Overview

Description

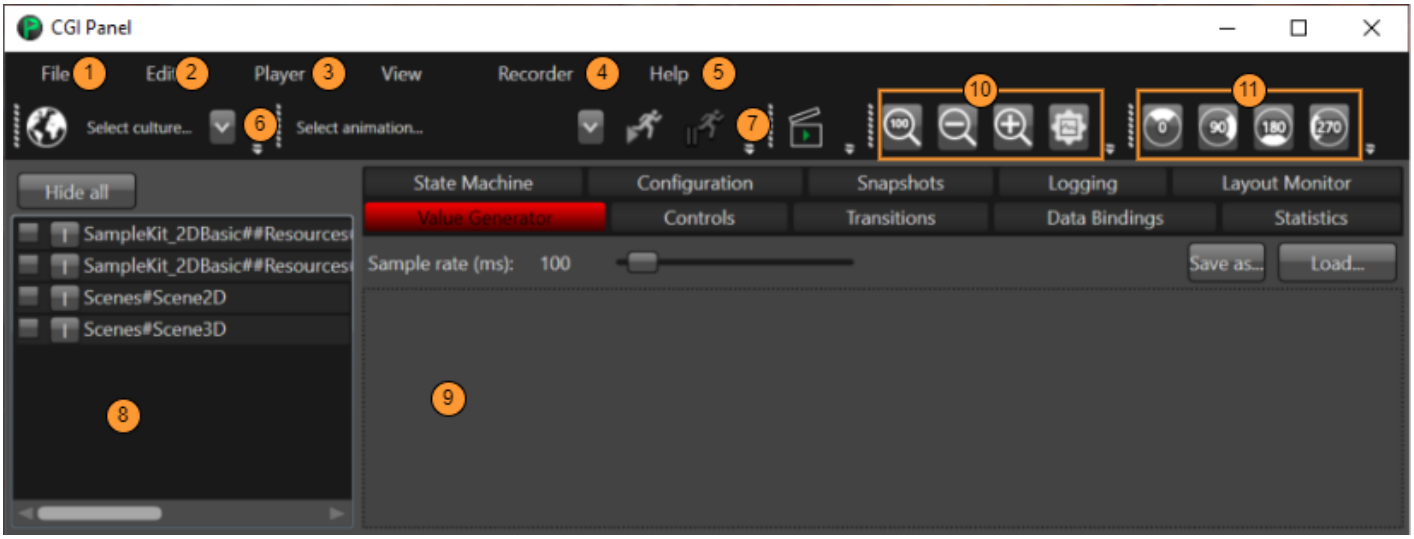
The Panel is a control tool for the Player application. It visualizes all the mentioned feature blocks in the Features section.

Hotkeys

Following shortcuts are available for CGI Panel:

Hotkeys	Description
Ctrl+O	Open asset
Ctrl+S	Capture screenshot
Ctrl+Shift+S	Capture screenshot (select file)
Ctrl+P	Open settings
Ctrl+I	Single invalidation
F1	Documentation

Interface



1. File menu allows user to run and configure the application.
2. Edit menu offers access to editing operations and undo-redo actions.
3. Player menu allows to control the rendering and scripting system.
4. Recorder menu gives control to the recording of application handling.
5. Help menu offers information about CGI Panel.
6. Culture toolbar allows to switch between languages. In order to use this, "Globalization" needs to be enabled.
7. Animation toolbar shows a list of all animations available. Select an animation from dropdown box and press Start to run it.
8. Scene View panel shows a list of all scenes. In order to activate one scene, click the corresponding checkbox.
9. Miscellaneous Panel embeds the following views:
    - Configuration view presents information about the features enabled in the Player.
    - Snapshots view allows to take snapshots (on host) and shows the last snapshots taken.
    - Logging view allows to enable or disable the logging and also to set the log level for the main realms.
    - Controls view shows all controls of a selected scene.
    - Transitions view is available to trigger transitions.
    - Statistics view shows memory consumption statistics.
    - State Machine view shows the state for all state machines.
    - Value Generator provides the possibility to simulate the change of values on view elements.
10. Zooming toolbar
11. Rotate display toolbar

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