OPENFLIGHT TO UNREAL 1.0

RELEASE NOTES

PRESAGIS

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*Welcome to the Release Notes for **OpenFlight To Unreal** 1.0 converter*

Known Issues

- In the original O2U release, any project that was created after the O2U plugin was installed had kept a dependency to the plugin, which made it impossible to reuse created assets without having the plugin installed. This issue is now fixed.

- The OpenFlight to Unreal installer may not be able to find the install location of Unreal Engine. In that case, the user will have to fix the situation using the following procedure:

  > Manually copy the plugin from a computer that already has Epic Games installed
  >
  > a. Copy the **DatasmithOpenFlightSetup** folder from :
  >   `C:\Presagis\OpenFlight_To_Unreal_1_0\plugin`
  >
  > b. Paste the folder in :
  >   `C:\Program Files\Epic Games\UE_4.24\Engine\Plugins\Enterprise`

- OpenFlight to Unreal needs DirectX to be installed on the host machine. Installing DirectX or UE4 should solve this problem.

- Some RGB texture files have an alpha channel that is not picked up by Unreal. Re-exporting them in RGBA should fix the issue.

- Some models using transparent textures may end up showing a halo in Unreal. Adjusting the Material for this texture in Unreal may fix this issue.

- The DDS image files for the Terrain are not supported by Unreal. Only 32-bit floating-point DDS is supported.

- The maximum number of LODs allowed in Unreal is 8. The converter will clamp the LOD count to 8 and ignore the coarsest LODs over 8.

- Some special characters in filenames are removed by Datasmith, such as the pound sign. For example, F1#Starlight will be exported as F1_Starlight.udatasmith.

- Light points will not be processed to Datasmith. This feature is not yet supported.

- LOD nodes in the OpenFlight source database must contain "Switch In" values to be detected by the converter.

- Default Metallic, Specular, and Roughness are set through the Master Material, hence they are not yet configurable per instance.

- Transparent materials don't have PBR properties. These material properties can be set by hand after the Datasmith import.

Acknowledgements

Portions of this product use Presagis OpenFlight API.

Portions of this product use DatasmithSDK which is made available by Epic Games for all Unreal Engine users.
See https://docs.unrealengine.com/en-US/Studio/Datasmith/Overview/index.htm for more information.

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