What's new in RT Editor 0.6.1

Fixed bug with Windows NT
Soft shadow

You cannot rotate, translate, scale or group an area lamp. If you want to modify it, you must edit it like a curve with exactly 4 vertices (you cannot add or delete vertices).

Cone object

Now you can use cone objects. It is like any other primitive object (sphere, box, cylinder).

Extended phong material

New material characteristics:

shadows	draw shadows if on.
Kh	highlight coefficient. (Early it was included in the Ks parameter)
angles	angular spread of reflected ray.
anglet	angular spread of refraction ray.

To use angles and anglet, UseDistribuiteTS must be on. With AngleFreq you can choose the quantity of rays fired for each point in the worst case.

Atmospheric attenuation
Jittering antialiang

To use Jitter antialiasing put "antialiasing" parameter to -1.

JitterFreq	the number of ray fired for single point.
JitterRange	the range for the random jitter (from 0.0 to 1.0).