XPression Layer Objects in v5.5 or Higher

This document covers the changes that have been made to the way layer objects are handled in XPression v5.5 and higher.

Overview

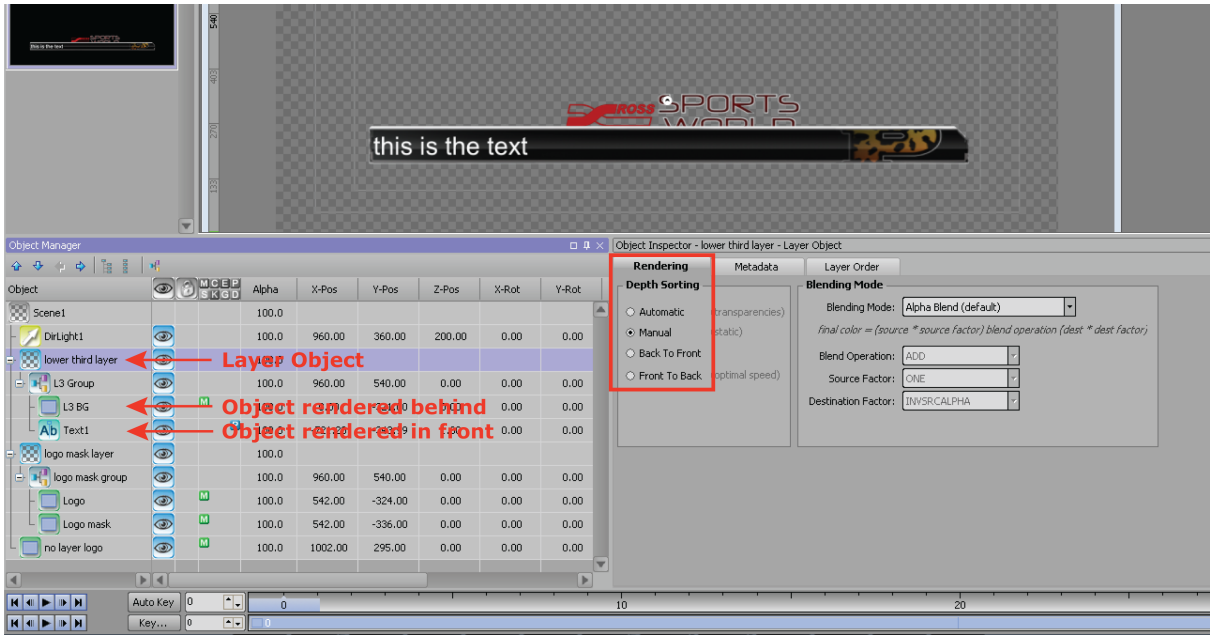
In versions of XPression before v5.5, the drawing order of layer objects could be unpredictable and could cause inconsistent results. A new layer order feature has been implemented in v5.5 so that users can now control exactly what order layer objects are drawn within a scene.

★For users moving to v5.5 or higher it is very important to check your projects after upgrading to make sure scenes have not been adversely affected by this new feature. If you experience a change in the object drawing order, use the features described in this document to make the necessary adjustments.

Drawing Order Within a Layer Object

Depth Sorting modes can be adjusted by selecting a **Layer Object** in the **Object Manager** and then using the **Rendering** tab in the **Object Inspector**.

By default, the depth sorting mode of a layer is set to **Manual**, meaning the order of objects within the layer object determines the rendering order. In **Manual** mode, objects are drawn in descending order, with the top-most object in the object tree being drawn at the back and the bottom-most object in the object tree being drawn in front.

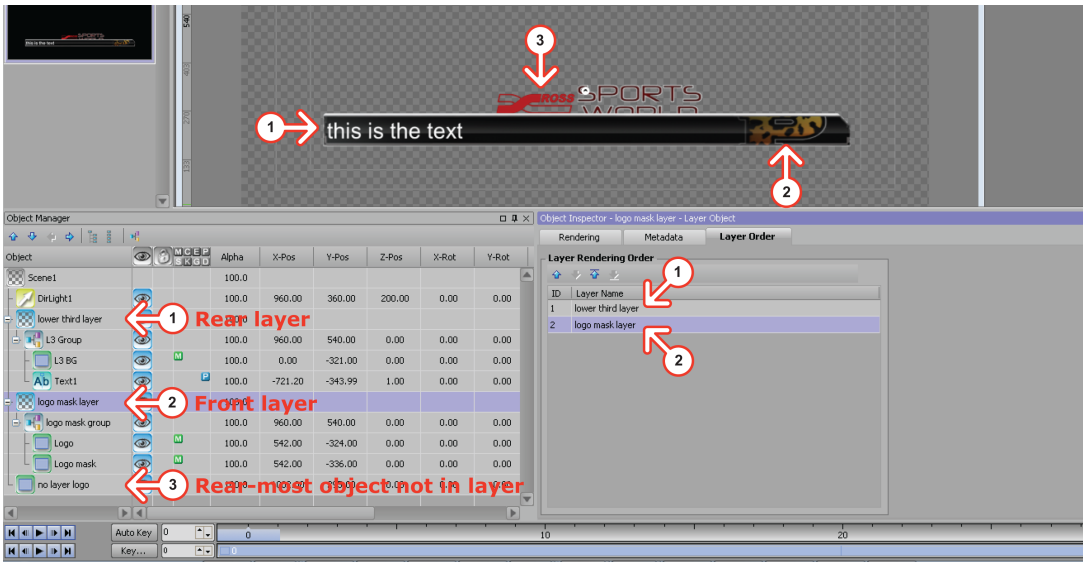


Switching the depth sorting mode to **Automatic** means objects will now be rendered based on their position in 3D space.

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Drawing Order of Layer Objects

You can now control which layer objects draw in front of one another in scenes containing multiple layer objects from the **Layer Order** tab in the **Object Inspector**. This menu can be accessed by selecting the **Scene Object** or any of the **Layer Objects** in the scene. Selecting the up and down arrows controls the layer order. Objects not contained in a layer object will be rendered behind all other layer objects.



For more information on layer objects, refer to the *XPression User Guide* or Online Help File (v5.5 or higher).