

XPression Layer Objects 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.

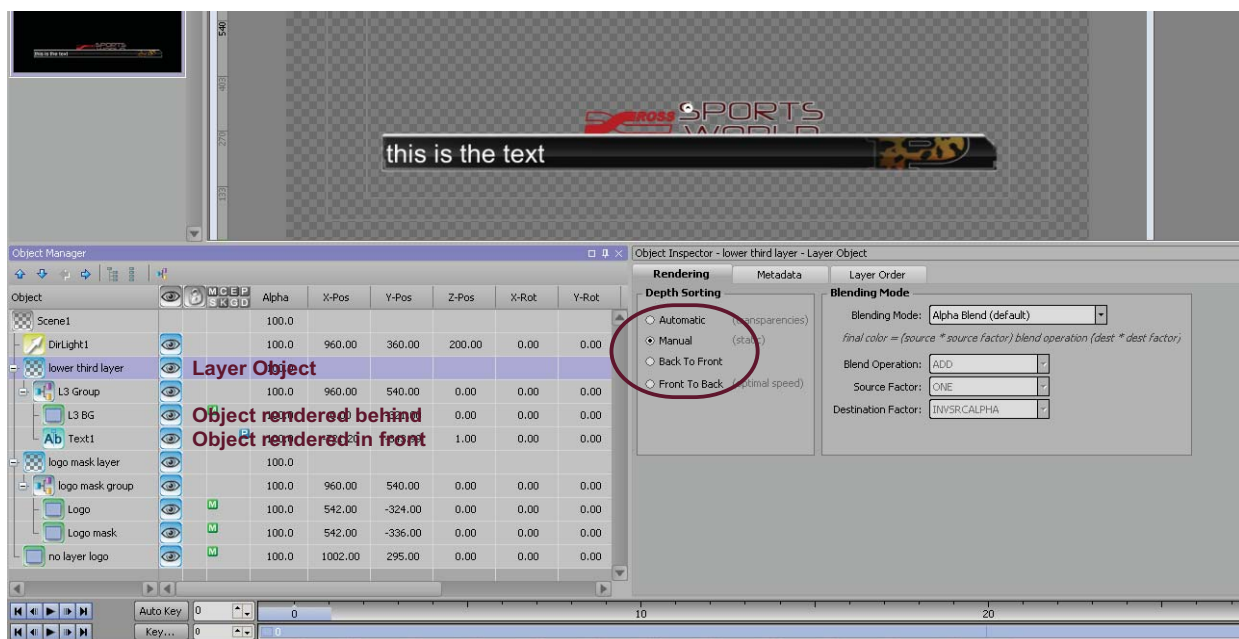
- ★ For users moving to v5.5 it is very important to check your projects after upgrading to make sure scenes have not been adversely affected by this new feature.

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.

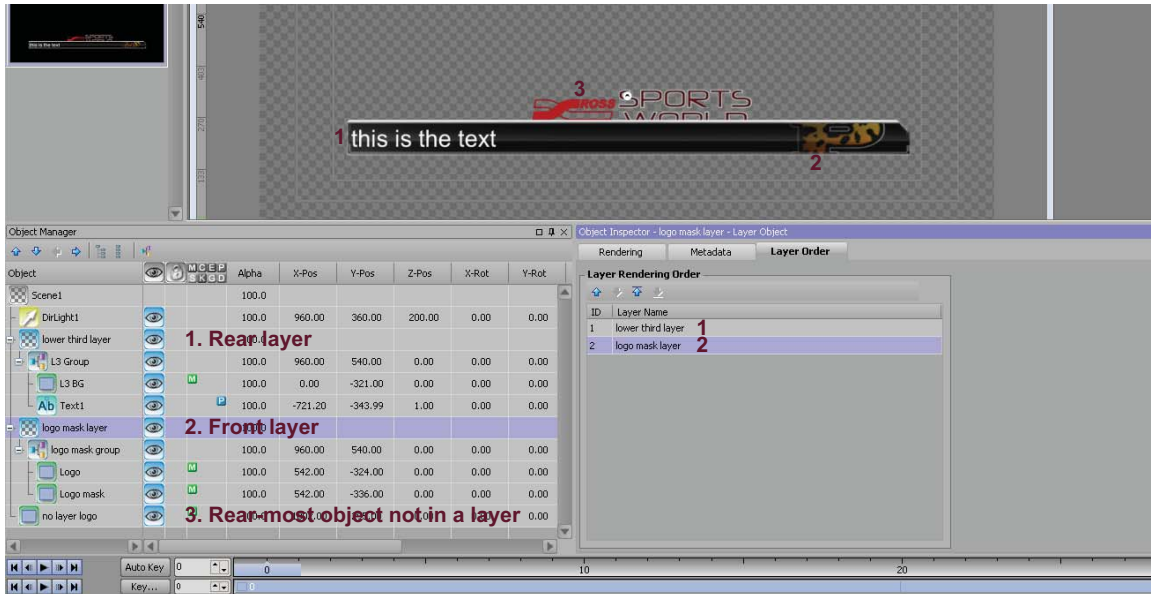
By default the depth sorting mode of a layer is set to Manual, meaning the order of objects within the Layer Object dictates the rendering order. In Manual mode, objects are drawn in descending order, with the top-most object in the object tree being drawn at the back and the bottom-most object in the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

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 clicking on the Scene Object or any of the Layer Objects in the scene, use the up and down arrows to control 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).