

CGI Studio 3.14

CGI Studio 3.14 - What's New:

Welcome to CGI Studio 3.14, Candra's software development platform for hybrid 2D and 3D graphical interfaces for embedded systems.

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

Solution Creation Improvements

- 3D Feature Enhancements
 - Import 3D models with [skinning](#)
 - Support for custom OpenGL shaders in 2D scenes
- Implementation of "[Fit to Screen](#)" (2D scene)
- [Courier Editor](#) Feature Improvements
 - Easier access from Scene Composer
 - Improved usability when configuring your data-binding source files (See [here](#) for examples of use)
- Updated Sample Solutions ([3DEffect](#), [2DEffect](#), [OpenGL 2D Effects](#))

Usability Improvements

- High Resolution Support
 - Scene Composer and Control Center user interface now supports high resolution settings on Windows
 - Newer and sharper icons are available, independent of your Windows DPI settings
- New [Patch Application Process](#)
 - an easier and safer way to update your CGI Studio
- Easier handling with Scene Composer's [Text Style Editor](#)
 - Setting Ascender and Descender properties for fonts now possible
- [Extended drag & drop functionality](#) incl. duplication of objects in Scene Tree

New CMake Environment and starting points

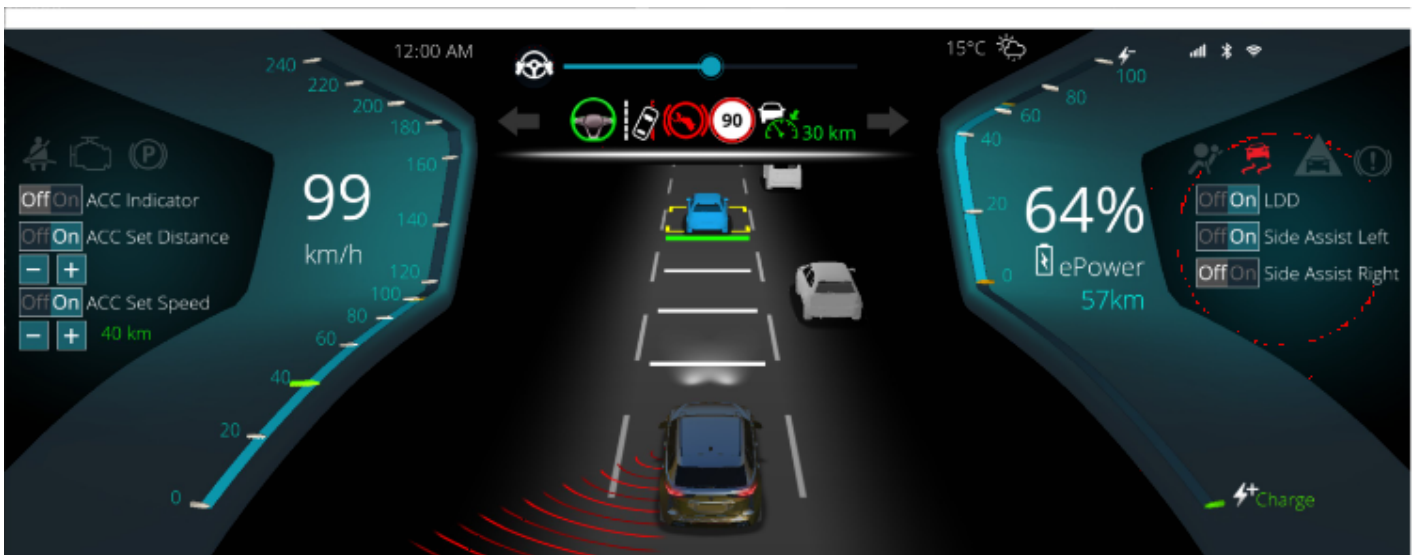
- A new CMake system was introduced to CGI Studio. This approach has several advantages: it is based on newer CMake versions (CMake 3.19.0 or higher is required): some newer CMake features allow for a much simpler configuration

- cleaner and idiomatic overall implementation: everything is implemented in a way following guide-lines from CMake.org. This makes it also easier to use it, as there is a lot of community documentation available.
- better structure and order of the configuration: with the old system it is often quite difficult to find the correct place where all necessary information is available (such as target or OS information)

See [Build System Setup](#) for more details.

3D ADAS template scene

Template of an instrument cluster containing a modifiable 3D ADAS control.



Help system (This document) updated

- Enhanced search function
- Implementation of bookmark function

For more information on how to use the new help system, please click [here](#).

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