CGI Studio 3.4.1

Release Date: July 2017

- Candera V3.4.1
  - Canvas Changes
  - Monitor Changes
- Courier V3.4.1
- FeatStd V3.4.1
  - FeatStd Util
  - FeatStd Monitor
- Analyzer V3.4.1
  - Frame Debugger
- SceneComposer V3.4.1
  - SceneComposer Usability Improvements

Candera V3.4.1

Canvas Changes

Support of new 3D node type: CanvasText

CGIStudio supports the new node Candera::CanvasText. This represents a text node within 3D for a canvas. Candera::CanvasText supports text styles also known from Candera::TextNode2D.

Candera::CanvasText supports different text processings e.g. multiline, word wrap, text truncation (incl. custom text) or text alignment.

Monitor Changes

Frame Debugger extension

The Frame Debugger of the Analyzer were extended by a feature to step through the creation of a frame - node by node - live - on the device.

Courier V3.4.1

Release Info

- Release Date: July 2017

FeatStd V3.4.1

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FeatStd Util

Utility to safely access Strings character array

Experience showed that users have stored the char* from FeatStd::String::GetCString() resulting in crash when the pointer gets invalid. Therefore a new class FeatStd::CStringAccess has been introduced. Instances of this class can be initialized by FeatStd::String::GetCStringAccess(). The internal char* string is copied (by considering thread safe access). On deletion the memory is overwritten with a pattern before to ease later debugging or core dump analysis.

FeatStd Monitor

Analyzer Frame Debugger extension

Changes were made to support the advanced Frame Debugger Analyzer mode. With this mode it is possible to step through the creation of a frame node by node live on the device.

Analyzer V3.4.1

Frame Debugger

Frame Debugger extension

The Frame Debugger of the Analyzer were extended by a feature to step through the creation of a frame - node by node - live - on the device.

SceneComposer V3.4.1

SceneComposer Usability Improvements

Canvas Text

A new type of node was added to allow the creation of texts on a Canvas in a 3D scene: Canvas Text (Polarion CGI1-16371). This node is available - together with Canvas Group and Canvas Sprite - in the "Canvas Nodes" section of the Toolbox. Canvas Text node can be dragged and dropped on a canvas or on a canvas sprite.

See also:

- Canvas Text in SceneComposer User Manual

Functional Safety Support

To use this feature it is necessary to acquire, first, a "Safety" license (Polarion CGI1-16463).

To create a safety scene two possible options are available:

- To use the menu item "New Safety Scene" from the "Scene" menu;
- To use the toolbar button "Add a new safety scene".

At the same time, it is possible to create a new safety scene by using the "Add New Item" dialogue from the Solution Explorer panel: right click on a folder in the Solution Explorer and use the context menu - Select "Add" > "New Item".

After the creation of a safety scene, a new panel - "Render Slots" will become active. Render slots can be created by using the "Add Render Slot" (+) button. Any of the available nodes can be dragged and dropped in the safety scene. Every added node will instantly be displayed in the "Unassigned Nodes" section of the "Render Slots" panel.

After the content of the safety scene is structured by adding the nodes in the render slots, it is possible to generate the safety asset library.

See also:

- Safety Scene Design in SceneComposer User Manual

Control Property Extension

Since this version on, all the properties of those control nodes (i.e. instances of controls) which are present within a control scene - in conjunction with behaviors and widgets - are displayed in the control "Configure Properties" dialog (Polarion CGI1-17438).

Enhance Usability of Control Anchors Default Content

A new option is available in the context menu of a control instance which has an anchor with default content. The name of this option is "Reset Anchor". By using this option it is possible to reset anchors to the default content (Polarion CGI1-16956).

Reverse Transitions

The user has the option - through a specific checkbox named "Is Reversible" - to trigger reverse transitions (Polarion CGI1-16081). This option shall be used, for example, when a second transition request is posted which contains a fragment that goes from Deactivate(B) - Activate(A), while the previous fragment - from Deactivate(A) to Activate(B) - is still running. In this case the already running transition will be reversed from the current state to the beginning.

See also:

- Reverse Transitions in SceneComposer User Manual

Create SCL Solution

Until the previous version, the only way to export a solution as a shareable component library (SCL) was to create a solution (2D or 3D) and, after that, to change from "File" -> "Solution Options" > "General Configuration" the "Library Type" to SCL. Since this version on, the user has the posibility to create a SCL solution by using the "Is Shared Library" checkbox added on the "Create new solution" dialog (Polarion CGI1-16715 - 7512).

See also:

- Shareable Component Library (SCL) Usage in SceneComposer User Manual

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Startup Screen Enhancements & Usability Improvements

The startup screen was enhanced to show online content from a public html page. On the right side of the startup screen, a specific section - "What's New" - provides the content of a public html page. At the end of that piece of information provided there, a link is forwarding to an actual site where the whole content can be read (Polarion CGI1-16240).

Many other improvements of the startup screen were implemented (Polarion CGI1-16478):

- Useful information about any selected solution is provided in the upper part of the screen;
- "Visit CGI Studio Lighthouse", "Read Documentation", and "What's New?" links were moved above the right side of the screen;
- A proeminent blue frame was added in order to make the tile that is currently in focus (by clicking or mouse-over) more visible.

See also:

- Startup Panel in SceneComposer User Manual

Smart Scene/Camera Preview

Since this version on, it is possible to enable/disable camera visualization into the display(s) based on scenes. Depending (offscreen) cameras are automatically activated. The actions are offered via context menu on the camera, render target, display objects, and scenes (Polarion CGI1-16465).

See also:

- Smart Scene/Camera Preview in SceneComposer User Manual

Easy Mode Configuration File

The user has the possibility to set the right path to the Easy Mode configuration file. This can be done via the Preferences panel (Polarion CGI1-18163).

See also:

- Easy Mode Generator in SceneComposer User Manual