CGI Studio 3.13

CGI Studio 3.13 - What's New:

Welcome to CGI Studio 3.13, Candera's software development platform for hybrid 2D and 3D graphical interfaces for automotive systems.

This page provides information regarding the most recently added features and updates since our last release.

Scene Composer improvements

- Improved Zoom Display Preview in the display panel
- Toolbar improvements to reduce clutter (main screen, 2D/3D scene editor and animation timeline)
- Improved Text Style Editor feature
- Improved Search Panel UI
- Added a rendering-based Text Size Report feature
- Long path name support
  Windows 10 version 1607 or later supports paths of up to 32767 characters (previously 260 characters)
- 64 bit support

Import feature improvements

- Improved import dialog UI
- Integrated file format import menu into [Import Resources] and improved UI transition when import is executed.
- Support for drag-and-drop glTF import into Solution Explorer
- Disabled 3D model import on OpenGLES1.1 platforms
- Other minor modifications

For more information on the above points, please see the article in Import of Resources chapter.

Diagram Bird's Eye

The feature to get a bird's eye view of the entire Fusion diagram or State Machine Editor has been added. For more information on this feature, please see Diagram Bird's Eye article.

Easy Mode

Easy Mode has been implemented as a standard feature to customize the properties of each element. Until CGI3.12, it was necessary to generate an Easy Mode configuration file using the "SceneComposerConfigurator.exe" file, but now customization is possible from the preferences. Its configuration can still be exported or imported to easily sync between many users. For more information on this feature, please see Easy Mode article.

Fusion

- Additional context menu on Fusion diagrams
- Diagram Bird's Eye feature support

For more information on this feature, please see Fusion>Basic Operation article.

State Machine

- Undo/Redo functionality
- Additional context menu on State Machine Editor
  - Priority setting for Transitions
  - Alignment of multiple items
- Shortcut key features for fast state machine modifications
- Zoom operation support
- Diagram Bird's Eye feature support
- Improved the state machine data in the solution file (SCML).

For more information on this feature, please see State Machine>Components in State Machine and State Machine>Basic Operation articles.

Improved control/behavioral

- Added List Editor functionality to BarGraph and LineGraph controls
- Added Snap List Item Extension behavior

Monotype

Supported versions have been updated for iType and WT-Shaper. For more information, see CGI Studio 3PSW on CGI Studio Components page.

Help system (This document) updated

- Browse through history with forward/backward feature

- Improved search function and additional in-page search function (Ctrl+F)
- New feedback feature to communicate with Candera team

For more information on how to use the new help system, please click here.

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