SceneComposer V3.3.3

- SceneComposer Usability Improvements

SceneComposer Usability Improvements

Display Solution Controls as Vertical List

The solution controls are displayed as a vertical list instead of horizontal icon list (Mantis 8629).

See also:

- 3D Toolbox in SceneComposer User Manual &
- 2D Toolbox in SceneComposer User Manual

FTCCmd Rules for Operations on Solutions Opened in SceneComposer

The following rules are applied when FTCCmd is used on a solution which is already loaded in SceneComposer:

- the Info with Convert No option, Generate with Convert No option and ExportScl commands will not attempt locking;
- the Info with Convert Yes option, Generate with Convert Yes option and Import commands will attempt locking and fail if solution is already loaded in SceneComposer (Mantis 8499).

See also:

- FTC Command in SceneComposer User Manual

Shader Compiler Plugin for Intel Apollo Lake

A new shader compiler plugin was created for Intel Apollo Lake platform. In this way it is possible to optionally compile the shaders (binary shader) for the desired target (Mantis 8405).
