Scene Composer User Interface

- Overview
- Menu bar
- Tool bar
- Panel

Overview

The Scene Composer interface consists of three parts: the menu bar, the toolbar, and the panels. The menu bar contains operation menus arranged by category, such as File and Edit. The toolbar contains icons for frequently used operations. In addition, for each function, a window called a panel is provided for working with Scene Composer. For more information, see the description page for each part.

1. Menu bar
2. Tool bar
3. Panel: Solution Explorer/Imports
4. Panel: Scene Tree/Search/Output etc.
5. Panel: Scene Editor/State Machine Editor/Fusion etc.
6. Panel: Toolbox/Render Targets etc.
7. Panel: Properties



> Panels 3 through 7 above can be customized to any layout. Customized layouts can also be managed as perspectives. (For more information, see Perspective Support.)

Menu bar

Each feature of Scene Composer can be selected and executed from the menu bar. The menu bar contains "File," "Edit," "View," and other major items, and each feature and various settings are arranged under these major items, just as in a general application. Each feature and setting can also be executed using the key commands at the right end of the menu bar. This page explains the functions and various settings for each major item.

File

Menu name	Description	Note
New Solution...	Create a new solution.	[Detail]
Open Solution...	Opens an existing solution.	[Detail]
Close Solution	Closes the currently open solution.	
Source Control	Import/checkout source control.	[Detail]
Save Solution	Overwrites the currently open Solution.	[Detail]
Save Solution As...	Save the currently open solution as.	[Detail]
Clear Solution Cache	Clears the solution cache.	[Detail]
Recent Soltions	Displays recently opened solutions.	[Detail]
Solution Reports...	Displays the Solution Report.	[Detail]
Preferences...	Opens the "Preferences" dialog.	[Detail]
Solution Options...	Opens the "Solution Options" dialog.	[Detail]
Generate Asset Library...	Generate Asset Library	[Detail]
Export SCL...	Exports SCLs (Shared Component Libraries).	[Detail]

Automation Scripts...	Sets up automatic execution of user-defined scripts.	[Detail]
Export Symbolic Names...	Exports a header file (.h) with a list of symbolic names.	[Detail]
Define application specification	Sets up application specifications (definitions for the connection between the Scene Composer solution and the CGI Panel).	[Detail]
Set External Resources Path...	Sets the folder where external resources will be placed.	[Detail]
Exit	Exit Scene Composer.	

Edit

Menu name	Description	Note
Undo	Undo the previous operation.	[Detail]
Redo	Redo the previous operation.	[Detail]
Go To Previous Element	Moves to the previous element.	
Do Layout	Apply layout.	
Go To Next Element	Moves to the next element.	

View

Menu name	Description	Note
New perspective	Saves a new perspective (Scene Composer layout).	[Detail]
Delete Perspective	Deletes the active perspective.	[Detail]
Restore Default Layout	Resets the Scene Composer layout to default.	
Toolbar	Shows/hides the icons related to the Navigation/Animation/Editor Profile/Script System contained in the toolbar.	[Detail]
2D Editing Utilities	Enables/disables various features of the 2D scene editor.	[Detail]
3D Editing Helpers	Enables/disables various 3D scene editor features.	[Detail]

Panels	Display/Hide various panels.	[Detail]

> The Render Slots panel cannot be used unless Safety function is enabled. For more information about the Safety function, please contact our representative.

Platform

Menu name	Description	Note
New Display...	Add a new display.	[Detail]
New Render Target...	Add a new render target.	[Detail]
Manage Render Targets...	Opens the Manage Render Targets dialog included in the solution.	[Detail]
Device Capabilities...	The specifications of the simulation device and target device are displayed	[Detail]
SCHost Information...	SCHost information is displayed.	[Detail]

Shader

Menu name	Description	Note
New Shader...	Add a new shader.	[Detail]
New Shader Program...	Add a new shader program.	[Detail]
Compile Shader	Compile shaders.	[Detail]

Script

Menu name	Description	Note
New Script...	Create a new script.	[Detail]
Validate Script	Validate a script.	[Detail]
Start | Pause Script System	Runs a script system or pauses a running script system.	[Detail]

Stop Script System	Stops the script system from running.	[Detail]

Import

Menu name	Description	Note
Import Resources....	Imports various resources.	[Detail]
Import Raw Resources...	Import raw resources.	[Detail]
Import Benchmarks...	Import render benchmarks (.crsms) exported from CGI Analyzer.	[Detail]
Import From Solution...	mport various resources from existing solution files.	[Detail]
Smart Importer	Import various graphics resources via the Smart Importer.	[Detail]
Configure Automatic Imports,,,	Set up automatic import (image and fbx files only).	[Detail]
Image Update...	Import images from any folder at once.	[Detail]
Delete Unused Imports...	Delete imported but unused items.	[Detail]

Scene

Menu name	Description	Note
New 2D Scene...	Create a new 2D scene.	[Detail]
New 3D Scene...	Create a new 3D scene.	[Detail]
Refresh Scene	Reload the active scene.	[Detail]

Animation

Menu name	Description	Note
New Animation Group...	Creates a new animation group.	[Detail]
Start Animation	Start an existing animation.	[Detail]
New Animation...	Create a new animation.	[Detail]

Stop Animation	Stops an existing animation that is starting.	[Detail]

State Machine

Menu name	Description	Note
New State Machines...	Create a new state machine.	
Attach...	Make a TCP connection to the application.	
Validate Active State Machine	Validate the active state machine.	

Report

Menu name	Description	Note
HMI Report...	Opens the HMI Report dialog, where you can configure various settings related to HMI reports and create HMI reports.	[Detail]
Text Size Report...	Open the Text Size Report dialog. Select the scene and culture for which you want to run the text size report and run the text size report.	[Detail]

Language

Menu name	Description	Note
Culture Solution Options...	Opens the Culture Solution option.	[Detail]
Export Languages...	Open the Select Cultures dialog. Select the language for output.	[Detail]
Import languages	Opens the Import Languages dialog. Select the file to import.	[Detail]
Language Usage...	Opens the Language Usage dialog where all text properties of the solution are listed.	[Detail]
Language Table...	Opens the Language Table dialog where users can add, edit, or delete translatable text.	[Detail]

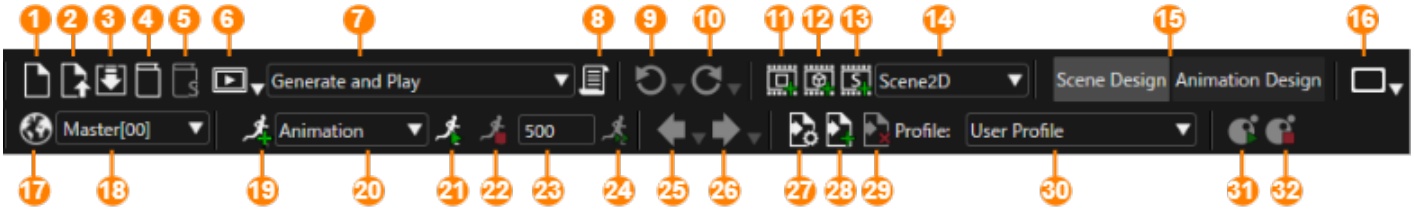
Help

Menu name	Description	Note
Help	Open the CGI Studio help documentation (this document).	[Detail]
Quick Start Guide	Open the CGI Studio Basic Usage tutorial.	[Detail]
Welcom Screen	Opens the Welcome to Scene Composer dialog.	□
Hot keys.,,	Opens a list of shortcut keys.	[Detail]
Licenses...	Opens the License dialog.	[Detail]
Visit Lighthouse	Opens the Lighthouse (support/forums page).	□
Feedback	Opens a dialog for submitting feedback about CGI Studio.	□
About...	Displays information about Scene Composer.	□

Tool bar

The toolbar is lined with icons for frequently used operations.

Each number in the image below corresponds to the below icon descriptions.



1. Create a new solution
2. Opne an existing solution
3. Save solution...
4. Open asset library generator dialog...
5. Open safety asset library generator dialog...
6. Run/Stop Player/Embedded Player, Update Embedded Player
7. Select Player/Embedded Player setting (6. Select the player to launch when clicked.)
8. Open automation scripts dialog...
9. Undo
10. Redo
11. Add a new 2D scene
12. Add a new 3D scene
13. Add a new safety scene
14. Select active scene
15. Select perspective (Scene Design/Animation Design/User created perspective
16. Display/Hide Scene Editor
17. Open Culture solution option dialog
18. Select culture
19. Create new animation
20. Select animation
21. Start animation
22. Stop animation
23. Animation fast forward speed
24. Animation fast forward
25. Go back to one previous active item
26. Go forward to one previous active item
27. Edit current profile
28. Add a new profile
29. Delete current profile
30. Select profile
31. Start the execution of the script system

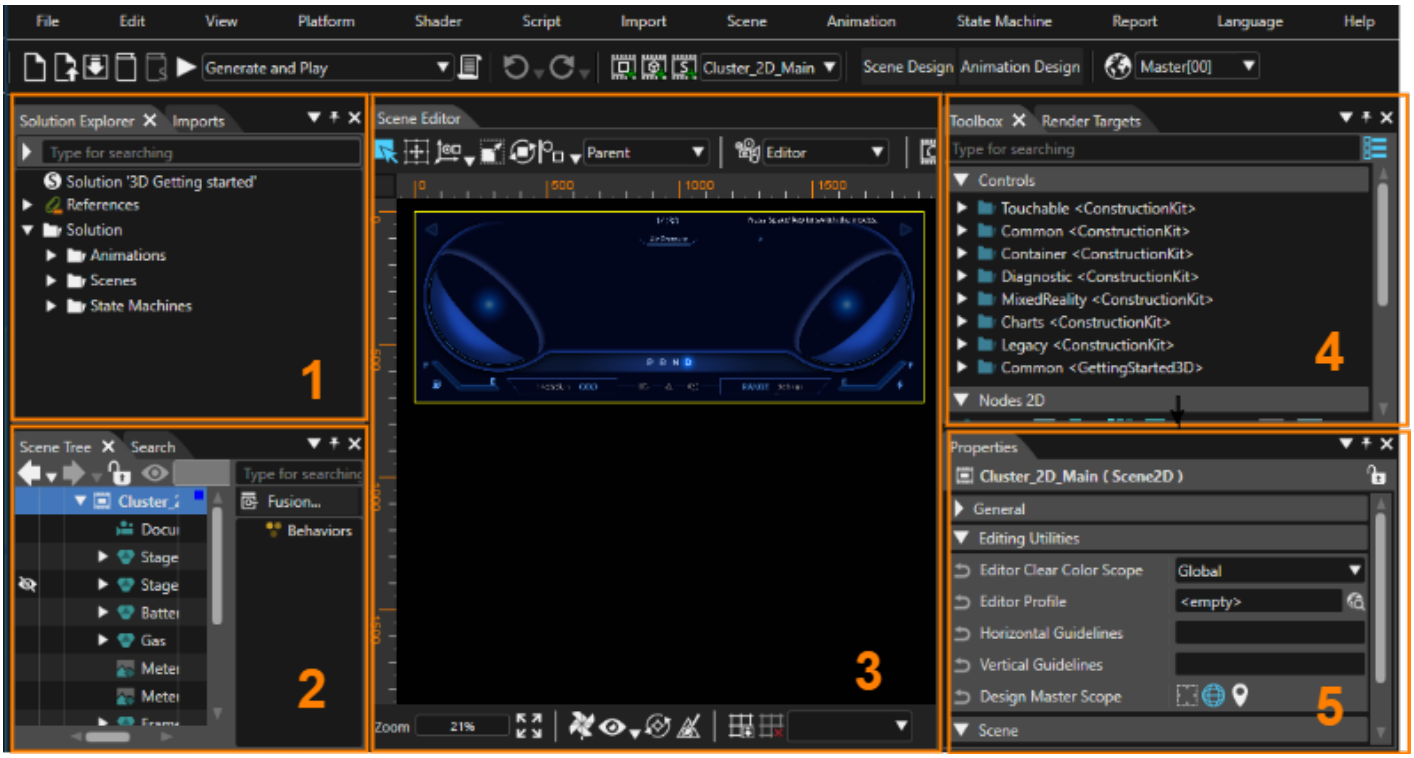
32. Stop the execution of the script system

> Icons through 19 to 32 can be shown or hidden from the menu bar under [View > Toolbars]. (Animation: 19 to 24, Navigation: 25 and 26, Editor Profiles: 27 to 30, Scripting System: 31 and 32)

> By mousing the separators in the toolbar, you can customize the placement of icons on a separator-by-separator basis.

Panel

The Scene Composer user interface is composed of parts called panels. This page describes each panel, for which corresponding explanations can be found below.



> This page is explained according to the default layout for convenience.

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1. Solution Explorer/Imports

Panel name	Description	Note
Solution Explorer	All items in the solution are displayed. You can add new items, edit existing items and so on.	[Detail]
Imports	Displays all items imported into the solution.	[Detail]

2. Scene Tree/Search/Output etc.

Panel name	Description	Note

Scene Tree	All nodes in the scene are displayed in a tree format. You can add, edit, delete, etc. nodes.	[Detail]
Search	Displays trace information about the Scene Composer.	[Detail]
Output	Displays trace information about the Scene Composer.	[Detail]
Problems	Displays errors/warnings/messages.	[Detail]
Text Size Report	Displays a text size report.	[Detail]
Docs Agent	Displays a Docs Agent Panel.	[Detail]

3. Scene Editor/State Machine Editor/ Fusion etc.

Panel name	Description	Note
Scene Editor	The main panel of Scene Composer allows you to view and edit the nodes contained in a scene.	[2D Scene] [3D Scene]
Fusion	Various actions can be configured by adding Fusion nodes to the nodes selected in the scene tree.	[Detail]
State Machine Editor	You can edit the selected state machine in the Solution Explorer.	[Detail]
Shader Editor	You can edit the selected shaders in the Shaders panel.	[Detail]
Script Editor	You can edit the selected script in the Solution Explorer or in the Toolbox.	[Detail]
SCML Editor	You can edit the SCML.	[Detail]
Appearance Editor	You can edit node attachment templates.	[Detail]
Graph Dependencies	Visualize the dependencies of the nodes in the scene tree.	[Detail]
Transition Rules Editor /Transition Execution	Transitions between scenes can be set up.	[Detail]
Player/CGIPane	The Embedded Player validates solutions created with Scene Composer.	[Detail]

4. Toolbox/Render Targets etc.

Panel name	Description	Note
Toolbox	Items (controls, nodes, effects, behaviors, and scripts) that can be added to scenes and other objects are listed.	[2D Toolbox] [3D Toolbox]
RenderTargets	Create/edit new render targets.	[Detail]
Tempates	View templates included in the solution.	[Detail]
Diagram Bird's Eye	View a bird's eye view of the Fusion diagram or the entire State Machine Editor.	[Detail]
Scopes	Set up camera culling and light culling.	[Detail]
Shaders	Shaders included in the solution are displayed.	[Detail]
Render Statistics	A performance indicator for the display is shown during rendering.	[Detail]
Text Search	This panel allows you to search for text contained in the solution or selected scenes.	[Detail]

5. Properties

Here displays the properties of the selected item in the Solution Explorer, scene tree, and various editors. You can also edit the value of each property.

Animation Panels

The animation-related panel appears when [Animation Design] is enabled via the mode-switching button on the toolbar.



Panel name	Description	Note
Animation Timeline	Graphically view or edit animation-related settings.	[Detail]
Animation Values	View or edit animation-related settings with information in text format.	[Detail]
Animation Configuration	Nodes in the solution are displayed in a tree format, with only the nodes related to the active animation highlighted.	[Detail]

Other panels

Panel name	Description	Note
Live Preview	The definition of the data binding used in the selected scene can be displayed. You can also simulate the behavior of data binding by dynamically setting values for the definitions.	[Detail]
Candera Logging	Trace information about the Candera Graphic Engine is displayed.	[Detail]
Widgets	User custom widgets can be used.	[Detail]
Render Order Bins	Manage the rendering order in a 3D scene.	[Detail]