
1.2.2

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

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

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.

1.2.1

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

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

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

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

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

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