
2.0.0

BUG 237 Fixed issue with the view becoming all black if using WBOIT transparency (default) on some Android devices.

BUG 240 Fix in MeshIndexedTriangles.constructPreserveSharpEdges() that would produce undefined vertex attribute data if optional texture coordinates or normals were specified.

BUG 242 Transparent parts would on some rare occasions not be visible in the RemoteModel due to timing/ordering in streaming from the server.

1.2.8

BUG 231 `cee.CloudSession.destroySession()` sometimes caused an exception with undefined shader program.

BUG 232 `Overlay.modelColorLegendsVisible` did not update the view.

BUG 235 `QueryGlobalNodePositionsForFrames` did not work in `singleStepMode`

BUG 236 Fixed an issue with Abaqus ODB files not working correctly.

Due to a severe limitation in the official Abaqus ODB API, the server will run all Abaqus .odb file access in the main thread. This will block the server for any other requests while the file is being accessed. This should be taken into consideration when deploying a solution using the Abaqus ODB reader.

1.2.6

BUG 225 `GeometryModel.regionIntersect()` did not respect the `View.clipping` settings.

BUG 227 Vectors on cutting planes did not respect the color specified in the `VectorSettings` when in `SingleColor` mode.

1.2.5

BUG 224 Fixed issue where isosurface and other extracted features would not get updated on the client when the analysis model was reloaded on `CeeCloudServer`.

1.2.4

BUG 222 VTU reader and OpenFOAM reader was not working properly on Linux

1.2.3

BUG 221 Server: File reader improvements. Fixed issues with very large VTU files. Removed wrong error messages from FORGE reader in file type detection. Added some output on the server indicating which reader is used and the progress of the operation.

1.2.2

BUG 213 Fixed issue where turning on clipping for a cutting plane after creating it could cause z-fighting. Force server side recalculation of cutting plane when value of clipping changes.

BUG 216 Bounding box of `RemoteModel` was not updated when model was changed (e.g. scale displacements) and caused clipping artifacts.

BUG 217 Text on the color legend was too small on retina (high dpi) screens due to regression in BUG207.

1.2.1

BUG 204 `cee.mrk.PartIndexedTriangles.setColor()` took a `Color3` and not a `Color3Like` parameter.

BUG 205 Picking on continuous and category legends hits entire overlay item area and not only the legend bar

BUG 206 Legend tick marks on continuous color legends with user defined scaling did not work as expected.

BUG 207 Color legends were not positioned correctly when having multiple views in a viewer and only showing the legend in one view.

BUG 208 View.overlay: Toggle visibility of info box, step text and navigation cube did not immediately update the display.

BUG 209 Added more checking and throwing on errors in the CgeoModelGenerator