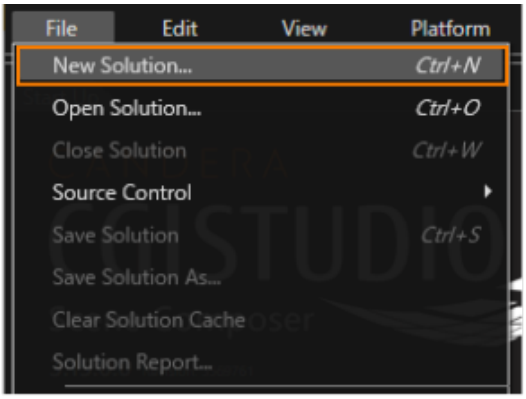
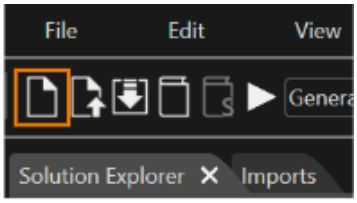
New Solution

Create a New Solution

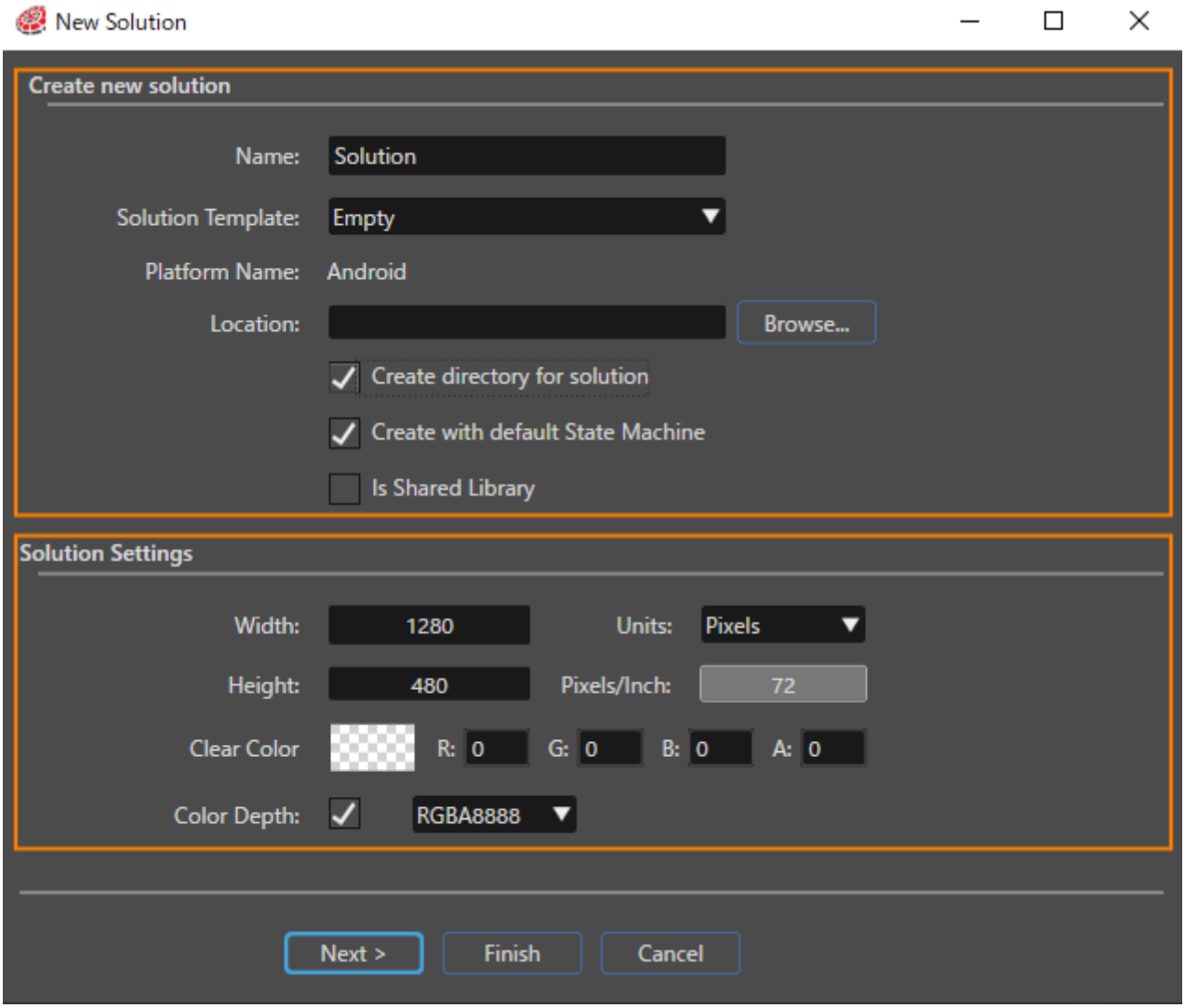
A new solution with all the basic elements can be created via Startup Panel item or menu "File" > "New Solution" or Toolbar item.







In the "New Solution" dialog that appears after selecting one of the above, you can set basic information for your solution using two items: "Create new solution" and "Solution Settings."



Create new solution

Name	Solution name
Solution Template	Solution template to use for the solution (There are several for different purposes, such as Empty, 2D Basic, and 3D Basic.)
Platform Name	Target platform
Location	Save the location of solution (Use the [Browse...] button to select the location to save the new solution.)
Create directory for solution	Create a folder to save the new solution.
Create with default State Machine	Include a GlobalStateMachine in the new solution. (This item can only be set if "Empty" is selected in the Solution Template.)
Is Shared Library	Set it as a Shareable Component Library (SCL). (For more information on SCL, see Reusable Solution Libraries.)

Solution Settings

Width□ Height	Display/RenderTarget/2D Camera size
Units	Width/Height unit
Pixels/Inch	Resolution
Clear Color	Set the Clear Color.
Color Depth	True: The Color Depth set in this option will be applied to the Render Target. False: The Color Depth of the selected Solution Template will be applied to the Render Target.

Once you have completed configuring the solution, click the [Finish] button to create the new solution.

To configure more solution details at solution creation time, use the New Solution Wizard by clicking "Next >". About details, please refer to New Solution Wizard.

Revision #11
Created 2023-02-13 13:07:39 UTC by Tsuyoshi.Kato
Updated 2024-11-26 01:04:14 UTC by Kanai Tomoaki