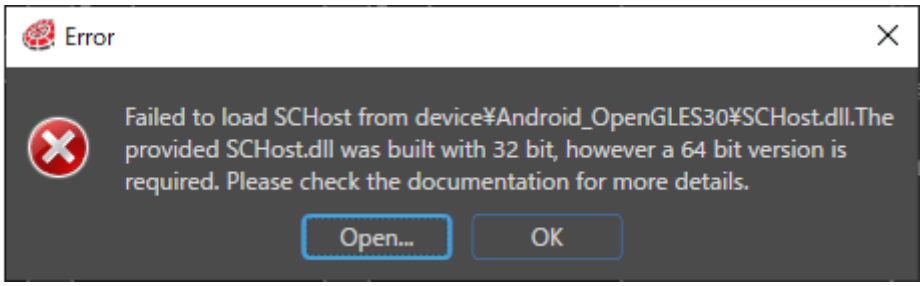
64-bit support Scene Composer

Since CGI3.13, Scene Composer has become a 64-bit support application. As a result, the following benefits are expected when compared to the 32-bit Scene Composer

- Enables creation of complex, large-scale HMI solutions that exceed 32-bit memory limitations
- Ability to import and memory process large, complex assets via the Smart Importer

On the other hand, the C++ SCHost.dll used for launching Scene Composer has to be built as well in 64-bit mode. For this reason, CGI 3.14 or later has a function to automatically check if SCHost.dll is properly built when starting Scene Composer. If you are using SCHost.dll built in 32-bit, the following error dialog will be displayed.



The two buttons on the dialog perform the following actions.

[OK] button	Closes the Scene Composer.
[Open...] button	Opens the Scene Composer log file with any editor.

> For information on building SCHost.dll for 64-bit support, please refer to Build System Setup document.

The 32/64bit compatibility table for each version of CGI Studio is shown below.

CGI Version	Scene Composer and SCHost.dll	CGI Player
Up to CGI3.3	32bit required	32bit required
From CGI3.4 to CGI3.12	32bit required	32bit or 64bit required
CGI3.13 and later	64bit required	32bit or 64bit required

Revision #4
Created 2024-04-12 04:40:35 UTC by Tsuyoshi.Kato
Updated 2024-11-25 12:49:01 UTC by Tsuyoshi.Kato