Integration of CGI Player

Integration of the Player into SceneComposer

The Player can be started directly from SceneComposer through the new functionality: Play button starts the Player. New configuration panel has been added to define if and how asset is generated and how the Player is started.

Player integration as screen content into SceneComposer is currently not possible. Therefore the Player will still be used as the external player.

SceneComposer is able to start and stop the Player and provides an updated asset during runtime. If the update of the asset is not possible the Player will be restarted. The Player will be preconfigured with the currently selected scene. If no scene is selected another preconfigured or the first scene will be used. The platform configuration of the Player will be done by SceneComposer. To speed up the asset export there will be the possibilty to just export the current selected scene and all dependent scenes.

The Player execution into SceneComposer includes:

- Play button in toolbar to start the Player (pause, stop)
- Automated generation of asset (e.g. in temporary folder)
- Automated loading and execution of asset
- Configuration of default scene to load (Current selected scene, specific scene)

> The integration of Player into SceneComposer is an intermediate step towards full integration of Live Preview as a panel in SceneComposer. This Live Preview will then substitute current display preview.

Revision #2
Created 2023-02-16 06:59:24 UTC by Tsuyoshi.Kato
Updated 2023-02-16 07:36:02 UTC by Tsuyoshi.Kato