Asset Tool Change Log 3.0.0

Combined Asset Tool

In CGI-Studio V3.0.0, the following previous tools related to asset library post-processing have been combined into a single application called `AssetTool.exe`:

- CgiStudioAssetDiff
- CgiStudioAssetLibShaper
- CgiStudioLanguageAppender
- CgiStudioAssetExtractor

Asset Tool provides the following commands:

`-h`	Shows help.
`-v`	Shows version.
`-shape [Parameters]`	Runs AssetLibShaper with the given parameters. See Shape Asset Library.
`-append [Parameters]`	Runs LanguageAppender with the given parameters. See Append Languages.
`-diff [Parameters]`	Runs AssetDiff with the given parameters. See Compare Asset Libraries.
`-extract [Parameters]`	Runs AssetExtractor with the given parameters. See Extract Bitmaps.

Asset Format Changes

In CGI-Studio V3.0.0, the format of the asset changed:

- The header of each library contains a new list structure which replaces the old lookup tree.
- The data part of the library elements contain new structures. Among these are the data regions.

These changes slightly affect the partitioning process, for which the Assetlib Shaper component tool is responsible. Regarding this process, no matter the asset format changes, the partitioning

configuration offers the same options with two remarks:

Space Reservation Rules

The space reservation rules used for reserving space at lookup tree end, "reserve-space-tree", are now used, with no change, for reserving space at the end of the list that replaces the lookup tree.

Compression

Compression can now be applied only to library elements that contain data regions. There is only a subset of all the asset libraries that contain elements with data regions. The library types that allow compression are:

- Bitmap
- ShaderProgram
- VertexBuffer
- RawResource
- Font.

If a partitioning configuration specifies other library element types for compression, then a warning is shown in the console and no compression is applied to these elements.

Supported Asset Library Types

Also relating to the shaping feature, the asset library types are updated.

The library types that are currently available in assets are: `Animation, AnimationGroup, Bitmap, CameraGroup, ClearMode, Display, Font, RawResource, ReferencedTemplate, RenderTarget, Scene2D, Scene, ShaderProgram, Composite2D, Composite, TextStyle, Theme, Transition, VertexBuffer, AppearanceCollection, Appearance, Material, RenderMode, UniformSetter, Texture, and Language.`

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