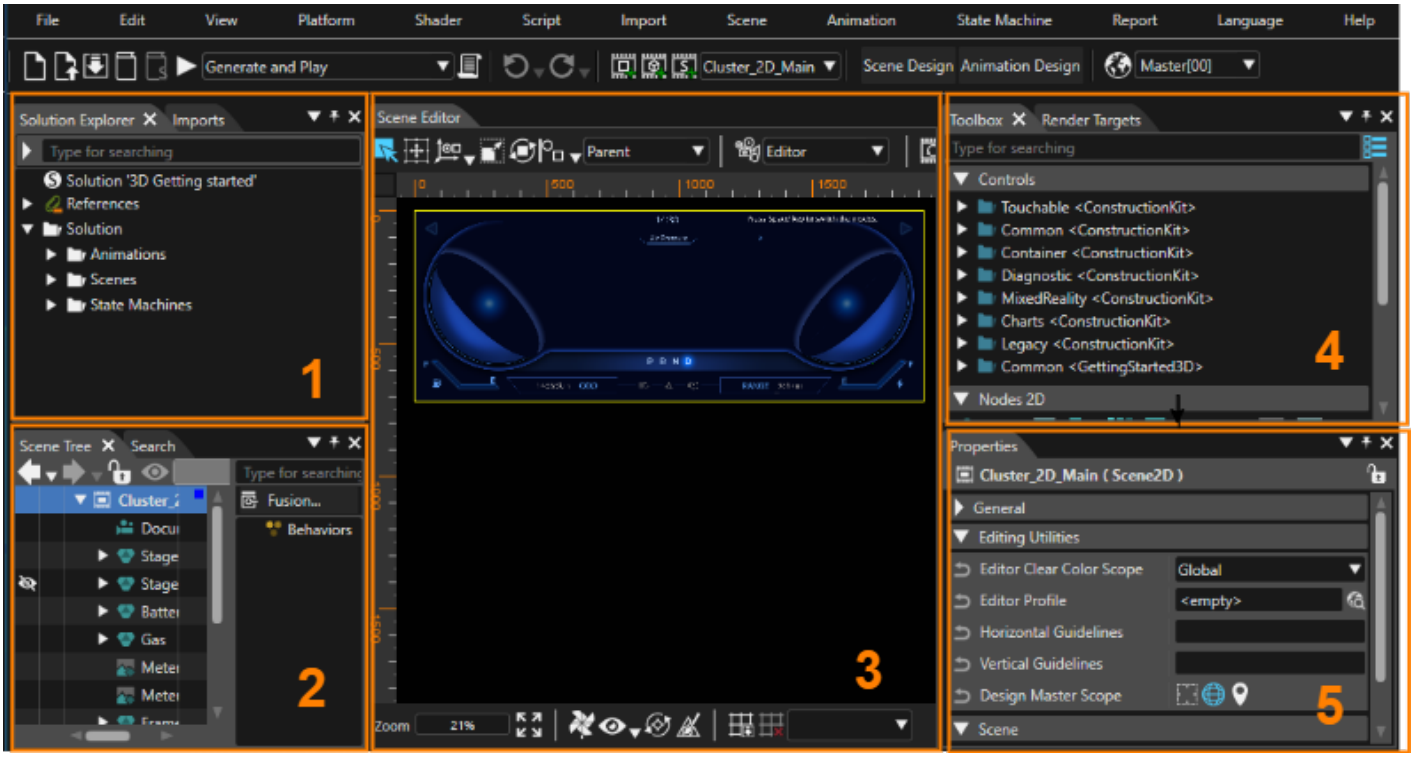
Panel

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.

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]

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