SceneComposer V3.2.1

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Requirements

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Starting with this version, the .NET 4.5.2 is needed in order to run SceneComposer (Mantis 6824).

SceneComposer Usability Improvements

Solution Conversion from TextEffects to TextNode2D

A new option "Replace Old Text Nodes" was added in the context menu for all scenes, composites and folders containing scenes or composites. This will enable the user to replace the TextNode-TextBrushEffect pairs with the new TextNode2D-BitmapBrushBlendEffect pairs (Mantis 6173 & 6820).

See also:

- Solution Conversion from TextEffects to TextNode2D in SceneComposer User Manual

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TextNode2D Layout Rework

New properties were added for the TextNode: TextAlignment, LineSpacing and Trimming. A new category called "Text Layout" was added. This includes the properties noted before and also MultiLine and WordWrap. All the properties from this category are visible only if Enable Text Layout is checked. If it is unchecked, the default values of the properties will determine in which way the text is rendered (Mantis 6682 & 6820).

Photoshop exporter now exports the new layout properties. The Y position of the imported TextNode2D is now calculated for each font to achieve <1 px accuracy.

See also:

- 2D Nodes in SceneComposer User Manual

Logging Assebly & Plugin Versions

SceneComposer now writes in the log file the version of .dlls and .exe files located in SceneComposer's directory. For .dlls and .exes that .NET assemblies that can be loaded, the assembly version will be written. or the other, the file version (Mantis 4761).

See also:

- Automatic Imports in SceneComposer User Manual

Enable Automatic Import

A new option was added in Preferences and in Automatic Imports configuration to enable/disable the feature (Mantis 6443).

See also:

- Automatic Imports in SceneComposer User Manual

Scripts Creation & Execution

When a new script is created, the script is automatically loaded in the "Script Editor" if visible (Mantis 6854).

The execution of any available script is possible by using the control interface (Play, Pause, Resume, Stop) (Mantis 6529).

See also:

- Scripting in SceneComposer User Manual

Sorting "Solution Explorer" Folders & Items

In the Solution Explorer panel all the folders and items will be sorted only for presentation. They will be sorted alphabetically, folders first, items after. New data will always be appended to internal list. Sorting for SCML file will not be made anymore In this way, the modification of the SCML file will be avoided (Mantis 4761).

"About" Dialogue

Many times it is necessary to copy the version and the revision number of SceneComposer. A new feature allows the user to copy this piece of information directly from the "About" dialogue (Mantis

6513).

Other Changes

- Converted solutions to 3.1.1 do not contain the new specialized uniform setters. When converting a solution from an older version, a check will be made whether the Uniform Setter Templates are up to date. If the values for the shader param uniforms were updated in the latest version of the solution template, the uniforms in the converted solution will be updated. If new uniforms were added, they will be added also in the converted solution (Mantis 6131).

- Point Sprite objects from previous versions are not visible after conversion to the 3.2.1 version. The default shader config will be copied from the latest base solution template (Mantis 6936).

Minor Improvements

- **Alignement** SCHost was aligned with candera type changes for 64bit support (Mantis 6822).
- **3D Sources** SCHost solution does no longer include sources for 3D if CANDERA_3D_ENABLED is not activated. The same is available for 2D.
- **Renamed Button** The "Cancel" button from "Rules Editor" dialog was renamed into "Close" (Mantis 6536).
- **Removed Context Menu Option** The "Rename" context menu option of a transition rule is not necessary. The option was removed (Mantis 6537).
- **Shows More Items** SceneComposer shows more than 5 items as "Recent Solutions" (Mantis 6684).
- **Display Window** Double click on a display in the "Render Targets" panel opens the display window (Mantis 6634).
- **Categories Ordered by Name** In ToolBox, all categories are ordered by name and placed before the elements without a category (Mantis 6638).
- **Log File** The application (SceneComposer) logs the version of all dependent assemblies AND plugins in the log file (Mantis 6823).
- **Import Fonts** The possibility to import fonts was added in the "Text Style Palette" panel, in order to improve the usability (Mantis 5974).
- **Fonts Name** Fonts are now imported using the font name instead of the file name (Mantis 5817).
- **Piece of Information** The user is informed that there are elements which are based on templates and the references will be lost after converting (Mantis 6820).
- **Camera** Scene 2D Editor camera is now reset to fit the objects in the scene instead of a preset default position and zoom (Mantis 6825).

Photoshop Exporter

Photoshop Exporter

- Due to the recommendation to create documents with a 72 DPI resolution, the conversion will be done implicitly without any confirmation from the user. In this way, unexpected behavior which may be caused by internally conversion to 72 DPI will be avoided. The exporter scripts requires the resolution of the document to be 72 DPI in order to correctly compute and report the values of some properties of the layers. However, the working document is not affected, because the export (and the conversion) is performed on a copy of it (Mantis 6647 & Mantis 6795).

- Trimming is no longer done on layers with transparent areas. The whole layer bounds are taken from Photoshop.

- The position of the fonts is now calculated on export/import with little differences from the original (Mantis 6802 & 6646).

- Photoshop exporter now exports text with the appropriate effect for Amber platform (Mantis 6821).

Known Issues

- Photoshop character tracking is not supported, warning has been added in the export log.

- The Photoshop Stroke layer style is not supported in SceneComposer.