

Overview

Description

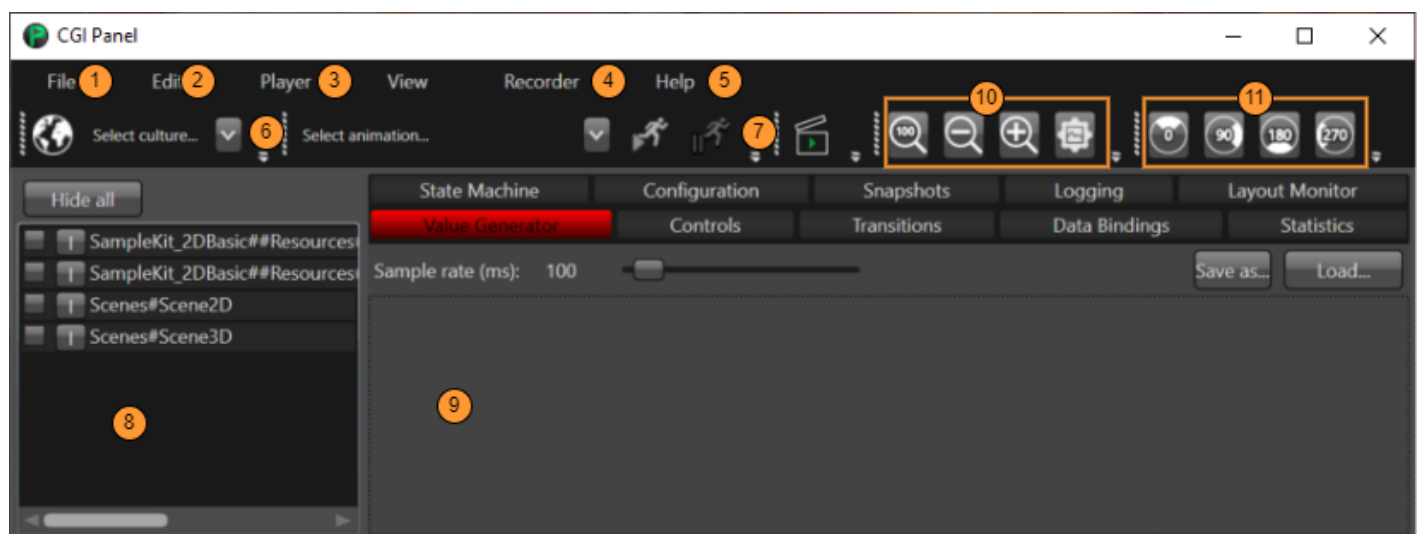
The Panel is a control tool for the Player application. It visualizes all the mentioned feature blocks in the Features section.

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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