CGI Studio 3.15.1

CGI Studio 3.15.1 - What's New:

Welcome to CGI Studio 3.15.1, 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.

Scene Composer

- Performance improvements.
- Added Core controls to the GettingStartedControls sample solution.
  - Added “Set the "Is Indexed" property of the vertex buffer to enabled” which can be used when importing FBX files.
- Automatic Invalidation Dependency calculation for Dirty Area Management
- Improved import procedures for 3d Models (glTF and FBX)
- Added upgraded post-processing sample
- Improved connection handling to target when using Text Size Report
- and many smaller improvements

Smart Importer

- Adjusted default values for Pivot Point settings.
- Added "Freehand dialog background color" setting to the Freehand dialog.

Candera Engine

- Added support for Traveo II hardware JPEG decoder
- New scene and camera invalidation relying on Invalidation Dependencies stored in the asset for Dirty Area Management
- Bitmap Stride information is automatically set on supported platforms.

Core Controls

A new set of Core Controls has been introduced. These controls are designed to minimize functionality to achieve smaller memory footprints and improved performance. They are particularly suitable for low-end platforms or as a foundation for custom control development. For more details, please refer to this page.

Control Behaviors CMake Flags

Within the new CMake environment, several CMake flags have been introduced to tailor the Control Behaviors included in the build. For more details, please refer to this page.

Professional Edition

- Improved CGI Studio Professional Edition installer
- Improved user onboarding with easier setup for supported hardware platforms

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Documentation

- Added a comprehensive Traveo II best practices guide
- Overhaul of several sections in the user documentation

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