Embedded Player

Overview

The Embedded Player is a runtime environment for validating solutions created or in progress in Scene Composer. The Embedded Player operates as a panel in Scene Composer, allowing you to view the Scene Editor and Embedded Player side by side, and instantly view updates to your Scene Composer solution in the Embedded Player panel.



The Embedded Player consists of two panels: "Player Panel" and "CGI Panel".

The Player Panel is used to display the solution being created in Scene Composer. It allows you to view the nodes created in Scene Composer and their associated actions, such as 2D/3D nodes, animations, behavior effects, and scene transitions using transitions.

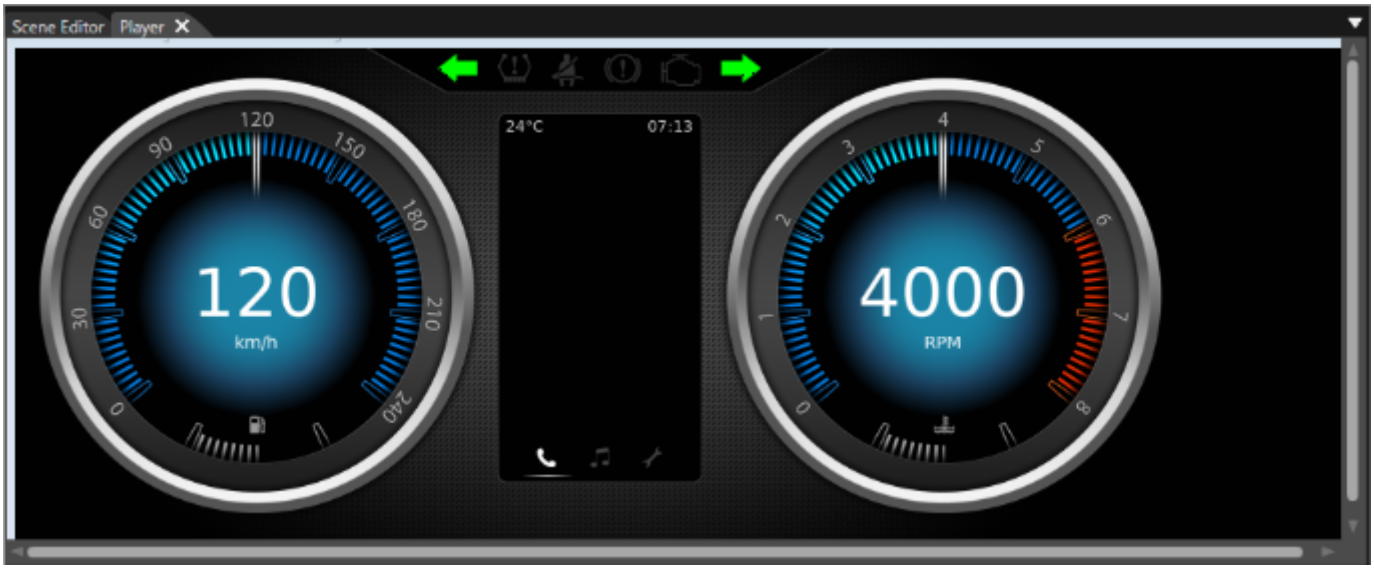
The CGI Panel is used to control the display of the Player Panel. The Player Panel UI allows you to easily switch displayed scenes, play animations, zoom in/out, and rotate the display. You can also run simulations of node values, transitions, state machines, and more.



Embedded Player UI

Player panel

The Player panel can be displayed by selecting [View > Embedded Player > Player] from the menu bar, or click the [Player/EmbeddedPlayer] icon on the toolbar after selecting "Embedded Player". Scroll bars will appear on the right and bottom of the panel depending on the panel size.



CGI panel

The CGI panel, similar to the Player panel, can be displayed by selecting [View > Embedded Player > CGIPanel] from the menu bar, or click the [Player/EmbeddedPlayer] icon on the toolbar after selecting "Embedded Player".

This panel controls the display of the Player panel.



(1)	Culture	Allows you to switch languages. If used, Globalization must be enabled.
(2)	Animation	All playable animations will be listed in the drop-down menu. Select an animation from the drop-down menu and click the [Start] icon to play the animation.
(3)	Value generation	Starts/Stops the Value Generator simulation.
(4)	Rendering process	Run or Pause the processing of rendering components.
(5)	Zooming	This function is created to assist in the development of high-resolution or low-resolution HMIs. It allows you to zoom in on low-resolution HMIs and zoom out on high-resolution HMIs.
(6)	Rotae	Simulates physical display rotation. The toolbar icon allows you to rotate the Player panel display clockwise.

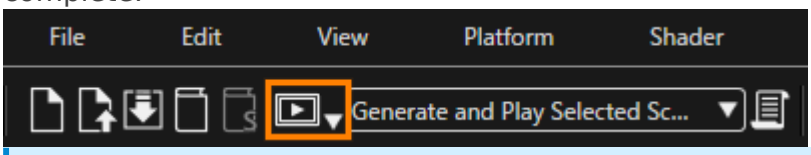
(7)	Scene view panel	All scenes included in the solution are listed. To enable any scene, select the corresponding checkbox.	
(8)	Function tab	Value Generator	You can simulate view elements changing their values without implementing any logic.
		Controls	Displays all controls for the selected scene. Selecting a control opens a table with all properties and their values. Changing the value will change it in the application.
		Transitions	You can trigger transitions.
		Data Bindings	You can load predefined data binding files to customize the layout and perform simulations with Value Generator.
		Statistics	Memory consumption statistics are displayed.
		State Machine	The states of all State Machines are displayed.
		Configration	Information about the features enabled in the Embedded Player is displayed.
		Snapshots	You can create snapshots on the host. The last snapshot created is displayed.
		Logging	You can also enable or disable logging and set the log level for the main area.
		Layout Monitor	The relevant areas calculated by the layouter are displayed as an overlay on top of the application rendering.

> The Embedded Player has basically the same functions as the Player, so for some explanations in the documentation, please refer to the link to the Player page.

Basic Operation

Embedded Player Playback

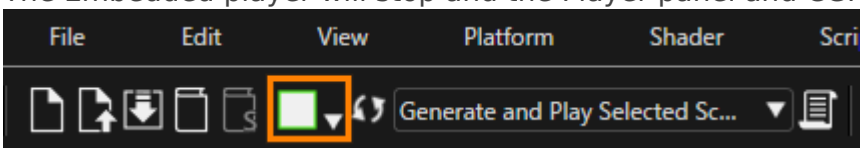
- First, click the [Player/EmbeddedPlayer] icon on the toolbar after selecting "Embedded Player".
  - Once the Player Panel and CGI Panel are launched, Embedded Player playback is complete.



> If you want the currently edited scene to be displayed when launching the Embedded Player, select [Generate and Play Selected Scene] from the pull-down menu located to the right of the [Play selected scenario...] icon.

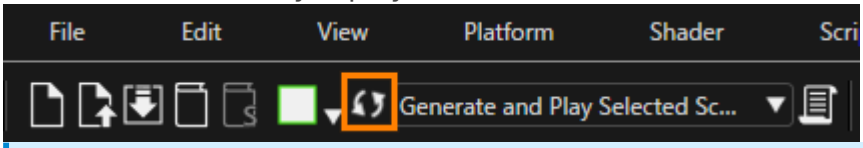
Stopping Embedded Player

- While the Embedded Player is running, click the [Close Player] icon on the toolbar.
  - The Embedded player will stop and the Player panel and CGI Panel will close.



Updating Embedded Player

- While the Embedded Player is playing, click the [Refresh] icon on the toolbar.
  - Updates made to the solution while the Embedded Player is playing will be reflected in the Embedded Player playback.



> Using Embedded Player Update allows you to immediately see updates to your solution in the Embedded Player. Also, unlike playback using the Player, there is no need to save your solution before playback.

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