

Cyclops 5.2 Release Notes

Latest App Version: 5.2.2 (.478) - Released: Sep 4th, 2023

Latest Cooker version: 5.2.1 - Released: Sep 4th, 2023

Cyclops App 5.2.2 (.478) - Sept 4th, 2023

- NEW: Sharing tool in the Media Review window. Allows users to easily share photos and videos with the standard iOS sharing tool.
- NEW: Outliner Tab features a list of all the actors in the scene.
 - The selected actor is Highlighted and the Outline automatically scrolls to it
 - You can select actors from the Outliner
- NEW: Actor details panel in the Outliner Tab allows the user to switch certain properties of the selected actor, including:
 - Visibility
 - Moveability
 - Selectability
 - Holdout
 - Set Geo
- NEW: Added a switch for "Freeze Movement" to the Holdout block. This feature allows the user to Freeze any Holdout Geo so it does not move when you use the Camera movement tools. This allows you to move the CG BG without affecting the Holdout Geo
 - Will "freeze" any actor with Set Geo turned on.
 - Does not work with LiDAR geo
- NEW: Faux contact shadow BP parent class. Placeable assets can now have a faux contact shadow.
 - Only works with Static Mesh actors
 - Cyclops default primitives now have a faux contact shadow
- NEW: Samples Download panel in the Help Window. Allows users to download sample DLCs directly to Cyclops.
- FIX: A performance bug with the DLC Manager.
- FIX: Opacity now works correctly if People Depth Compositing is turned off

Cyclops Cooker 5.2.1 - Sept 4th, 2023

- NEW: Added a "Show in Outliner" button to the TD Tools. Allows you to set the selected actors in the scene to be shown or not be shown in the in-app Outliner. By default, all actors are shown in the Outliner.
- NEW: Added an option to the Content Browser right-click contextual menu to create Placeables with a Faux Contact Shadow
 - Shadow properties can be configured on the scene component
 - Users can resize and move the shadow plane component
 - Users can duplicate the shadow plane component

Cyclops App 5.2.1 (.262) - Aug 21st, 2023

- Improved: Long press on Hide UI to get an options menu
- Improved: Icons and feedback for the Holdout Mode switching

- Improved: a few icons

Cyclops App 5.2.1 (.209) - Aug 15th, 2023

- FIX: demo assets & scenes links in the Help menu
- FIX: issues with the Lens Kit UI
- FIX: a bug with adding Bookmarks and Layers

Cyclops App 5.2.1 - Aug 9th, 2023

- Works with Unreal Engine 5.2
- Requires iOS 16 or newer
- Improved rendering with the Mobile Deferred renderer
 - Realtime shadow from directional and spotlights
- Redesigned UI/UX of the Holdout modes to have 3 states.
- FIX: When toggling assets to Holdout mode they now immediately appear in the current mode
- Redesign UI/UX of the LiDAR geo modes to have 3 states
- Added Holdout mode button to the main UI
- Moved People Depth Compositing switch to the Holdout UI block
- Improved the People Depth Compositing to correctly composite over translucent materials
- Enabled AMD FSR Upsampling.
 - Added Performance tab to the preference to adjust screen resolution. Reduced resolution uses FSR Upsampling
- FIX: Active internet connection now correctly detects if there is an internet connection
- FIX: Recorder issues
- FIX: Asset selection outlining

Known Issues

- Fog causes issues with People Depth composite and Chromakey FG plane.
 - We suggest not using those features with scenes containing fog
- Lens Kit UI issues

Cyclops Cooker 5.2.0 - Aug 9th, 2023

- Unreal Editor 5.2 project
- Updated to Mobile Deferred renderer
- Fixed the Set Complexity button in the TD Tools
- Spawnable Asset examples have been moved to the main Content folder as we can't seem to include Spawnables from a Plugin in a DLC

All updates from Cyclops 4.0 are included in Cyclops 5.2

[Cyclops 4.0 Release Notes](#)