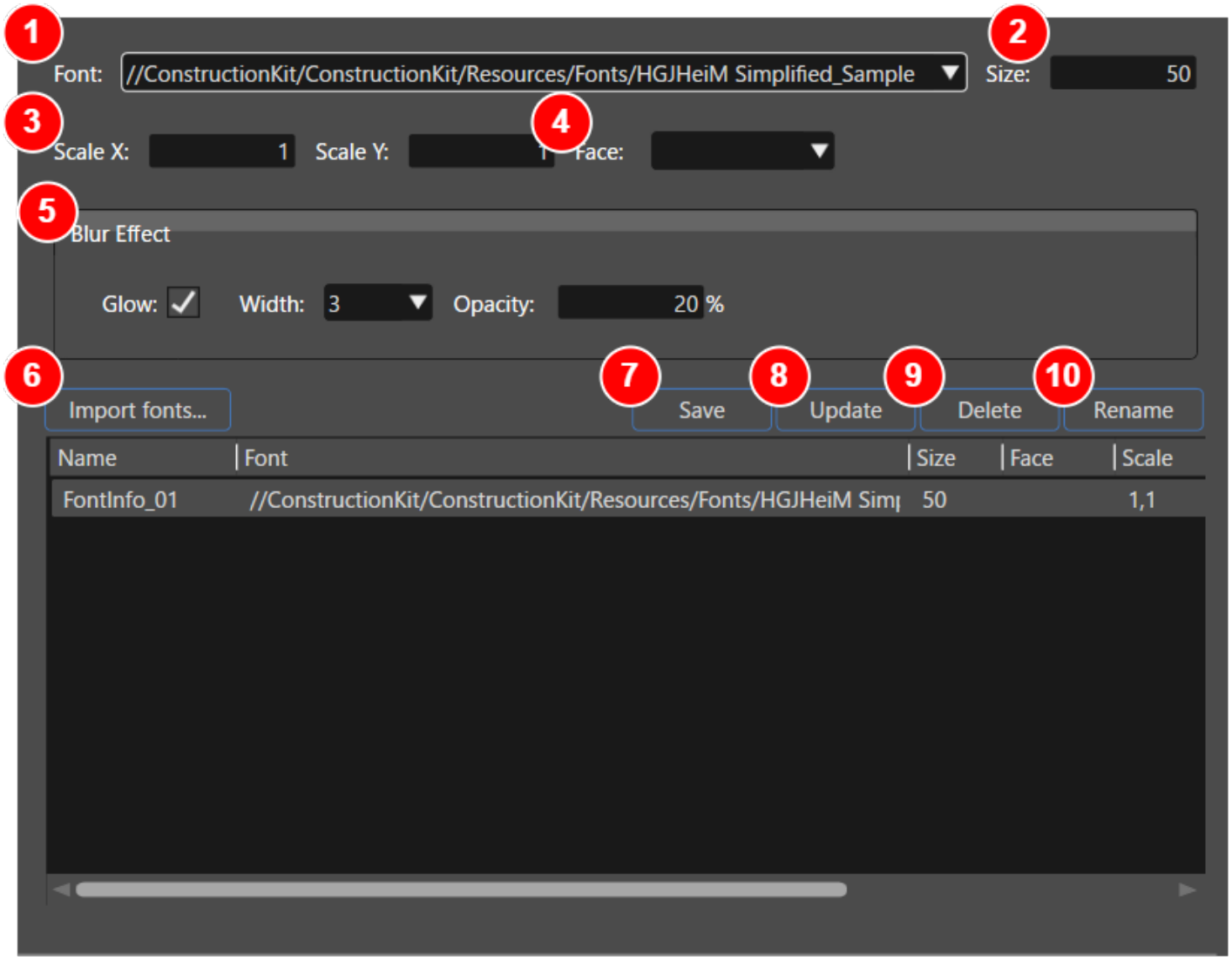
Font Palette

To use specific fonts in each TextNode (text brush), you need to configure the font settings in advance. By using the Font Palette available in the Solution Options menu, you can create and manage font templates that define the font type, size, scale, face, and other font properties to be used.

The created font templates can be applied to each TextNode through the Text Style Editor and can be used across all solutions and scenes during project development. This allows you to apply consistent font settings efficiently across multiple text elements without the need to specify the fonts individually each time.

Font Palette UI



1	Font	Select the font to use. Choose from the fonts available in the system or within the project from the dropdown list.
2	Size	Specify the font size in points. The larger the number, the larger the text will appear.
3	Scale X/Y	Specify the scaling ratio for the horizontal (X) and vertical (Y) directions of the text. The default value is 1 (original size), and setting it to 2 will double the width/height. This option provides the optimal way to scale text without pixelating the glyphs.
4	Face	Select the style included in the font (such as Regular, Bold, Italic). This can be used when the selected font contains multiple styles. For TTC fonts, it is recommended to create individual styles for each face included within the font.
5	Blur Effect	The **Blur Effect** is a function that adds a glow effect to the font. It can be used to enhance visibility or to add design accents by applying a soft glow around the text. • **Glow**: Enables the glow effect when checked. • **Width**: Specifies the width of the glow effect. It can be set in five levels, with higher values creating a wider glow. • **Opacity**: Specifies the opacity of the glow effect. 100% is fully opaque, while 0% is fully transparent. > For details about this option, please refer to here.
/6	Import fonts	Import external font files into the project. Supports formats such as *.ttf and *.otf.
7	Save	Save the current settings as a new font definition. It will be registered under a different name from existing definitions.

8	Update	Overwrite and update the selected font definition with the current settings.
9	Delete	Delete the selected font definition. Note that deletion is irreversible.
10	Rename	Rename the selected font definition. The name will serve as the identifier when using the font settings in the Text Style Editor and other areas.

Procedure to Enable the Blur Effect

This option can only be configured when `CANDERA_FONTENGINE` is set to `Monotype`. If any other setting is used, this option will not be displayed and cannot be utilized.

Configuring the CGI Studio Build Environment (CMake)

For information on building a build environment using CMake, please refer to this page.

1. Open the CMake configuration for your CGI Studio project.
   - Please refer to this page for information on the source directory to specify when using CMake.
2. Set the `CANDERA_FONTENGINE` CMake flag to `Monotype`.
   - Please refer to this page for instructions on how to configure Monotype using CMake.
3. Use CMake to “Configure” the changes and then “Generate” the solution files.

Building SCHost.dll

Close SceneComposer before building SCHost.dll, otherwise SCHost.dll cannot be copied to the SceneComposer location.

1. Open the generated Visual Studio solution (e.g., `Player.sln`).
2. Build the `SCHost` project.
3. Ensure that Scene Composer is not running before starting the build.
   - Copy the built `SCHost.dll` to the directory where the Scene Composer executable resides.
   - If the CMake variable `CGIAPP_SCENE_COMPOSER_PATH` is properly configured, the DLL will be automatically copied to the directory containing the Scene Composer executable.
   - If it is not configured, you will need to copy the DLL manually.
4. If you are using the 64-bit version of Scene Composer, ensure that `SCHost.dll` is also built as a 64-bit DLL.

After completing the above steps, launch Scene Composer and confirm that the Blur Effect option is displayed in the **Solution Options > Font Palette** dialog box.

Revision #4
Created 2025-06-27 04:22:51 UTC by Tsuyoshi.Kato
Updated 2025-07-07 23:52:18 UTC by Tsuyoshi.Kato