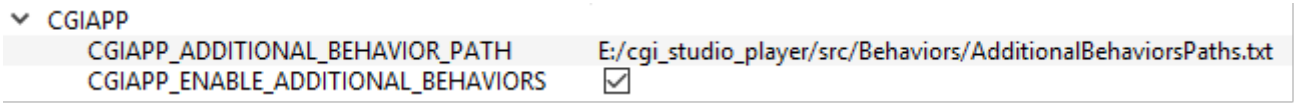
Activating Additional Behaviors for Player

To include the behaviors part of CGI Studio in the Player, simple enable the CMake option **CGIAPP_ENABLE_ADDITIONAL_BEHAVIORS** before generating the CGI Application solution with CMake.

The CMake option **CGIAPP_ADDITIONAL_BEHAVIOR_PATH** is already preconfigured to include widgets part of *<cgi-studio-root>/cgi_studio_player/src/Behaviors/AdditionalBehaviorsPaths.txt*.



Following projects will be created in the solution with above cmake configuration:

- **BehaviorSet** for compiling WidgetSet.cpp
- **Behaviors_Example** for compiling example behaviors defined at *<cgi_studio_root>/cgi_studio_player/src/Behaviors*
- **ControlBehaviors_1** for compiling behaviors defined at *<cgi_studio_root>/cgi_studio_controls/src/Behaviors*

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