Building Player and Widgets

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The Player executable used by CGI Panel collects following components:

- Candera Engine including Candera Device Platform
- Player as a demo application for loading assets and displaying / manipulating content: *<cgi_studio_root>/cgi_studio_player/src/Player*.

Build output will be named according to the Candera device platform configuration.

For example if you build for your device on host simulation, the following executable will be created:

- *<cgi_studio_root>/bin/Player/device/[your device]/**Player.exe***.

Load Assets in Player

After starting CGIPanel.exe from this location, you will be able to load assets generated for host simulation with the Player. For building the Player, refer to following steps:

1. Setup Visual Studio Solution "Player.sln"
   - Start CMake
   - Point "Where is the source code" to *<cgi-studio-root>/cmake/Candera/Player.*
   - Point "Where to build the binaries" to *<cgi-studio-root>/cgi_studio_player/build*. Avoid blanks in the path.
   - Click "Configure", select "Visual Studio 15" and specify "x64" as optional platform for generator. Confirm the dialog with OK. Some lines in the main area appears
   - Set "COURIER_PLATFORM" to the Device Package you want to use - e.g. "iMX6Platform"
   - Set "COURIER_PLATFORM_CONFIG" to build for host environment (default)
   - Set "CGIAPP_PLAYER_DEBUG_PATH" to the location, where the debug version of CGIPanel.exe resides (per default initialized to the path *<cgi-studio-root>bin/Player/CGIPanel.exe*).

- Set "CGIAPP_PLAYER_RELEASE_PATH" to the location, where the release version of CGIPanel.exe resides (per default initialized to the path *<cgi-studio-root>bin/Player/CGIPanel.exe*).
- Set "CGIAPP_SCENE_COMPOSER_PATH" to *<cgi-studio-root>/bin/SceneComposer/*. This is the location where SCHost.dll will be copied after building.
- Click "Configure" again
- Click "Generate", the solution is generated

2. Start Visual Studio 2015 C++ and load generated solution from *<cgi-studio-root>/cgi_studio_player/build/Player.sln*.
3. Set Project "Player" as startup project in VS
4. Following project properties of project "Player" will be preconfigured by CMake, hence usually there is no need to adjust this manually:
   - Configuration Properties/Debugging/Command pointed to *<cgi-studio-root>/bin/Player/Device/<DeviceName>/Player.exe*
   - Configuration Properties/Debugging/Command Arguments pointed to *--run "<cgi-studio-root>/bin/Player/CGIPanel.exe --debug" -w*
   - Configuration Properties/Debugging/Working Directory pointed to *<cgi-studio-root>bin/Player*
5. In Player solution, press F5 to execute the application. After Player is started, load an asset generated by SceneComposer for the proper device platform to see if the build is working.

> If CGIPanel pops up but the asset content is not shown use the File->Attach menu to connect the panel to the Player.

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