Preparation

CgiRemoteControl.exe is a **command-line tool** that loads a SceneComposer solution and performs processing according to a configuration XML. The concrete processing is implemented on the **plugin** side. When necessary, pass a string command with `--PlugInControl` to invoke the plugin's `OnPluginControl(string)`. Results are shown in the console output and by the process **exit code**.

Prerequisites

- .NET Framework **4.8.0 or later**
- Required files: `SCHost.dll`, `CgiRemoteControlConfig.xml`

File Placement

- Place CgiRemoteControl.exe in the **same directory** as SceneComposer.exe.
- Place the configuration file CgiRemoteControlConfig.xml in the same directory, or **specify it as an argument** when running the tool.
- Paths may be **relative or absolute**.

Example Layout

```
bin/
 ├─ SceneComposer.exe
 ├─ SCHost.dll
 ├─ CgiRemoteControl.exe
 └─ CgiRemoteControlConfig.xml
```

Configuration File

CgiRemoteControl.exe reads settings from an **XML** configuration file. Use the file name **CgiRemoteControlConfig.xml**. By specifying the location of `SCHost.dll` and the allowed wait time, the host is resolved at runtime and a timeout threshold for long-running operations is defined. If you use the default name, follow the placement above; if you use a different name or path, pass it as an argument when running the tool.

Minimal Sample

- **`SCHostPath`**: Path to `SCHost.dll`, relative to the tool's directory
- **`TimeoutMilliseconds`**: Timeout in milliseconds

```
<CgiRemoteControlConfig>
  <SCHostPath>C:/path/SCHost.dll</SCHostPath>
  <TimeoutMilliseconds>60000</TimeoutMilliseconds>
</CgiRemoteControlConfig>
```

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