CGI Studio 3.3.3

- Candera V3.3.3
- Courier V3.3.3
- FeatStd V3.3.3
- SceneComposer V3.3.3
    - SceneComposer Usability Improvements

Candera V3.3.3

Release Info

- Release Date: March 2017

Deprecated Interfaces

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_3_3.

Interface Changes

No feature changes for 3.3.3 Release.

Courier V3.3.3

Release Info

- Release Date: March 2017

Changes

No feature changes for 3.3.3 Release.

FeatStd V3.3.3

Release Info

- Release Date: March 2017

Interface Changes

No feature changes for 3.3.3 Release.

SceneComposer V3.3.3

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).
