SceneComposer Known Issues

- GhlyphAtlas text renderer is not effectively used when rendering. Instead, GlyphCache is used. However, the value is serialized and used by AssetLoader and applications (Mantis 8422).
- If a previously created solution is imported by using the "Import from Solution" option, errors will result if the ID's assigned to objects from the imported solution is the same with the objects' ID from the current solution (Mantis 8300).
- On platforms with 2D over 3D, when the content is shared among several displays, the Player encounters problems displaying the entire content of the loaded asset (Mantis 8427).

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