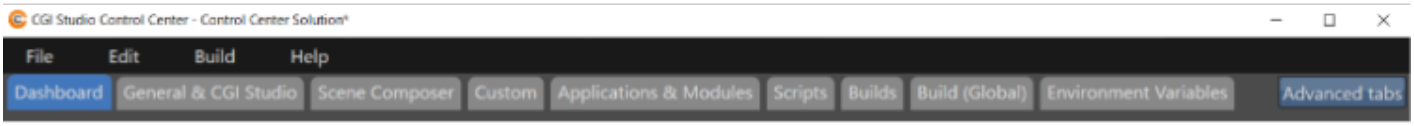
Control Center - Advanced Settings

- Overview
- Custom
- Applications & Modules
- Control Center Scripts
- Builds
- Build (Global)
- Enviroment Variables

Overview

The Dashboard has a ribbon below the toolbar that can be expanded to offer more possibilities. This is done with the "Advanced Tabs" button on the right.





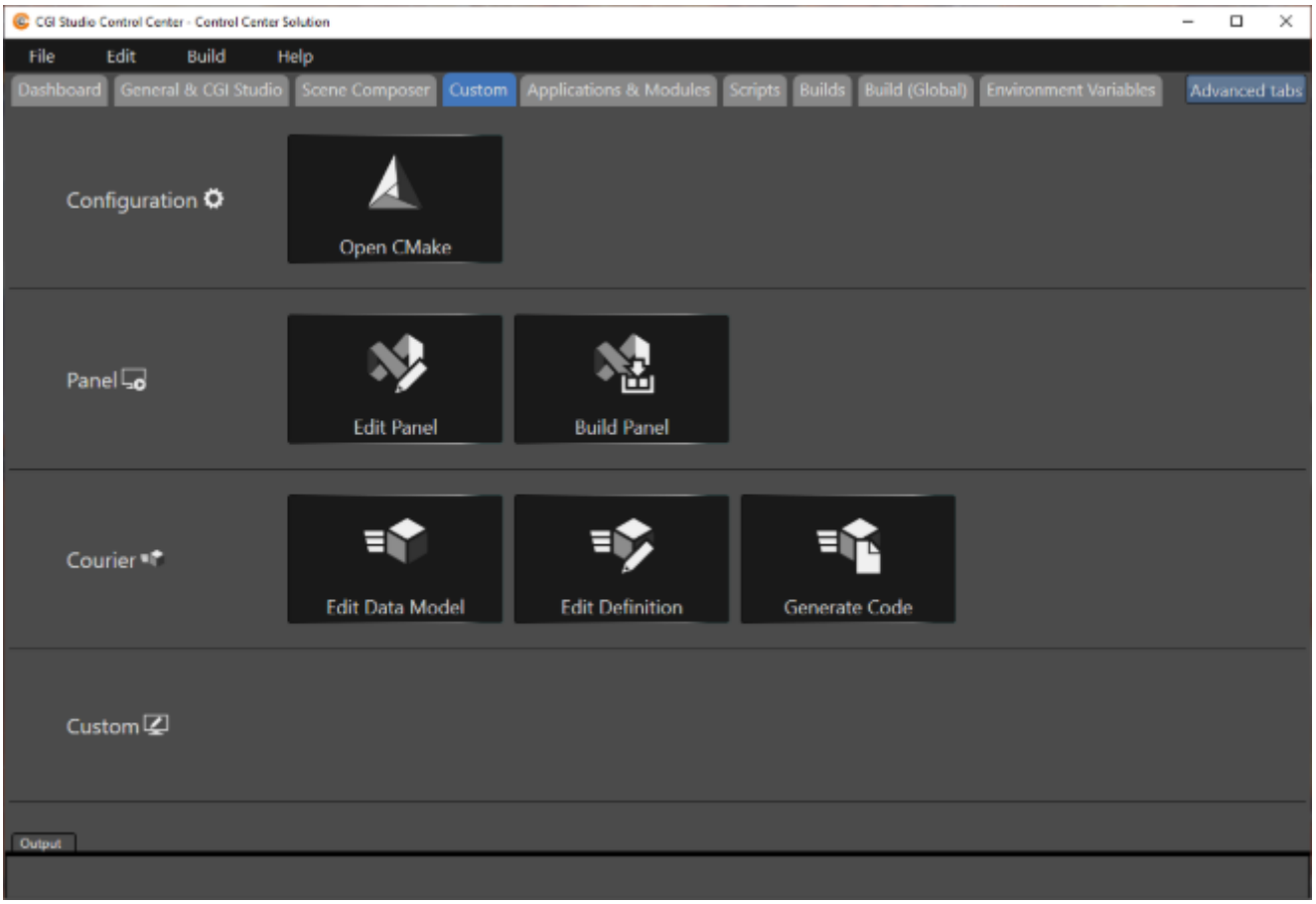
When the ribbon is expanded, the following tabs become available:

- Custom
- Applications & Modules
- Scripts
- Builds
- Build (Global)
- Environment Variables

If an advanced settings tab is active and the “Advanced Tabs” button is clicked again, the user will be returned to the Dashboard screen.

Custom

For advanced users, the Custom tab enables the user to edit and build the CGI Panel, as well as edit data bindings and Courier definitions.
Scripts here, used for general operations, can be changed and customized to fit the user’s needs.



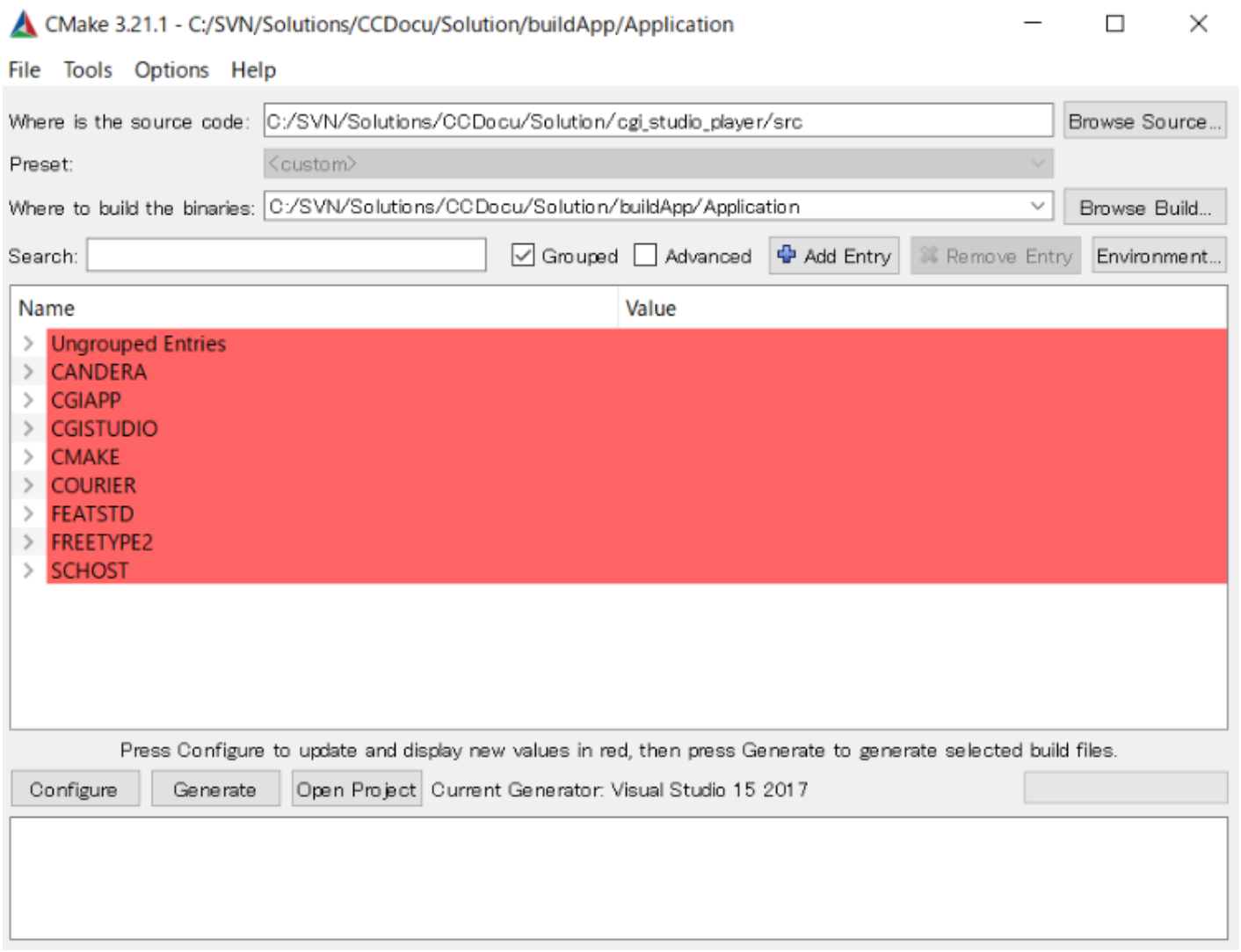
Build Configuration

Advanced users may want to change their CMake project configuration.

Open CMake



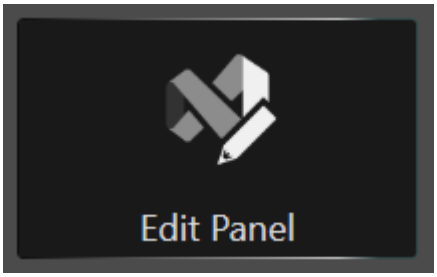
This "Open CMake" button will open your project in CMake, where you can change the CMake settings as you like.



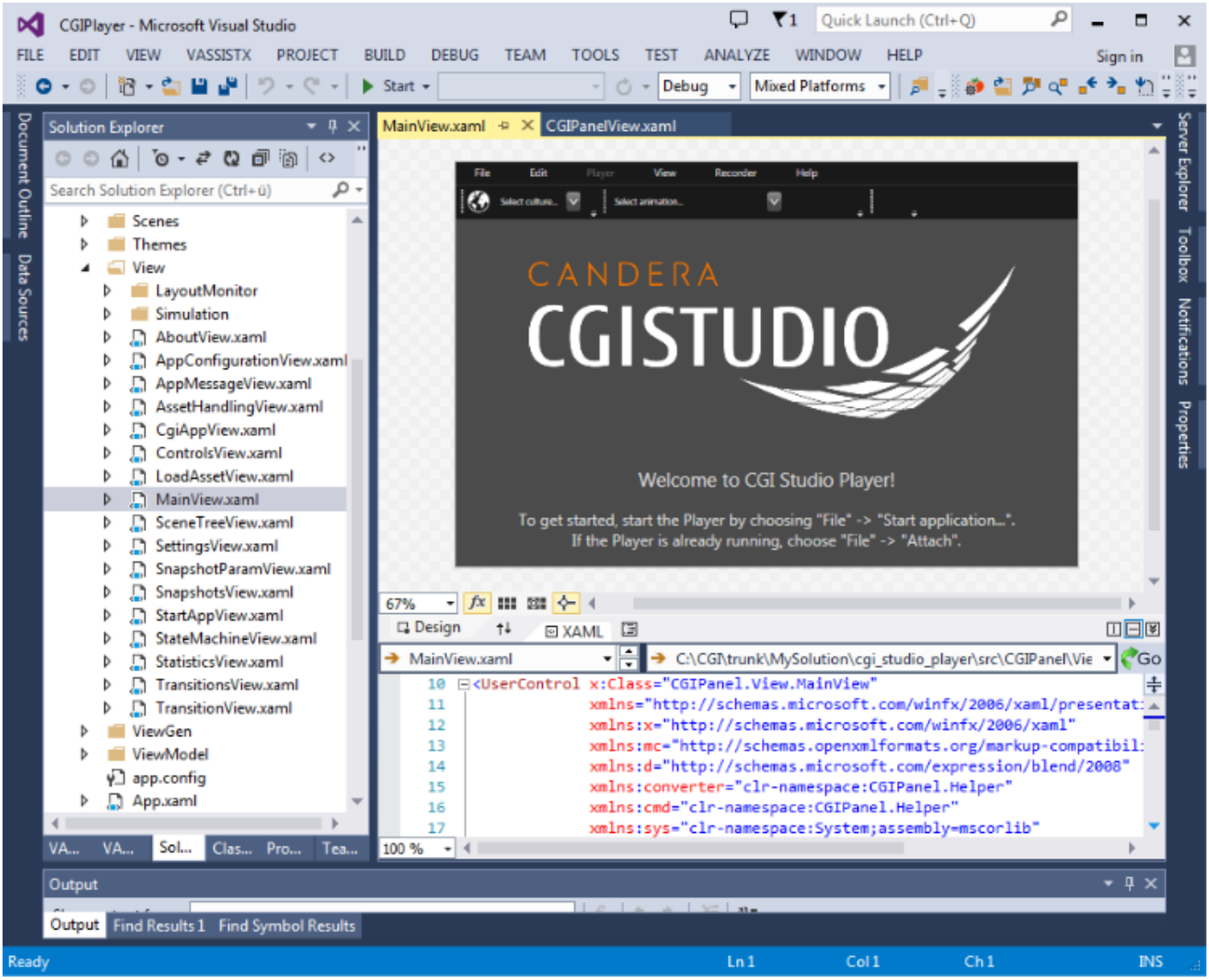
Custom "Panel" Section

In this section you can edit or build the CGI Panel.

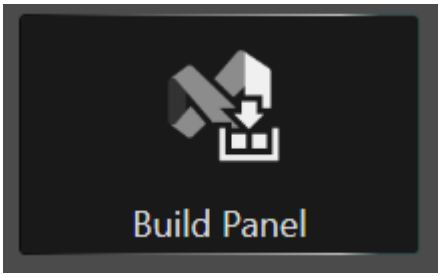
Edit Panel



Click on the "Edit Panel" button, if you want to edit CGI Panel. As indicated by the icon, clicking "Edit Panel" launches Visual Studio for editing CGI Panel.



Build Panel

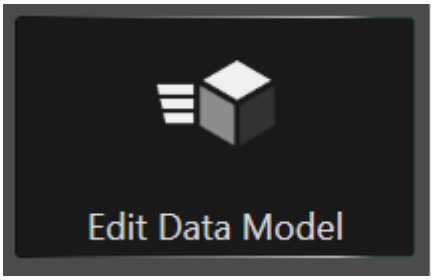


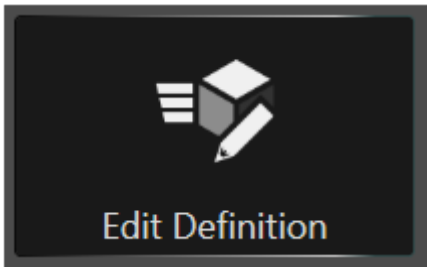
Click the "Build Panel" button to build the application. This opens the CGI Studio Control Center - Build Window and the build is started.
A successful build completion is signaled by "... succeeded" text in the output log.

Custom "Courier" Section

As seen below, this section of the Control Center is for editing the Data Model Definition and the Application Definition, as well as for code generation.

Edit Data Model Definition and Application Definition





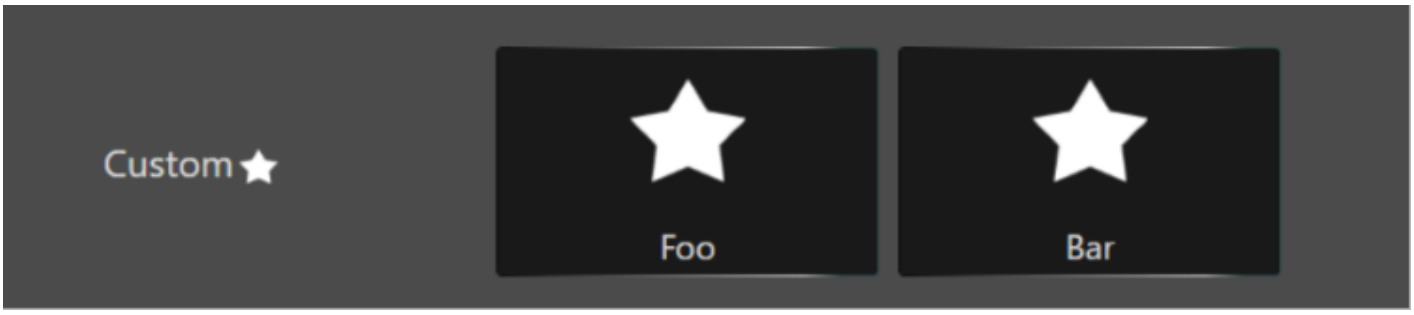
To edit the Data Model Definition, click this "Edit Date Model" button to open Visual Studio and edit PlayerDataBinding.xhcdl.	To edit the Application Definition, click this "Edit Definition" button to open Visual Studio and edit PlayerGenCode.xhcdl.

Generate



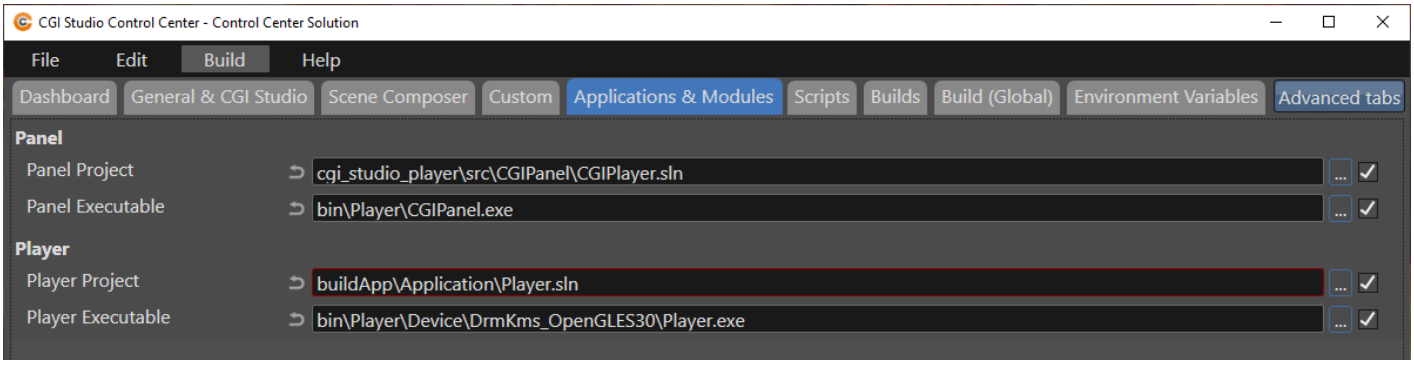
Clicking this generates the above code.

Custom ☆



Custom builds defined in the “Builds” tab are saved and displayed here. Clicking a button will execute the referenced build.

Applications & Modules



Via the Applications & Modules tab it is possible to edit various reference paths for some external applications.

Panel

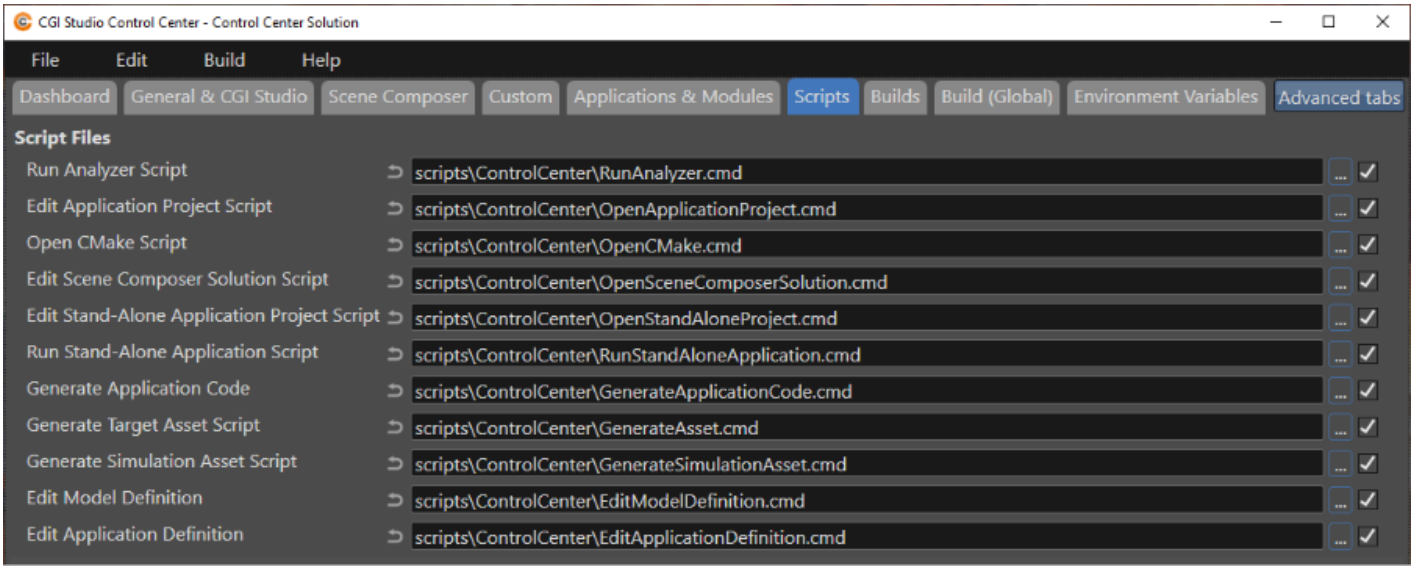
- **Panel Project:** The path of the Panel project
- **Panel Executable:** The path to the Panel executable

Player

- **Player Project:** The path of the Player project
- **Player Executable:** The path to the stand-alone executable

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Control Center Scripts

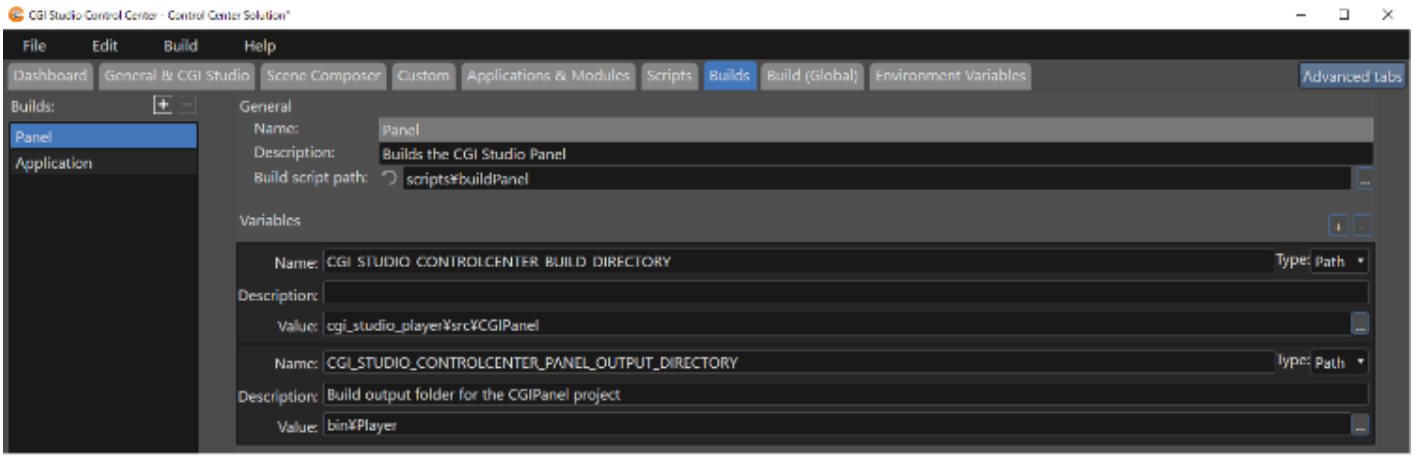


Via the Scripts tab it is possible to edit various reference paths for scripts used by Control Center that launch executables, generate codes and assets, and more.

Script Files

- **Run Analyzer Script:** Script which will be executed when the action is triggered from the menu
- **Edit Application Project Script:** Script which will be executed when the action is triggered from the menu
- **Open CMake Script:** Script which will be executed when the action is triggered from the menu
- **Edit Scene Composer Solution Script:** Script which will be executed when the action is triggered from the menu
- **Edit Stand-Alone Application Project Script:** Script which will be executed when the action is triggered from the menu
- **Run Stand-Alone Application Script:** Script which will be executed when the action is triggered from the menu
- **Generate Application Code:** Generates the application code based on the courier definitions
- **Generate Target Asset Script:** Generates Target asset
- **Generate Simulation Asset Script:** Generates Simulation asset
- **Edit Model Definition:** Edit Model Definition
- **Edit Application Definition:** Edit Application Definition

Builds

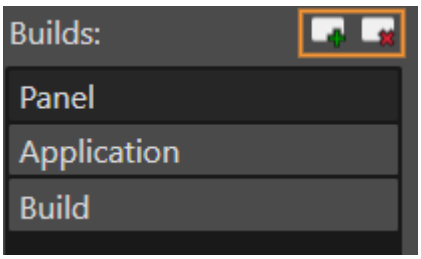


Via the Builds tab it is possible to edit variables that are used in the building of individual applications. Default builds are available in the Builds column on the left-hand side:

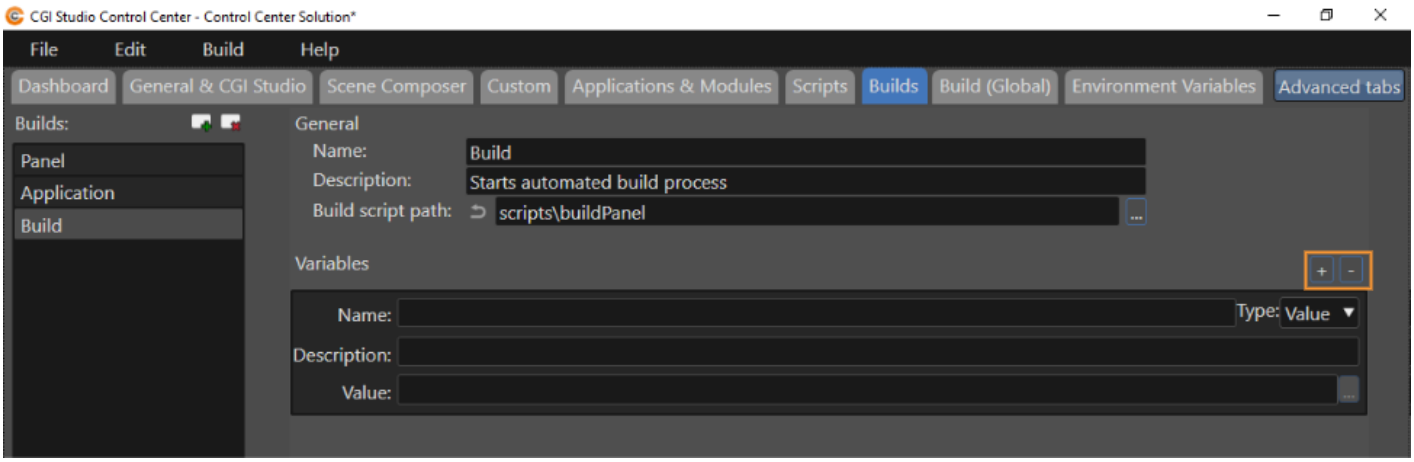
Panel – Location of build scripts and other settings needed for building CGI Panel when “Build Panel” on the “Custom” tab is clicked.
Application – Location of build scripts and other settings needed for running Control Center itself.

Each build will have variables that can be configured, seen in the Variables table.
Each variable will have a string name, a string description, and a value. This value will be either of type file (ie. Filename), path (ie. Filepath), or value (ie. string, char, int, etc.). If Type: Value is selected, the file selection button will be greyed out.

To add or delete builds, use the +/- buttons. These builds can be executed on the “Custom” tab under “Custom ☆”



To add or delete variables for a build, use the +/- buttons on the right-hand side of the variables table.


CGI Studio Control Center - Control Center Solution*
File
Edit
Build
Help
Dashboard
General & CGI Studio
Scene Composer
Custom
Applications & Modules
Scripts
Builds
Build (Global)
Environment Variables
Advanced tabs
Builds:
Panel
Application
Build
General
Name:
Build
Description:
Starts automated build process
Build script path:
scripts\buildPanel
Variables
+
-
Name:
Type:
Value
Description:
Value:

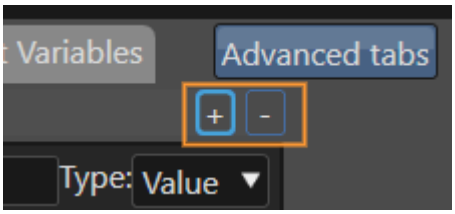
Build (Global)



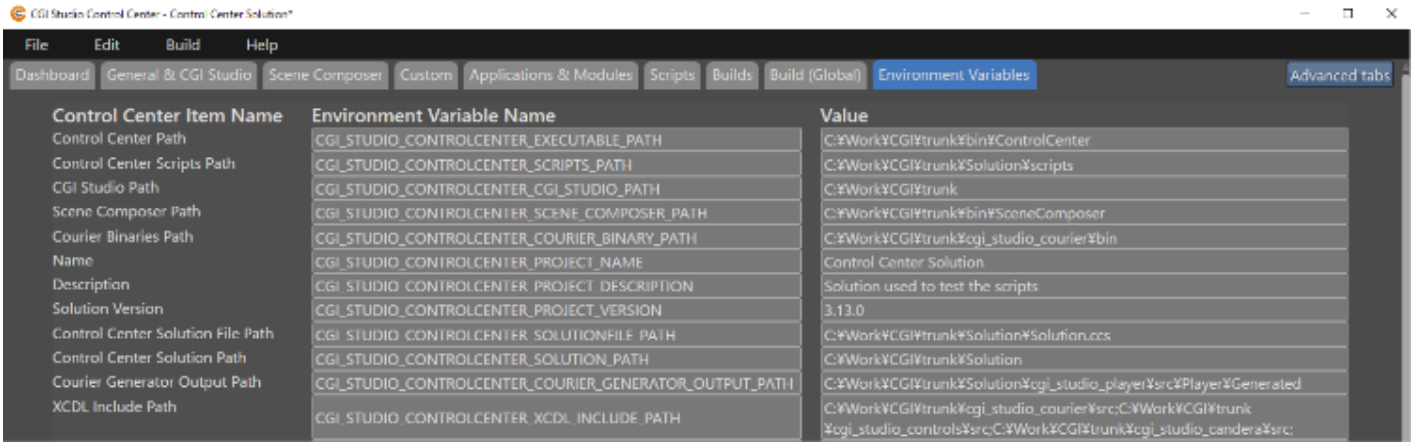
Via the Builds (Global) tab it is possible to edit variables that are used in the building of all applications.

Each variable will have a string name, a string description, and a value. This value will be either of type file (ie. Filename), path (ie. Filepath), or value (ie. string, char, int, etc.). If Type:Value is selected, the file selection button will be greyed out.

To add or delete variables for a build, use the +/- buttons on the right-hand side of the variables table.



Enviroment Variables



Via the Environmental Variables tab you can see all declared environmental variables. The variables on this page are either purely for reference (eg. Control Center Path) or correspond to variable declarations made elsewhere in the Control Center. Changes to the latter will be reflected here after closing and reopening the Control Center solution.