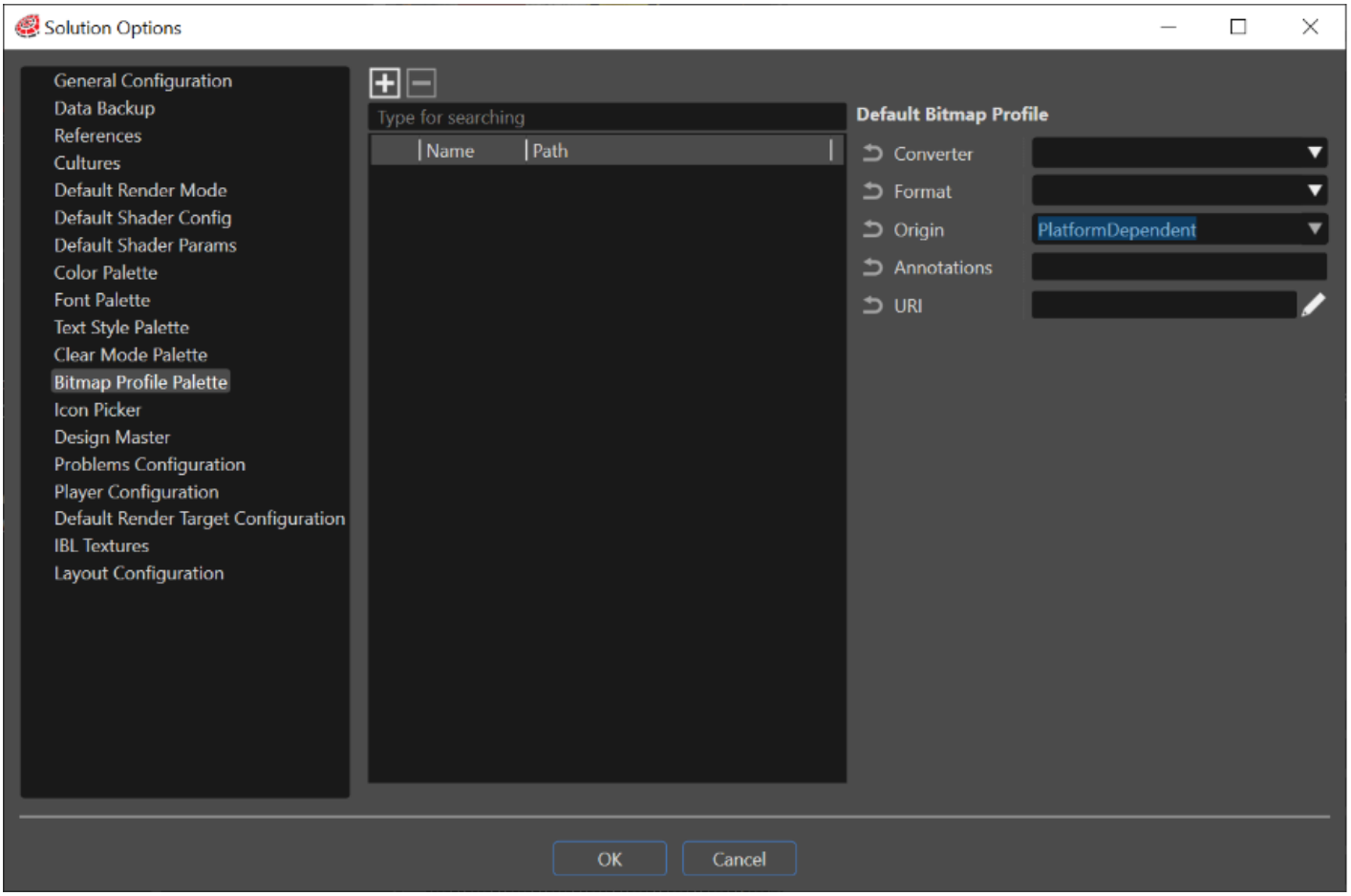
Flipped Bitmaps

The platform definition has been extended and defined via meta-info if the bitmaps shall be flipped or not for 2D and 3D. Each bitmap written into the asset specifies the info if flipped or not (the new attribute) SceneComposer writes the bitmap data in the flipped or not flipped data format depending on the platform's specification.

A new property (Origin) is available for bitmaps to configure the layout of the pixels in the asset.



If the option PlatformDependent is selected, the following verifications will be performed:

- Bitmap is used only in 2D content, the platform setting for the 2D engine will be used;
- Bitmap is used in 3D content, the platform setting for the 3D engine will be used;
- otherwise the imported content will be exported without any flipping.

Revision #3
Created 2023-02-14 12:53:52 UTC by Tsuyoshi.Kato
Updated 2024-10-29 05:27:46 UTC by Elisabeth Zauner