CGI Studio 3.15

CGI Studio 3.15 - What's New:

Welcome to CGI Studio 3.15, Candera'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

- The Scene tree UI/UX improvement
- Improved usability of Solution Wizard dialog
- Enhanced data binding dialog (added filter function)
- Enhanced 3D functions
  - Implementation of wireframe switching function
  - Added mask support for blur effect
- Enhanced import function
  - Support for importing FBX files with multiple animation tracks
  - Original image file retention function
  - FBX can be imported as wireframe mesh
  - Create and set sharable IBL textures when importing glTF files

Smart Importer

- Figma Layout support
- Added a function to set the default value of the FormatText property
- Improved the font selection dialog
- Applied custom controls to the Smart Importer dialog and improved the UI

CGI Studio Connector

CGI Studio Connector has been implemented as a tool for connecting the CGI Studio Courier application to other systems. For more information, please refer to here.

Monotype

This feature to load font bitmap data into the font engine cache has been implemented. For details, please refer to here.

New Behaviors

- Orbit Camera Transform
  he functions have been expanded to enable the definition of unnecessary areas where the camera cannot move, for example underground.
- Demonstration
  The behaviour set has been implemented for the purpose of automatically looping without user operation at exhibitions and presentations for example.
- IdentifierValueMap
  The behaviour allows reacting on specific keywords. It is introduced with the Soundhound integration, which allows reacting the solution, when the user inputs a specific voice command.

CGI Studio Professional Edition

Next to the CGI Studio Enterprise Edition, a newly introduced Professional Edition is available. Its purpose is to create HMIs easier and faster, with fewer steps required to finalize the HMI (e.g. no compiling of the player and easier Python based data binding).

Help system (This document) updated

- Enhanced search function (Supports regular expression searches)

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

Revision #21
Created 2024-07-03 05:35:39 UTC by Kanai Tomoaki
Updated 2025-05-20 04:26:14 UTC by Tsuyoshi.Kato