SceneComposer Usability Improvements

Easy Mode Generator

A configuration file will allow the user to set values that will overwrite the default value from the ApplicationConfig file when SceneComposer starts. This file can be generated by using the "SceneComposerConfigurator.exe".

In this way, it can be set which object properties are to be presented in SceneComposer's property grid, "Preferences", and all existing dynamic properties (Polarion CGI1-15841, CGI-15842 & CGI-16101).

The configuration file will contain an element "Commands" containing the element "ForbidControlCreation" (Polarion CGI1-17441). The element "ForbidControlCreation" can contain only values "True" or "False" were:

- True: SceneComposer no longer allows creating new controls
- False: no behavioral change in SceneComposer

The configuration applies to all static object properties. The user can rule for dynamic properties like widgets, behaviours, controls. The configuration of widgets, behaviours and controls cannot be extracted/generated automatically.

The configuration values which can be set are:

- Initial value;
- Restrict visibility (True/False);
- ForeceReadOnly (True/False).

See also:

- Easy Mode Generator in SceneComposer User Manual

Transitions

The previously added feature of scene transition editor was completely re-done (Polarion CGI1-15898, CGI1-15858, CGI1-15885, CGI1-16195 etc.). Since now on two different panels are available to set and use transitions:

- "Rules Editor": it allows the definition of transitions on a per scene basis and test these transitions directly in SceneComposer's display preview. The designer can use the editor to set the transitions to ("Destination") or from a scene ("Source") just by selecting or by dragging and dropping effects onto the scene list.
- "Transition Execution": supposing that the scenes are prepared to be used in a transition, the user has to choose which kind of transition will be assigned to the "Activate" and "Deactivate" state of the scene. The former concept indicates what will happen when the transition will be working from a scene **to** that scene or when will be working on a scene alone, and the latter indicates what will happen when the transition will be working **from** that scene to another one or when will be working on a scene alone. This operation can be done in a secondary panel named "Transition Execution".

In addition to cut, fade, slide and scale transitions - or combinations of these - a new build-in transition type was added: Animation. By using it is possible to trigger animations or group animations within transitions.

See also:

- Transitions in SceneComposer User Manual

Control Node Animations

SceneComposer 3.3.1 displays local animations (Control node animations) and plays them, but does not offer any possibility of including them in Animation Groups (Polarion CGI1-15885). Since this version on, the "Local animations" are renamed "Control animations". The command by add animations into an animation group has been split in two distinct and self-explanatory commands (available in the context menu):

- "Add this Animation to Animation Group(s)" and
- "Add Animations to this Animation Group".

Another related features:

- After a control animation is added, it behaves as any animation node. It inherits Delay and Startup properties (startup is available only in certain circumstances).
- AnimationGroup panel has been changed. Instead of displaying the name of nodes (Which is very irrelevant to the user) it now displays the full name of the animations and short version of the control animations.

- Categories for a normal animation (inside an animation group) are reorganized: a) Delay and Startup are moved to a separate category called "Animation", which is displayed after "General"; b) A new readonly property is available, "Animation" which displays the name of the node animation

See also:

- Animation Groups in SceneComposer User Manual

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