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.

Revision #1
Created 2023-03-02 04:32:54 UTC by Kanai Tomoaki
Updated 2023-03-02 04:33:15 UTC by Kanai Tomoaki