

2.0.1 Change Log

Primary Changes

- 1) The Zone To Edit and Grouping To Edit dropdowns on the World Designer Tool will now only show Zones/Groupings which are editable (which for the Grouping, will change depending on the Zone To Edit selected).
- 2) Added calculated Grid Dimensions (Total Width, Total Length, Total Height) to Streamable Grid.

Fixes

- 1) Fixed some issues with loading a new scene from a scene containing an initialized SAM.
- 2) Fixed a bug with the Deactivate Chunk Children Overridable setting on the World Component, which caused slower than normal deactivation speeds.
- 3) Fixed a World Designer Tool bug causing the layer position of Asset Chunks to be changed when updating the Origin Cell, even when the Origin Layer was not changed.
- 4) Fixed Layer value not being set correctly when adding/updating Game Start Configurations via the World Designer Tool.
- 5) Fixed missing "Deactivate" button on Active Game Start Configuration in the World inspector.
- 6) Fixed a bug that would cause the World Designer Tool to crash when attempting to load a cell's asset chunks, and the tool could not find the asset chunks (due to misconfigured setup).
- 7) Fixed a bug with using a Naming Convention with **Numbering Starts at 0** enabled, that would cause issues with the World Designer Tool.
- 8) Fixed a bug when using an LOD Group Name that is a substring of another LOD Group's name. This bug would cause some World Designer Operations to fail and print an error.

- 9) Fixed a bug causing the World Designer Tool to not respect changes in Streamable Grids Extra Data (both Global and LOD Group data).