



Cyclops 5.6 Release Notes

Latest App Version: 5.6.0 - Released: May 12th, 2026
Latest Cooker version: 5.6.0 - Released: May 12th, 2026

Cyclops App 5.6.0 - June 10th, 2026

- NEW: core support for Alembic Cache assets in Cyclops as a Smart spawnable asset
 - New SSA_ABC base class and UI class
 - Engine modification to enable Alembic on iOS
 - Custom TTFGeometryCache asset component class
- NEW: Placeable Animals sample assets
- UPDATED: Feature Parity with Cyclops 5.4.5
- UPDATED: added an option in Hide UI to display the animation scrub bar
- Fix: bug fixes to DLC downloading and mounting
- Fix: bug fixes to Medusa connections
- Fix: video playback issues
- Fix: Lidar material issue
- Fix: Chromakey color picker issue

Cyclops Cooker 5.6.0 - June 10th, 2026

- NEW: Base smart spawnable class for Alembic cache assets w/ custom UI class
- NEW: Alembic cache sample asset
- UPDATED: lots of new tools for the TD Toolbox and Content Browser Asset Actions
 - Turn off Nanite
 - Move pivot
 - Permanent polygon reduction by percentage and triangle count
 - Non-Permanent polygon reduction by percentage and triangle count
 - Tools for slicing up static mesh geo in a level
 - Radial slice
 - Grid slice
 - Combine SM geo tool
- UPDATED: Feature parity with Cooker 5.4.1

All updates from Cyclops 5.4 are included in Cyclops 5.6

[Cyclops 5.4 Release Notes](#)

Cyclops App 5.4.5 - Apr 29th, 2026

- NEW: Performance preferences
 - Control: shadows, lighting, textures, AO, and more
 - 3 presets: Performance, Balanced, & Quality
 - Save/load custom settings
- UPDATED: spawned/imported asset naming is improved.
 - Spawned objects don't get silly, long names
 - Imported assets are named based on the file name
 - Level actors use their names from the Level Editor
- UPDATED: Image & Object anchor save files now automatically timestamp and backup for file corruption protection.
- UPDATED Rendering. New preference so Post Process Volumes don't affect the video image.
- UPDATED: Added 1.43 aspect ratio
- UPDATED: Add animals and Hannibal sample DLC downloads
- FIX: All sample links have been updated for Cyclops 5.4
- FIX: to Lidar Holdouts
- FIX: sporadic issues with Set Height and device height calculations
- FIX: issues with the asset To-Ground tool
- FIX: Anchor text input boxes no longer have the extra iOS text box
- FIX: anchor visible icon updates properly when more than 5 image anchors or image constraints are listed
- FIX: anchor visible icon updates properly when more than 5 object anchors are listed
- FIX: issue with image/object anchors with the same name in different levels
- FIX: Object anchors now work properly in Asset Mode
- FIX: Drag Asset works on initial drag
- FIX: Camera freeze tool
- FIX: Camera Orbit tool
- FIX: payback rate properly defaults to 1.0

Cyclops App 5.4.4 - Jan 30th, 2026

- NEW: Cooker number pad widget used by Cooker UI widgets that have number input.
- UPDATED: New, improved, custom video recorder.
 - Cyclops no longer freezes to ask permission to record videos. Video recording starts instantly.
 - Video recorder is less likely to crash
 - Video recorder will still work after returning to Cyclops.
 - Uses native iOS commands for video recording
- UPDATED: new preference if video & photos should be copied to the internal iOS PhotoRoll
- UPDATED: the name of the current mode and open level/scene now displays at the top of the HUD
- FIX: IOS 26 crash issue
- FIX: App documents issue
- FIX: video playback now works in the app.
 - Video playback uses internal iOS tools to playback videos
- FIX: virtual keyboard text input issue