# CGI Studio 3.14

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# General 3.14

This page describes general updates that were made to CGI Studio version 3.14. Other changes are documented in Candera 3.14, Control 3.14 and Scene Composer 3.14.

## New Patch Process

New Patch Application Process for an easier and safer way to update your CGI Studio Scene Composer

## Documentation

- Enhanced search function
- Implementation of Bookmark function

### New CMake Environment

- New starting point for applications
- Cleaner implementation and better structure using recent CMake versions
- See Build System Setup for more details

# Candera 3.14

## Skinning Support

Import 3D models with skinning

## Custom 2D Shader

Support for custom shaders for 2D effects

## Font Properties

Setting Ascender and Descender properties for Fonts now possible

## Interface change in StringIdentifier

Includes of Identifier.h, LinkedList.h and Disposer.h in cgi_studio_candera/src/Candera/EngineBase/Common/StringIdentifier.h were removed.

# Controls 3.14

## Flipbook

Option for interpolation added

## ADAS Template Control

The ADAS template scene contains a control template for a 3D ADAS visualization.

# Scene Composer 3.14

## Courier Editor Feature Improvements

- Easier access from Scene Composer
- Improved usability when configuring your data bind source files (See here for examples of use)

## Update Sample Solutions

Updating Sample Solution (3DEffect, 2DEffect, OpenGL 2D Effects)

## High-Resolution Support

- Scene Composer and Control Center user interface now supports high resolution settings on Windows
- Newer and sharper icons are available, independent of your Windows DPI settings (Note: The screenshot images shown in this document use the old icon images with some exceptions)

## Usability Improvements

- Implementation of "Fit to Screen" (2D scene)
- Easier handling with Scene Composer's Text Style Editor
- Extended drag & drop functionality including simple duplication of objects