

CGI Studio 3.13

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General 3.13

This page describes general updates that were made to CGI Studio version 3.13.

Scene Composer

- Improved UI/UX, reduces clutter and optimized toolbars
- Support for long path names and 64 bit
- Improved import procedures
- Fusion - added bird's eye view and improved features
- State Machine - added bird's eye view, undo/redo option, shortcuts, and many more
- Integrated a rendering-based Text Length Checker
- Improved Easy Mode configuration

Candera

- Monotype version upgrade

Controls

- Improved slider control

Candera 3.13

Monotype Version Upgrade

The version of Monotype iType and Monotype WT-Shaper have been upgraded to the following versions:

Monotype iType	6.2.2
Monotype WT-Shaper	5.0.0

Controls 3.13

Slider Control

The Slider control was modified and uses the newly introduced [SliderBehavior](#) for layout of its elements. Now it is possible to

- set a layout size on the control itself
- assign a nine-patch image for the slider fill.

Behaviors 3.13

ListBehavior::TouchMode moved.

"enum CgiStudioControl::ListBehavior::TouchMode" has been moved from Behaviors/Scroll/List/ListBehavior.h to Behaviors/Scroll/List/ListTouchMode.h and renamed to "enum CgiStudioControl::ListTouchMode::Enum". The enum values CgiStudioControl::ListBehavior::Idle, CgiStudioControl::ListBehavior::Down, CgiStudioControl::ListBehavior::Scrolling and CgiStudioControl::ListBehavior::Flicked are therefore now available as CgiStudioControl::ListTouchMode::Idle, CgiStudioControl::ListTouchMode::Down, CgiStudioControl::ListTouchMode::Scrolling and CgiStudioControl::ListTouchMode::Flicked.

ScrollableEvent new flag

The [ScrollableEvent](#) has been extended with the additional flag TreatAnimationDurationZeroAsNotSet.

Use false to gain the same behavior as before (a duration value of 0 is considered as an animation duration of 0). When set to true the provided animation duration with the value 0 is treated as not set and the receiving scrollable control will use its own animation duration instead (when the provided animation duration is not 0 then there is no change in behavior). Also the

[ScrollableEventActionBehavior](#) reflects that change with its new configuration property TreatAnimationDurationZeroAsNotSet. The default value for this property is true (because it is more likely that that already centrally configured animation duration shall be taken than a real 0 time animation duration).

Scrollable new callback

The [Scrollable](#) interface has been extended with the interface SetScrolling. The external caller will indicate with the call of SetScrolling if the object is currently scrolled (e.g. by a scrollbar with ongoing user input) and when this scrolling stops.

ListBehaviorExtension interface added

The [ListBehavior](#) functionality can now be extended by implementing the [ListBehaviorExtension](#) interface and apply the extension to a list. In addition an extension has been added that allows to snap the selected list item to an aligned snap position (combined snap positions of the list and the item). The new [SnapListItemExtensionBehavior](#) can be used to deploy this extension on a node with an attached [ListBehavior](#) and configure the general snapping functionality. The SnapListItemConfigurationBehavior can be used to configure individual setting for each item that will override the central configuration at the list node.

SliderBehavior added

Added a [SliderBehavior](#), which does the layout of the background, fill area and knob nodes. It expects a `ProcessValueEvent` with a normalized value between 0.0 and 1.0.

FeatStd 3.13

- Refactored containers
- Refactored Identifier and Name classes
- Added Visual Studio debugging visualizer for FeatStd base types

Scene Composer 3.13

UI/UX Improvements

- Improved [Zoom Display Preview](#) in the display panel
- Toolbar improvements to reduce clutter (main screen, 2D/3D scene editor and animation timeline)
- Improved [Text Style Editor](#) feature
- Improved [Search Panel UI](#)
- Long path name support
- 64 bit support

Import feature improvements

- Improved import dialog UI
- Integrated file format import menu into [Import Resources] and improved UI transition when import is executed.
- Support for drag-and-drop glTF import into Solution Explorer
- Other minor modifications

Fusion

- Additional context menu on Fusion diagrams
- [Diagram Bird's Eye](#) feature support added

State Machine

- Added undo/redo functionality
- Additional context menu on State Machine Editor
 - Priority setting for transitions
 - Alignment of multiple items
- Added shortcut key features for fast state machine modifications
- Added zoom operation support
- [Diagram Bird's Eye](#) feature support added
- Removed Telerik serialization in the solution file. Solution conversion will handle the state machine data conversion.

Text Size Report

Added a rendering-based [Text Size Report](#) to verify length of texts.

Easy Mode

Configuration of Easy Mode is possible via Scene Composer preferences.

Platform 3.13

Platform changelog for 3.13

Android

- Implemented support for Clang: This update includes the integration of Clang builds.
- Updated NDK 17 to 26: This update now support NDK 26 for Android builds.
- Dropped support for GCC in Android Builds: GCC has been dropped officially since the integration of Clang.
- The NativeViewLibrary application has been updated to support both Clang and NDK 26.