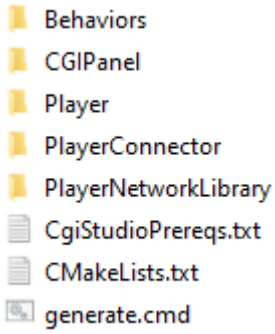
Application Structure

Introduction

This section gives a rough information of how this application is set up and where to find what.

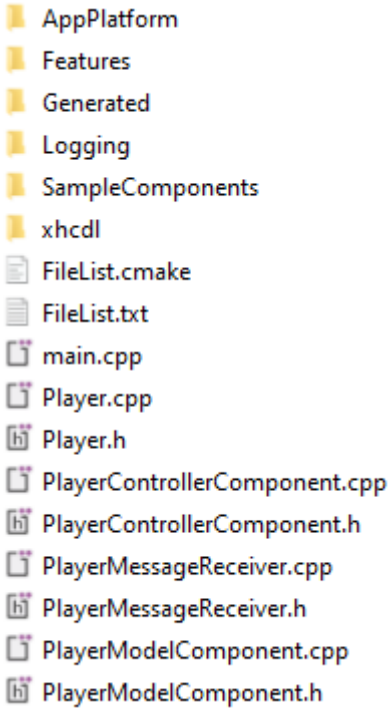
Main folder structure

The main folder shown here is <cgi-studio-root>/cgi_studio_player/src.
It contains the C++ core application, the C#-CGIPanel for a communication UI and sample behaviors.
Additionally a command exists to generate files out of associated xhcdl files. These files are used for data binding and message generation.



The Player Application

The core application has folders for the logical main parts of the application:



- **AppPlatform**: contains target/OS specific content. It defines the default input handler, asset type and location and can influence the display initialization.
- **Features**: contains all the Player specific features. They are not required for a running courier application but define the Player application.
- **Xhcdl**: contains the definitions for messages and databinding. With the generate.cmd in the main folder, these description files will be compiled into c++ header and source files.
- **Generated**: contains the generated files of the xhcdl files.
- **Logging**: contains content regarding logging. It is directly linked to the logging feature.
- **Sample Components**: contains sample implementations of different CGIStudio related features and samples.
- **Main folder**: represents the blank application. The Player related content has been reduced so that a generic courier application workflow can be derived.

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