CGIApp flags

- **CGIAPP_ADDITIONAL_BEHAVIOR_PATH** sets the file containing additional behaviors paths.
- **CGIAPP_ADDITIONAL_WIDGET_PATH** sets the path to a txt file.
- **CGIAPP_ENABLE_ADDITIONAL_WIDGETS** points to a custom provided additional widgets file.
- **CGIAPP_WIDGETSET_VERSION** sets the version of the widget.
- **CGIAPP_ENABLE_TUTORIAL** defines whether CGI-Application tutorial is enabled or not (CGI Studio Documentation->Application Development->Candera->Tutorials)
- **CGIAPP_ENABLE_ADDITIONAL_BEHAVIORS** defines whether Behaviors feature is enabled or not
- **CGIAPP_BUILD_TYPE** defines the binary type of the build application. It can be set to NativeDll or NativeExe.
- **CGIAPP_PLAYER_DEBUG_PATH** defines the path to the CGI Player executable for debug builds. On simulation, for example, the executable will be stored in the device directory present next to the CGIPanel.exe.
- **CGIAPP_PLAYER_RELEASE_PATH** is the path to the CGI Player executable for release builds. On simulation, for example, the executable will be stored in the device directory present next to the CGIPanel.exe.
- **CGIAPP_SAMPLE_CLOCK_ENABLED** enables the clock sample feature. If enabled the application will be built with the Clock sample component allowing to use the AnalogWatch control when its Time property is bound to the /Time/CurrentTime data item.
- **CGIAPP_SAMPLE_DYNAMICLIST_ENABLED** enables the dynamic list sample feature.
- **CGIAPP_SCENE_COMPOSER_PATH** defines the path to Scene Composer.
- **CGISTUDIO_FORCE_RESET_USER_SETTINGS** forces the generation of MSVC user settings even if they exist.
- **SCHOST_DLL_NAME_CUSTOM** defines a custorm name for SCHost DLL
- **SCHOST_DLL_NAME_PLATFORM_SPECIFIC** defines whether or not to use platform specific name for SCHost.dll
- **SCHOST_DLL_OUTPUT_PATH** defines the output path for SCHost.dll. Typically is the path to the Scene Composer.

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