SceneComposer V3.3.0

- SceneComposer Usability Improvements

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Start Screen

A "Start Up" panel was added (Mantis 7202 & Mantis 7366). This panel is opened first when the application is launched and allows the user to:

- see informations about the current platform
- see the list of Recent solutions and to allow loading them
- allow the creation of a new solution based on a template

In this start screen a welcome page is offered to the user, with multiple friendly functions.

See also:

- Startup Panel in SceneComposer User Manual

Scene Transition Editor

The new added feature of scene transition editor allows the definition of transitions on a per scene basis and test these transitions directly in SceneComposer's display preview. The user can use the editor to set the transitions to or from a scene just by dragging and dropping effects onto the scene list. Additionally, the transition framework was extended to support cut, fade, slide and scale transitions or combinations of these effects by default. Transitions are also integrated in the behavior system, which allows the user to add interactive controls to the application from the start. (Mantis 7355).

See also:

- Transitions in SceneComposer User Manual

Scripting Improvements

Since this version on, a new category is available under "Import" menu: "Import Scripts". This operation is possible due to the implementation of a script importer. After every validation of a given script, a specific information is displayed in the Output. In this way the user is aware about the fulfillment of the process. Any script can be saved in any state (with errors or not), but it can be validated only on the solution opening or when pressing F8 (Mantis 7267 & Mantis 7490).

See also:

- How to Import Resources in SceneComposer User Manual
- Scripting in SceneComposer User Manual

Camera Look-At Node

A new property was added on Camera: Look-at node. When this property is set the camera is automatically oriented towards the look-at-node. Up direction and look-at direction are not shown anymore in property grid. Look-at direction is discarded (Mantis 6819).

See also:

- Camera Manipulation in SceneComposer User Manual

Extended Control Functionality

Auto-expand: when the control is dragged and dropped, the control node will not be created. Instead, the content of the control will be directly inserted into the scene, without creating an intermediate group that replaces the control. Behaviors and widgets will still be expanded. A flag to mark controls as auto-expandable was provided (Mantis 7044).

Export SCL Files

The functionality of FTCCMd.exe was extended. Due to this, it is provided support for exporting SCL files from FTCCmd.exe (Mantis 7794).

Importers Textual Meta-Info

Since now on the importers support author and file meta-info. Only "Title", "Author", "Description" and "Filename" are added in the description field of the imported FBX Scene or imported Photoshop scene (Mantis 7368).

Add to Animation Group

In the context menu of any animation a new option is available: "Add to Animation Group..." This allows the user to choose an "Animation Group" item and to add the animation to it (Mantis 7044).

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Auto-expand: when the control is dragged and dropped, the control node will not be created. Instead, the content of the control will be directly inserted into the scene, without creating an intermediate group that replaces the control. Behaviors and widgets will still be expanded. A flag to mark controls as auto-expandable was provided (Mantis 7044).

At the same time the control functionality was extended by providing support to add default content to anchors (Mantis 7617).

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Refresh Reference Files

If a SCL is used in a solution and the SCL is exported to the same location where the reference is used from, the modified SCL shall be automatically detected by the application and the user is notified through a dialog box. The user can choose if the application should be reloaded or not. In this way the modifications are imported. If the user chooses not to reload the solution, the SCL reference is marked as outdated (Mantis 7333).

See also:

- Reusable Solution Libraries in SceneComposer User Manual

Importers Textual Meta-Info

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Timeslider Improvements

To make the work with the timeslider easier, since now on when double clicking a key frame in both "Animation Timeline" and "Animation Value", the marker will be instantly moved at this key (Mantis 7387). At the same time, the timeslider can be moved by using "Move marker to selected keyframe" option from the context menu of any keyframe available in "Animation Timeline" or "Animation Values" panels (Mantis 7388). Edit Value - edit keyframe popup dialog - is now a context menu item and is not triggered anymore via double click.

Note:

When a shortcut is modified in order for the changes to be visible in SceneComposer, the next file must be regenerated (deleted and automatically recreated):

```
%userprofile%\AppData\Roaming\FTC.Launcher\v3.2.2.2\ShortcutProfiles\Default Profile
```

See also:

- Timeline Editor and
- Animation Values - Keyframes in SceneComposer User Manual

Remove AutoSwap and AutoClear in 2D/3D from RenderTarget

AutoSwap and AutoClear options (on RenderTargets) were simplified and they became only SceneComposer features. Auto-Clearing was simplified and when enabled, only a property for choosing the clear color becomes available. These properties are not serialized into the asset - they will not be available into Player (Mantis 6831).

Interleaved Rendering of 2D and 3D Cameras

Rendering in SceneComposer is no longer done separately (2D and then 3D). Now, cameras are interlevead. This means that sequence numbers are global, and not category-specific (2D or 3D). A consequence of this is that Render Targets Panel / Camera Sequence Editor shows interleaved 2D and 3D cameras - it shows effective rendering order (Mantis 6828).

Saving Asset Location

Together with values as "Shader Compiler Type", "Float Number Format" and "Custom ID", the "Asset Location" value can be saved in a specific user defined "Asset Profile" (Mantis 7227).

See also:

- Save an Asset Profile In SceneComposer Manual

Minor Improvements

- **Control Integration:** The "composite" category was renamed "control". This renaming was done only in UI. The underlying structures (users will notice in SCML) are still named "Composite" (Mantis 7348).
- **Collapsed Categories:** In the "Properties" panel, both categories "General" and "Asset" are collapsed by default because, usually, such categories are not required (Mantis 4119).
- **Navigation Between Items:** Inside the "Generate Asset Library" dialog it is possible to navigate between items by using the "Tab" key. The Combobox border was changed to make it always visible when in focus (Mantis 7255).
- **New Label:** "Item Definition" label from "Add New Render Target" dialog has been changed to "Render Target Template" (Mantis 7244).
- **Default Panels:** When starting SceneComposer the following panels are hidden by default: Candera Logging, Render Order Bins, Appearance Editor, Shader Editor, Scripting Editor, SCML Editor (Mantis 7347).
- **Automatically Created:** The steps to created display and render target are removed from the new solution wizzard. These shall be automatically created (Mantis 7430).
- **Re-enabled Properties:** Initially Depth Clear and Stencil Clear were disabled for 3D cameras, now they are no longer disabled (Mantis 6831).
- **Set Pivot:** Center pivot option is now available for 2DNodes (Mantis 7650).
- **Plugins Info:** The plugins can be specified in the plugins.config.xml file (Mantis 7457).
- **Limited Editing:** Since now on, the appearance templates cannot be edited with drag and drop (Mantis 7349).

- **Type Ahead on Shader:** The "Type ahead" was added in the "Add New Shader Program" dialog. When the user types a letter, the first shader starting with that letter is highlighted (Mantis 7054).
- **Calculator Integration:** A calculator is available for all the properties of type int, float, and sbyte properties where the user has to enter a number (Mantis 5578).
- **Dragged Camera:** The cameras obtained as results after a search operation can be dragged and dropped into camera groups (Mantis 7046).
- **Open in File System:** An "Open in File System" context menu option was added on the top level solution in the "Solution Explorer" panel (Mantis 7237).
- **Create Templates:** An "Add Template" command was added for each category from Templates panel (Mantis 7051).
- **Add to Animation Group:** In the context menu of any existing animation, an "Add to Animation Group..." option is available (Mantis 7044).
- **Description for Nodes:** A new "Description" field is available on nodes (Mantis 7272).
- **New Checkbox:** An "Add Camera and Light" checkbox was added in the "Add New Scene..." dialog (Mantis 7239).
- **Shader Template:** When creating a new shader, a predefined template is offered to the user in the "Shader Editor"(Mantis 7241).
