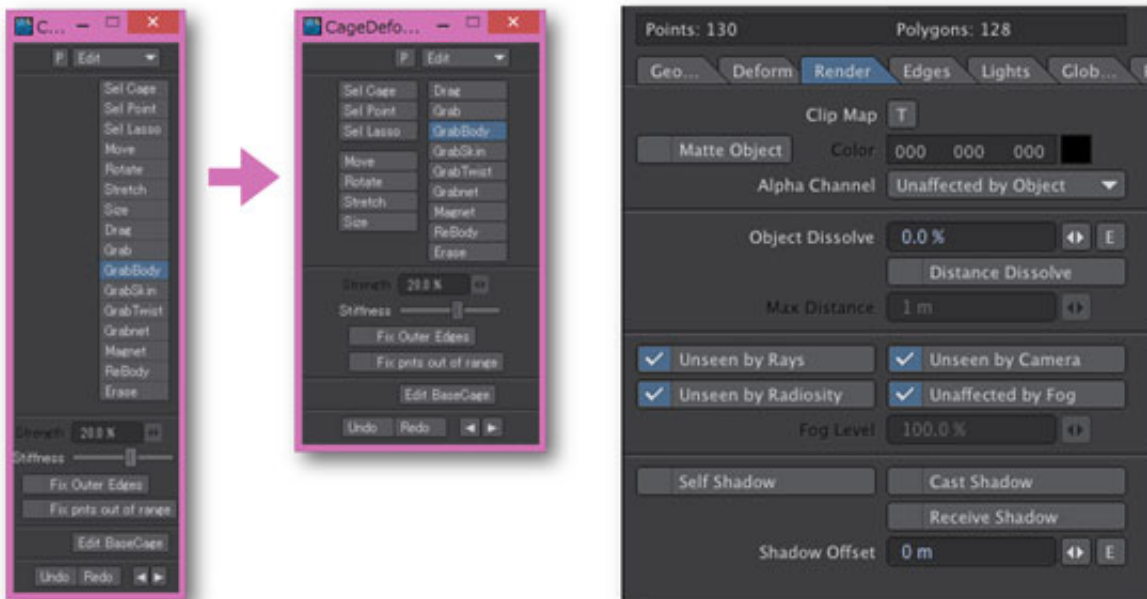


Version 1.09

- Fixed a bug that the whole or portions of an object disappeared in rare case if you used 2-point polygons as a cage.

Version 1.08

The tool panel has become wider and more compact for ease of moving the panel itself around.

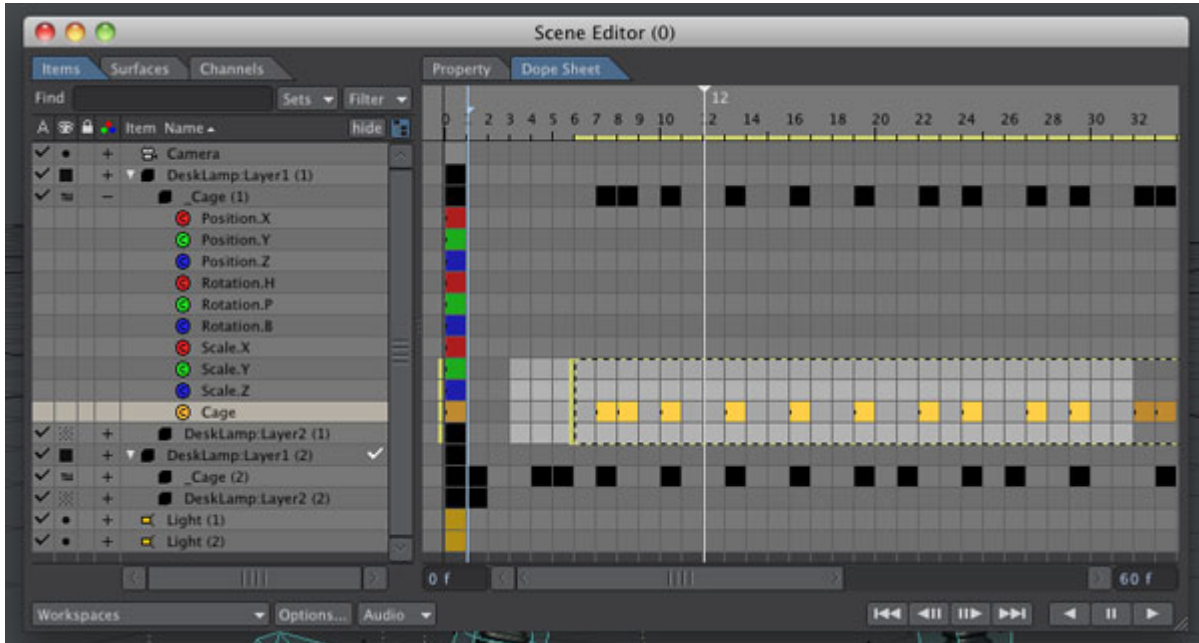


When a new cage is created with the **CageDeform Add** command, the render settings for the reference object will be automatically adjusted to cause the reference object not to affect your rendered results in the scene. In particular, all **Unseen** options will become checked, and all **Shadow** options will become unchecked on the Rendering tab of the Object Properties panel.

Version 1.07

Editing the keyframes in the Scene Editor's dope sheet

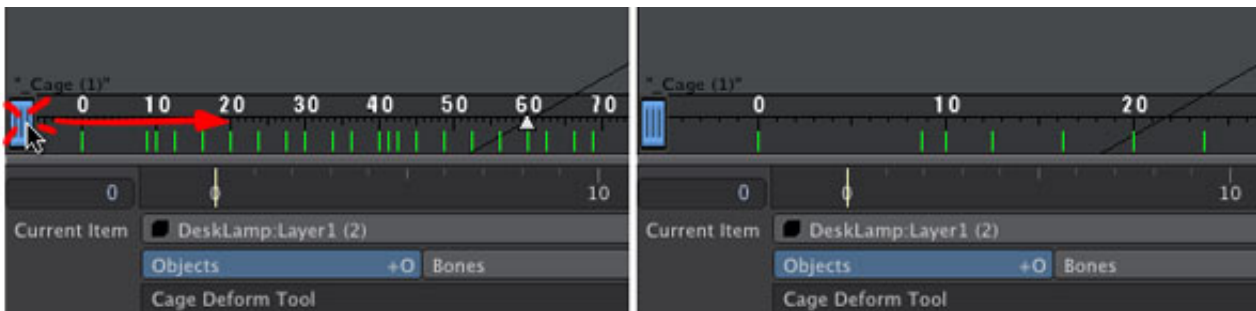
Also in the Scene Editor's dope sheet, the shape keyframes for scene cages can be edited. It allows copying, deleting, quantizing, time shifting and time scaling of selection of keyframes.



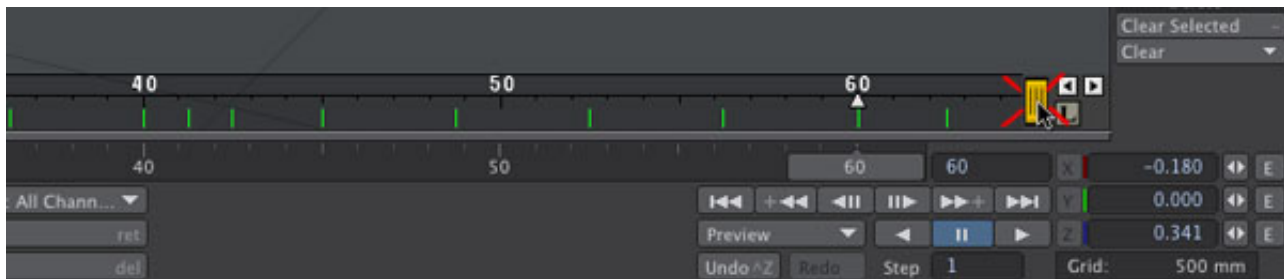
If any of the existing shape keyframes are edited in the Scene Editor with the CageDeform Tool panel open, the undo/redo stack will be cleared. Because these keyframe values are used as IDs for tying themselves to the actual shape keyframes, they should never be changed. Even if they are changed and become broken links due to some kind of mistake, you can repair broken key links by selecting the cages or by saving and reloading the scene.

Rescaling of the timeline range

Left-clicking and dragging left/right on the scale button located at each side of the timeline let you interactively change the timeline range.



You can also fit the timeline to Layout's built-in timeline by right-clicking on the scale button, but the pixel width per frame is limited to numbers between a minimum of 4 and a maximum of 128.



Performance Improvement

Improved the accuracy of the deformation calculations and the cage manipulating performance of the CageDeform Tool.

Known Limitation

If a polygon that has an area of zero and/or an edge that has a length of zero is slipped into the geometry of the cage, the resulting deformation of the object covered with the cage will become undesirable. Please be careful not to create these source of trouble in your cage object.