CGI Studio 3.2.2

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Candera V3.2.2

Release Date: August 2016

To keep backwards compatibility for any interface change in the public API the old interface has been kept and marked as deprecated. The deprecated interfaces will be removed in future versions. Compiler warnings will be generated when using a deprecated interface through the usage of Candera Macro CANDERA_DEPRECATED_3_2_2.

Candera Engine 2D

Support Collapsible Nodes in Layout

An additional option "Collapsible" is available in the "Layout" options of every node. When this option is enabled, the node position and/or node size is not taken into account for layout when "Enable Rendering" property of a node is set to "false".

New methods have been added for setting/retrieving of the collapsible flag - Layouter::SetCollapsible and Layouter::IsCollapsible.

Courier V3.2.2

Release Info

- Release Date: August 2016

Notes

Bug fixes and lint fixes on top of version 3.2.1.

SceneComposer V3.2.2

SceneComposer Usability Improvements

Import by Drag and Drop

Since this version on it is possible to import content in SceneComposer by dragging items on "Solution Explorer" panel. This operation is available for the next items: images, FBX files, fragment shaders, vertex shaders, fonts, raw resources, and photoshop (.scsxe) files.

If the file dragged is a .scs, the solution should be opened (Mantis 7111).

Performance Improvements

Better performance when performing the usual actions in SceneComposer.

SceneComposer Known Issues

- After switching between some scenes, an "Attempted to read or write..." occurs (Mantis 7147).
- An image used in a 2D scene becomes invisible in Scene Editor after it is renamed (Mantis 6955).
- Some textures are not loaded correctly when solution is first opened (Mantis 6418).
- Missind dependencies are displayed in "Problems" after converting a certain solution (Mantis 7102).
- Elements from scene are disappearing when cloning an appearance collection template (Mantis 6128).
- Asset setting ignored in Automation Script (Mantis 6683).
- Attempted to read error occurs when two displays have the same id (Mantis 5821).
- Child element of a canvas composite anchor is not visible in Scene Editor and can't be manipulated using gizmos (Mantis 7100).
- Rendering elements are altered inside Scene Editor when check/uncheck render targets (Mantis 5797).
- When a saved texture template is dragged on Appearance Editor, a critical error occurs (Mantis 7169).
- Error occurs during import from a specific solution (Mantis 7173).