VirtuKiosk - Version 13.2

Release Date - 07th October, 2026

Overview

Version **13.2** includes **bug fixes and improvements in 3D Navigation**, mainly related to **Shape Color Configuration** and **GLB File Loading**.

3D Navigation Bug Fixes

1. Shape Color Based on Drawing Direction

In previous versions, the shape color could be configured correctly only when the shape points were created in an **anticlockwise direction**.

- **Anticlockwise:** Custom shape color could be applied.
- **Clockwise:** Shape color was automatically changed to **black**.

Fix in Version 13.2

In Version **13.2**, the shape color can now be configured regardless of the drawing direction.

- **Clockwise:** Custom color can be applied.
- **Anticlockwise:** Custom color can be applied.

> **Bug Fixed:** Shape color is no longer automatically changed to black based on the point drawing direction.

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2. Shape Color Based on Number of Points

In previous versions, the shape color could be configured correctly only when the shape contained the expected number of points.

- With **4 points**, the custom color could be applied.
- With **more or fewer points**, the shape color could automatically change to **black**.

Fix in Version 13.2

In Version **13.2**, the shape color can be configured regardless of the number of points.

- **4 points:** Custom color can be applied.
- **More than 4 points:** Custom color can be applied.
- **Fewer than 4 points:** Custom color can be applied.

> **Bug Fixed:** Shape color is no longer automatically changed to black based on the number of points.

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3. GLB File Loading After New Build

Sometimes, after installing a **new build**, previously uploaded **GLB files may not load immediately**.

Recommended Action

If the GLB files are already uploaded but are not visible or loaded after installing a new build:

1. Open the Kiosk where you have 3D Navigation enabled and GLB files uploaded.
2. Perform **Sync**.
3. Wait for the synchronization to complete.
4. Verify that the GLB files are loaded correctly.

> **Note:** If the GLB files are already uploaded but are not loading after a new build, **Sync should be performed first** to ensure that the files are loaded correctly.

Summary

Version **13.2** improves 3D Navigation by fixing shape color issues related to:

- **Clockwise and anticlockwise point creation**
- **Different numbers of shape points**

- **GLB file loading after a new build**

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