SceneComposer 3.7

HMI Contract Synchronization Plugin

The Plugin does not show up anymore at startup if there are only unmachted items found. It only shows up if there are matched or missing items detected.

Behavior Path

The generation of paths for behaviors has been enhanced. The behavior groups and behavior building blocks are considered for the path generation. This leads to understandable paths, expecially if the same behavior name is used inside multiple building blocks our behavior groups. The path is stored in the generated asset and has impact on application code that dealing with Candera paths for behaviors.

Custom Properties Support

The plugins can register (extra) properties for solution items. These properties can be edited using the property grid and are stored in the solution files.In previous version of Scene Composer, these properties were called “Annotations”. In this new version, they were renamed to “Custom properties”, because a new Annotations concept was introduced.

The Type Manager service contains a method to register properties and another one to retrieve all properties registered (by the plugins) for a type. A reference to this service can be obtained by the plugin in the initialization method using the Unity Container. Plugin compatibility is preserved. The plugins can used the old methods, but they were marked as deprecated.

More information is available in chapter Custom Properties Support.

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