New Solution Wizard

When a new Solution is created as shown in the previous step, it is possible to use the New Solution Wizard. Here, important parts of the solution can be configured:

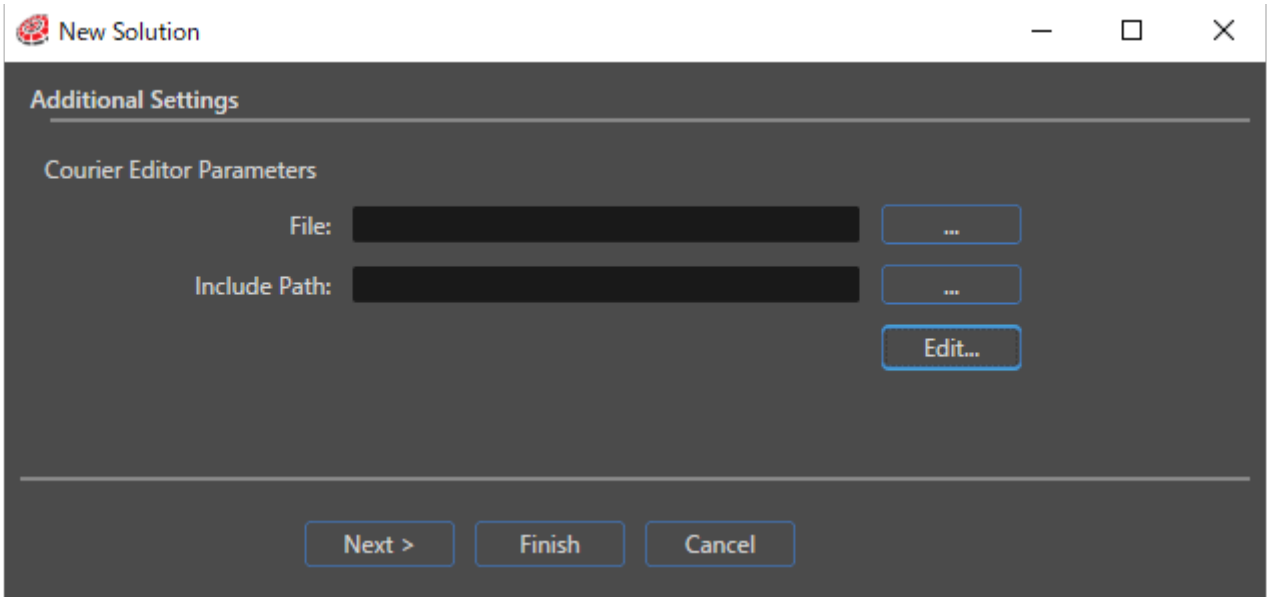
- Mange the Data binding source.
- Manage the import of .fbx files.
- Manage the import images.

After clicking "Finish", the solution will be created with a configured Data binding source, including the imported .fbx and image files.

> In the ImportView of the "New Solution Wizard", it is possible to delete selected items before they are imported.

Additional settings

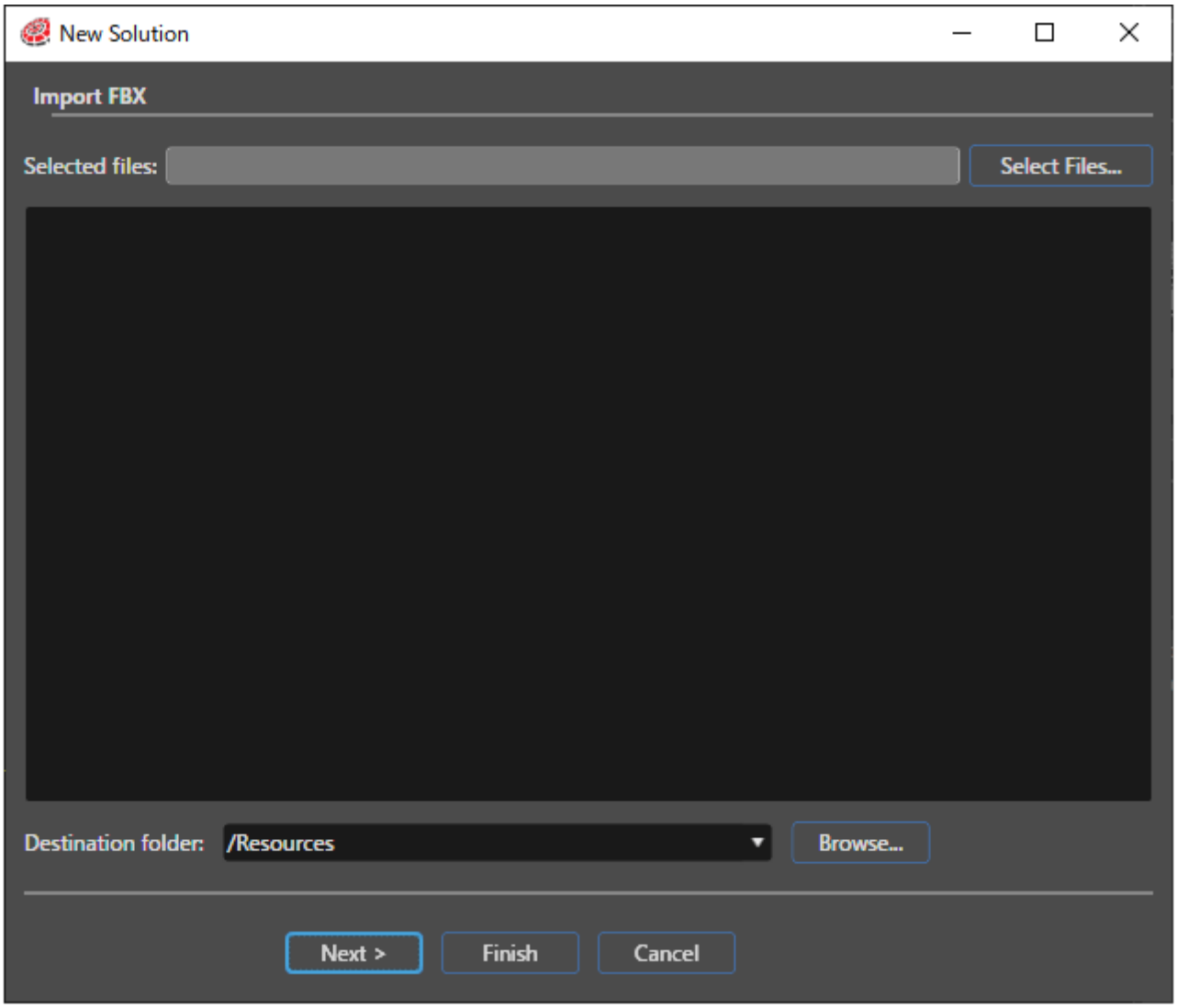
Set the Data binding sources and Include Path to be included in the new solution.



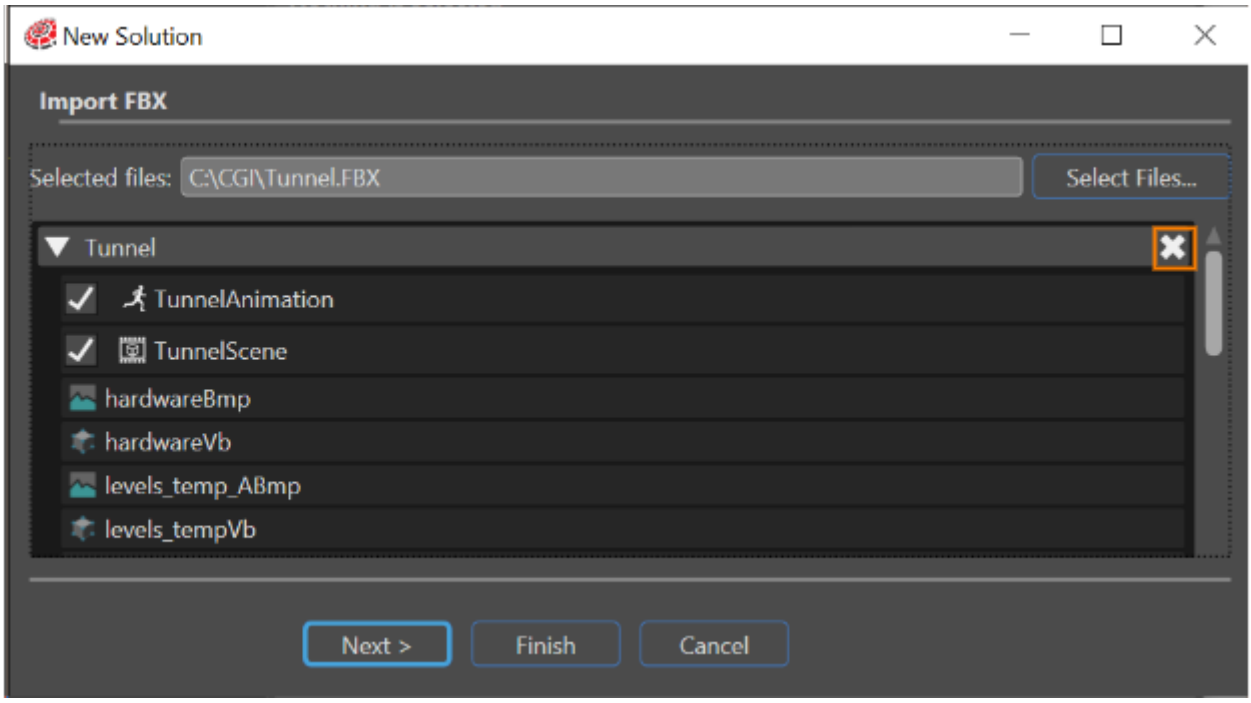
> [File] is set to the Data binding source that is prepared in advance in CGI Studio Scene Composer. You can also set any file.

Import FBX

Set the FBX file to import when creating a new solution.

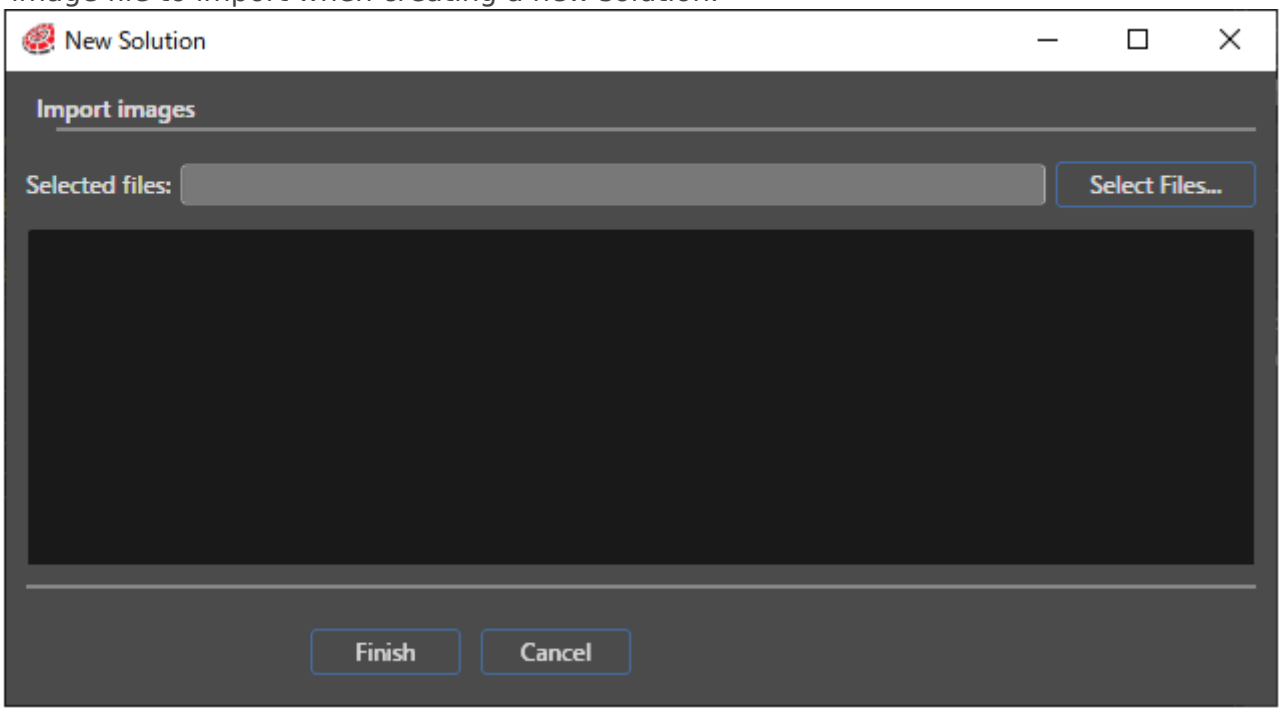


Use the [Remove from Import] button to remove the FBX file to be imported.



Import images

Sets the image file to import when creating a new solution.



It is possible to cancel the creation of a new solution at any moment by using the "Cancel" button. There is the possibility to finish the process of creating a new solution with the Wizard at any step by hitting the "Finish" button. If this option is chosen, it will be necessary to do all the successive configuration and importing manually.

Please note that if the name of a file to be imported contains characters that cannot be used in Scene Composer, an alert message will be displayed and the import operation cannot be performed. For more information on character strings that can be used, please refer to "SceneComposer Names Validation Rules".

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