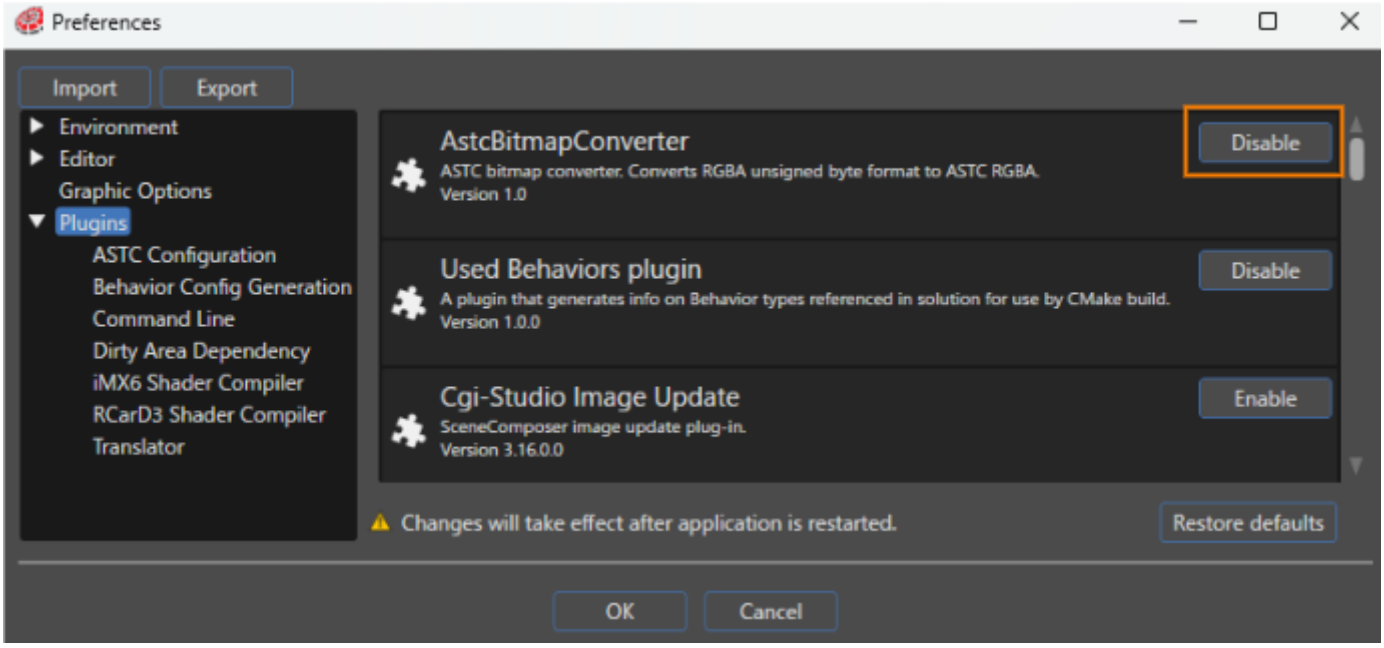
Plugin Options

Plugins Available

Available plugins are displayed under [Plugins] in the Preferences dialog.

All available plugins are enabled by default. To disable a plugin, click the button to the right of its properties. When the button displays "Enable," the plugin is disabled.



The following plugins are available for Scene Composer:

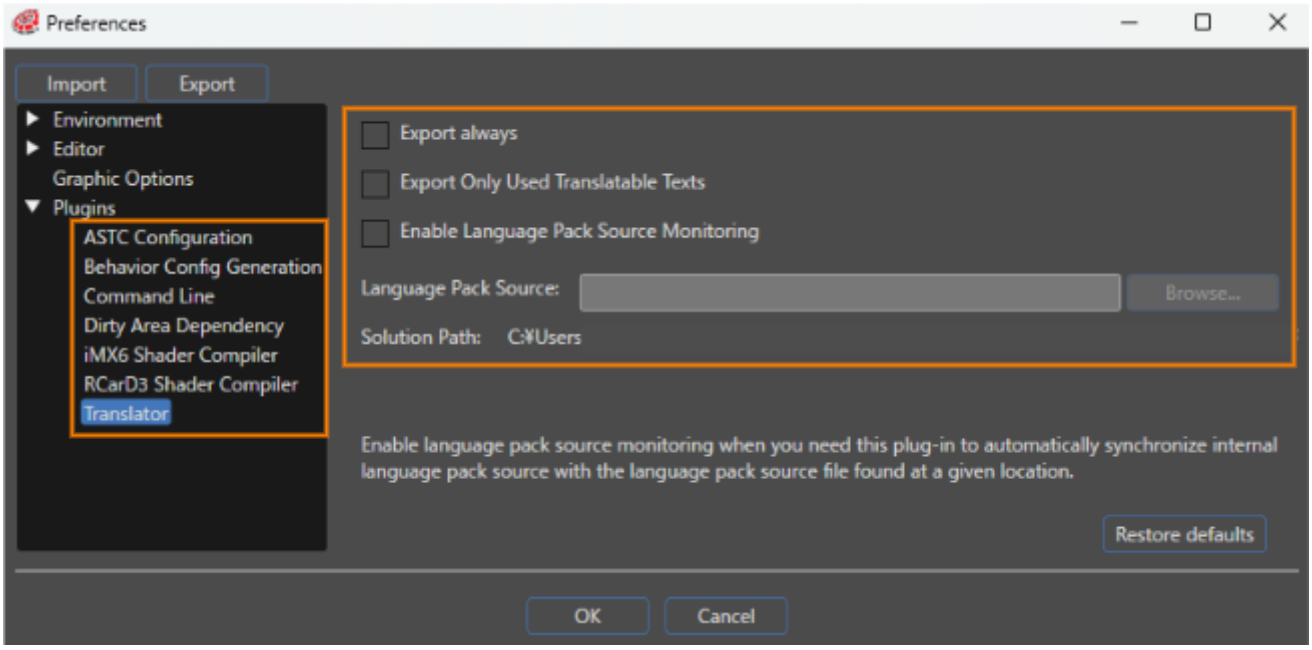
Plugin Name	Description	Note
AstcBitmapConverter	This is an ASTC bitmap converter. Converts RGBA unsigned byte data to ASTC RGBA.	Details
Used Behavior plugin	This plugin extracts the type names of all behaviors included in the solution. When generating assets, a CMake file is generated according to the plugin's specific settings.	Details
Cgi-Studio Image Update	This is a plugin for the Image Update function.	Details

CommandLinePlugin	This is a plugin for executing commands when generating assets.	Details
List Property Editor	This is a plugin for the List Editor. The List Editor can be used with controls such as BarGraph and LineGraph.	Details
SpecificationPlugin	This is a plugin for Define application specification. Define application specification is required to link data binding sources with Scene Composer.	Details
DataBindingEditorPlugin	This is a plugin for the Data Binding bind icon and Live Preview panel.	Details
Dirty Area Dependency Plugin	This is a plugin for the Dirty Area Management (DAM).	Details
ExecutableGenerationPlugin	This is a plugin for executing scripts when generating assets.	Details
ExternalResourceContainerPlugin	This is a plugin for the Referencing external resource function.	Details
iMX6 Shader Compiler	This is a shader compiler for iMX6.	Details
RCarD3 Shader Compiler	This is a shader compiler for RCarD3.	Details
RT117XBitmapConverter	This is a bitmap converter for RT117X.	Details
RZA1HBitmapConverter	This is a bitmap converter for RZA1H.	Details
Cgi-Studio Translator	This is a plugin for Localization.	Details
Traveo2BitmapConverter	This is a custom bitmap converter for Traveo2.	Details

> Enabling/disabling the plugin will take effect after restarting Scene Composer.

Plugin-Specific Settings

Some plugins have their own settings. You can configure these settings in the Preferences dialog.



Details of plugin-specific settings are listed below.

ASTC Configuration

Setting item	Description
Compression Speed	The Compression Speed can be set to one of five levels.

Behavior Config Generation

Setting item	Description
Behavior Configuration Enabled	If enabled, a CMake file containing the configuration of all behaviors included in the solution will be generated.
Destination path	Set the path to the CMake file in the CMake flag "CONTROLS_USED_BEHAVIORS_CONFIG_PATH".

Commnad Line

Setting item	Description
Command Line	Sets the command to be executed when generating assets.

Dirty Area Dependency

Setting item	Description
Include in asset	If enabled, information about Dirty Area Management will be output to the asset.

iMX6 Shader Compiler

Setting item	Description
Generated output format	Set the output format from three options (Text, Binary, or Binary program).
Custom command line string	Enter the tool or identifier to execute in command line format. This setting can only be set when the output format is Binary or Binary program.

RCarD3 Shader Compiler

Setting item	Description
Generated output format	Set the output format from three options (Text, Binary, or Binary program).
Custom command line string	Enter the tool or identifier to execute in command line format. This setting can only be set when the output format is Binary or Binary program.

Translator

Setting item	Description
Export always	If enabled, all translated text will be included in asset.
Export Only Used Translatable Texts	If enabled, only translated text used in behaviors, etc. will be included in assets.
Enable Language Pack Source Monitoring	If enabled, Language Pack Source files will be monitored.
Language Pack Source	Set the Language Pack Source to be monitored.
Solution Path	The root path of the solution will be displayed.

> Changes to Plugin-Specific settings will take effect after restarting Scene Composer.

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