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.	□

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