

# Cyclops Release Notes

version 3.3.20 - March 28, 2023

## Cyclops3.3.20 -

- CHANGE: Added new Cameras & Filmbacks to the menu
- FIX: Fix/improved the object height data to measure from the user's current ground plane.
- NEW: Added camera smoothing feature for Vcam
- CHANGE: Display Layers are now ordered Alphabetically
- CHANGE: removed the internet check when starting World Anchors. the check was giving a false negative

## Cyclops3.3.17 -

- FIX: FPS in debug display is now colored correctly based on the FPS value
- FIX: Display layers now get ordered alphabetically

## Cyclops3.3.14 -

- NEW: SubLevel manager section in the Layers Tab. Allows the user to turn on/off sub-levels
  - The sublevel Manager BP needs to be set up during cooking
- UPDATE: the camera filmback list has been updated to include more camera filmbacks

## Cyclops3.3.12 -

- NEW: Camera Constraint tool allows users to constrain or "platform" or "magic-carpet" the camera to an animated object in the scene/level.
  - The object to which the camera is constrained needs to have been set up during cooking.

## Cyclops3.3.11 -

- FIX: TakeRecorder now maintains proper sync with the animation playback. When shots are imported into Unreal Editor the camera animation is now in sync with the Sequencer animation
- CHANGE: hides the animation scrub bar when recording videos
- CHANGE: added more World Scale and Tilt Offset values when in Vcam Mode.

## Cyclops3.3.10 -

- CHANGE: Reworked the list of Cameras for the film back matching. Now supports a Cameras and Modes menu that updates depending on which camera is selected. There are now over 400 cameras and modes available.
- NEW: Anamorphic Squeeze value preference. Allows the user to enter an anamorphic squeeze value that affects the Horizontal FOV

## Cyclops3.3.8 -

- UPDATE: When using the Photo and Video tools we are now saving the positions of all placed assets/models in the scene. This allows us to properly import the data JSON into Unreal Editor and reconstruct exactly the photo or video. Need to have the updated UE Plugin.
- CHANGE: new Take Recorder preferences
- NEW: Play on record preference

- NEW: Save data for all Asset preference

### Cyclops3.3.5 -

- UPDATE: Added new help messages to all main tool buttons and other tools
- FIX: Bugs with Asset Collection renaming
- FIX: Bug in World Anchors where it was not shutting down properly

### Cyclops3.3.4 -

- NEW: Duplicate Asset tool - duplicates the currently selected asset

### Cyclops3.3.0 -

- Cyclops 3.3 DLCs are compatible with 3.2 & 3.1 DLCs. You do not need to convert or re-cook DLCs
  - The new cooker adds the GPS alignment tool. But the old cooker works just fine.
- FIX: Fixed the directional light in the default Cyclops level
- FIX: fixed the light intensity control to not start at a value of 10
- FIX: the occasional jitter issue has been fixed
- NEW: import geo feature
  - users can import their own OBJ or FBX models into Cyclops to be used as Placeable assets
  - Support for textures on OBJs and FBXs
  - Preference panel to control asset Importing. Default scale and up axis per-asset
  - Auto import option
  - The user puts models into the Persistent Download directory.
- CHANGE: we've slightly changed the Place Asset drop down to distinguish between Imported, default, and DLC assets
- CHANGE: After placing an asset the Place Asset tool is deselected
- Additional refinements to World Anchors
  - Anchor geo is no longer duplicated in the scene
  - Anchor geo is only created if the Azure service locates an anchor
  - When World Anchors is turned off the anchor geo is deleted from the scene
  - When an Anchor is deleted any anchor geo is deleted as well
  - Anchor geo has the correct name of the anchor
  - Renaming the anchor will rename the name of the anchor geo
  - Added Preference for Auto Apply Anchor. This will apply an anchor as soon as it is located by Azure.
  - The Anchor tab is turned on by default
- NEW: Local GPS scene alignment feature
  - autosaves level GPS alignment data whenever the camera is moved.
  - auto aligns levels with GPS when loaded
  - Preferences to turn on/off the auto align feature
  - Tool to set a GPS alignment in a cooked level
- NEW: General feedback system
  - The core of this system is in place, however not many things create messages at this point in time
  - msgs can be sent to the main Feedback area
  - creates a log of all messages available in the Preferences window
  - Log files are stored on the device
- NEW: Asset Collection Load/Save System
  - works in Asset/Shot/Vcam modes
  - An asset collection includes all actors in the scene that have been placed or moved.
  - The menu is in the Level load tab
  - Transform info for all assets in the collection is saved to the device.
  - When loaded, assets are respawned and placed back where they were in 3D space.

- Asset collections save custom GPS alignments
- NEW: camera dolly invert option in the preferences
- NEW: HoldoutCut cube asset can be placed in the scene to "cut" a hole in the Auto Holdout geo
  - only 8 HoldoutCut asset can be used at a time
  - Holdout Cut cube can be moved, rotated, and resized
- NEW: Holdout max distance setting. Any Auto Holdout geo beyond this range will not be used.