diagrams
- [Diagram Bird's Eye](#) feature support added

State Machine

- Added undo/redo functionality
- Additional context menu on State Machine Editor
 - Priority setting for transitions
 - Alignment of multiple items
- Added shortcut key features for fast state machine modifications
- Added zoom operation support
- [Diagram Bird's Eye](#) feature support added
- Removed Telerik serialization in the solution file. Solution conversion will handle the state machine data conversion.

Text Size Report

Added a rendering-based [Text Size Report](#) to verify length of texts.

Easy Mode

Configuration of Easy Mode is possible via Scene Composer preferences.

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