

Introduction

CGI Studio provides an integrated development environment based on Visual Studio for widget and application layer development, located at:

- <cgi-studio-root>/cgi_studio_player

In the cgi_studio_player directory, 4 different projects are defined:

- **CGI Panel**
 - A graphical user interface which controls the flow of the Player
 - C# Application with predefined controlling interface towards the Player
- **Player**
 - The application layer (C++) links [Candera](#), demo application and Widgets as an executable for host system
 - Player depends on CGI Panel, hence it refers to CGI Panel as "debug" application and stores its output near CgiPanel.exe in order to enable CgiPanel.exe to execute it.
- **Behaviors_Examples**
 - The concrete behavior set implementation (C++)
 - Based on [Candera](#) and compiled as a static library
- **SCHost**
 - Makes SceneComposer aware of [Candera](#) including the [Candera](#) Device used in the solution, and widgets
 - Compiled as an dll and loaded by SceneComposer
 - Output dll is placed directly into SceneComposer installation directory to avoid manual copying.

The following pages explain how to build these components.

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