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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