General Configuration

This section allows you to configure fundamental settings that affect the entire solution. It includes essential parameters such as the library type (Solution/SCL), identification settings, default culture, text style, and memory usage options. These configurations directly influence the structure, reusability, and behavior of the project. It is recommended to review and define these settings early in the development process.

Library Management Settings

This group of settings defines the classification and identification properties necessary for managing reusability and uniqueness of a solution. By utilizing the SCL format, you can export a solution as a reusable component and share its resources with other projects.

- **Library Type:**
  Specifies whether the current solution should function as a standard project (Solution) or as a reusable library (SCL: Shared Component Library). When configured as an SCL, the solution can be exported as an archive containing SCML, binary files, and metadata, and then reused in other projects.
- **Library Id:**
  A 32-bit unsigned integer used to uniquely identify each item in the library within the solution. If the value is set to 0, it will be automatically generated upon saving.
- **Safety Asset Custom Id:**
  This field is used to assign additional identification information related to safety or functional classification. It can be helpful for asset-specific management and control purposes.

Asset Culture

The default culture for the solution can be selected from the [Asset Culture] dropdown menu. This setting affects the entire solution and determines the base language and regional formatting used for localized texts and assets.

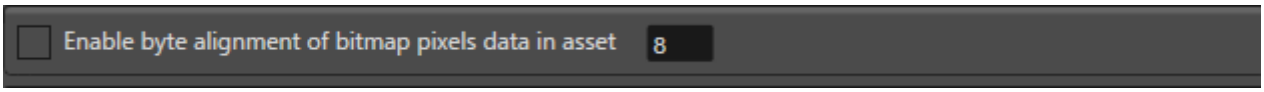
Enable uniform setter auto activation

When this option is enabled, ShaderParamSetter configurations are automatically applied. If the "Auto activation scope" property is set to *Local*, per-asset parameter settings that would normally require manual configuration are handled automatically.
If the scope is set to *Global*, the system uses shader-defined Auto Uniforms to determine and apply all relevant activation flags at asset generation time.
This feature simplifies the configuration process while ensuring consistent rendering behavior. For further information, refer to the Generic ShaderParamSetter documentation.

Preserve SCML document formatting

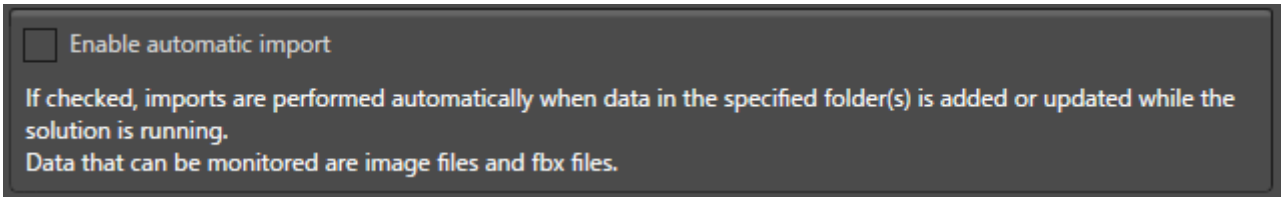
Enabling this option allows the SCML Editor to preserve the original formatting and comments in the SCML source files. This is useful for maintaining manually added annotations or structured formatting. For more information, refer to the SCML Editor documentation.

Enable byte alignment of bitmap pixels data in asset



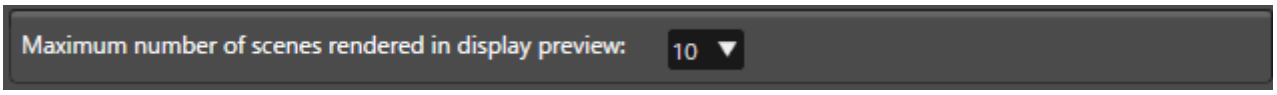
When this option is enabled, Scene Composer aligns bitmap pixel data within asset files to 8-byte boundaries. This alignment can improve graphical processing performance and optimize data transfers in certain environments.

Enable automatic import



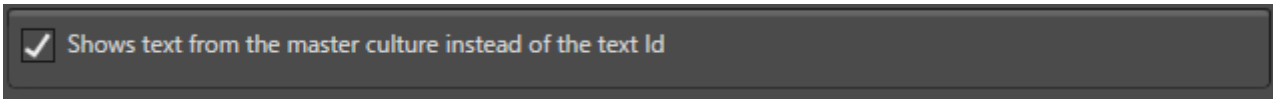
To automate the import of image and FBX files, enable this option and configure monitored folders. When new files are added or existing ones updated in the specified folders while the solution is running, the import process is triggered automatically. The monitored folder must be set separately.

Maximum number of scenes rendered in display preview



This setting defines the upper limit of scenes rendered simultaneously in the display preview. It helps prevent excessive resource usage and rendering overhead. Which scenes are rendered depends on the cameras enabled in the **Render Targets** panel.
We recommend using the dedicated commands in the "Render In Display" menu to enable or disable scenes, cameras, and displays appropriately. If the defined limit is exceeded, a warning is displayed to the user.

Shows text from the master culture instead of the text Id



When enabled, this option displays the actual text from the master culture instead of the text ID. If no text is defined for the master culture, the text ID will be shown as a fallback.

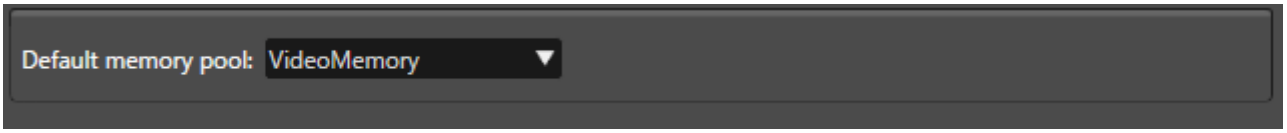
Exports only the master culture

When enabled, only the master culture’s text entries will be included in the exported asset. This is useful when generating lightweight assets prior to localization.

Default text style

The selected "Default Text Style" is applied only to newly added text nodes within the template solution. It does not affect any pre-existing elements. The style is applied exclusively when a user adds a new text node to the template solution by dragging and dropping it.

Default memory pool



Selects the memory pool used when loading image data. This setting can affect asset performance and memory usage.

- **VideoMemory:**
  Stores images in GPU video memory (VRAM). Recommended when high rendering performance is required.
- **ClientMemory:**
  Stores images in CPU system memory (RAM). Useful for maximizing compatibility or when VRAM usage needs to be minimized.
- **ExternalMemory:**
  Uses externally managed memory regions. This is typically used in embedded environments where memory is shared or managed by external systems.

Choose the most appropriate memory pool based on your target system’s architecture and performance requirements.

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