CGI Studio 3.10

CGI Studio 3.10 - What's New:

Welcome to CGI Studio 3.10, Candera's software development platform for hybrid 2D and 3D graphical interfaces for automotive systems.

This page provides information regarding the most recently added features and updates since our last release.

Smart Importer

The new Smart Importer function will allow you to import files from Photoshop, then directly map elements within the file to CGI Studio controls using a built in AI service.



For more information regarding the full functionality of this tool, please reference the Smart Importer article.

Multilanguage Support (Japanese)

CGI Studio now provides Japanese language support for the following applications,

- Scene Composer
- CGI Player
- CGI Studio Control Center

Documentation and Sample Updates

- New documentation for the Smart Importer.
- Visually updated Getting Started Controls sample.
- Quick Start Guide for the Smart Importer function, which can be found in the following location:
  - <CGI Studio root folder>\cgi_studio_docs
- Small updates to several articles to remove outdated information or images.

Monotype Spark Engine

Monotype's Spark font engine has been integrated into this latest version of CGI Studio.

For more information regarding this topic, please reference the Spark Engine article.

New Sublist Control

A new sub-list control has been added. This control will allow you to embed submenus within lists which can be conveniently expanded or collapsed. For more information regarding this control, please reference the Predefined Controls section for more information.

Candera LINK Remote Rendering

- Allows you to share data and services between multiple clients (for example, dashboard, HUD, smart devices, PC applications).
- Supports remote rendering and streaming services.
- Link Hub allows you to verify that clients are receiving the fastest service in close proximity to their location.

MATLAB Connector (MLC) Improvements

Tool Improvements:

- Added support for Visual Studio 2017 & 2019 to build scripts.

- Added support for up-to-date CMake version with architecture flag support to build scripts.
- Added support for build folders on different drives to build scripts.
- Added option to change the “Default Signal Port Type” for new signals.
- Signal generator generates additional name and data-type information for each signal. This can be used for debugging/logging purposes.
- Model & Signal generator now supports namespaces and using parameters. This provides more flexibility for application development.
- Fixed error for Input-Panel signals when using “Auto” port type before setting a data-type for the signal.

Templates:

- Application templates will initialize the display with the size specified inside that asset file instead of a hard coded value.
- Improved continuous invalidation implementation (reduces messages sent).
- Default-Construction-Kit Template has its “Default Signal Port Type” set to “Auto”.
- Default-Construction-Kit Template now includes a “MLC-Event Action Behavior”which can be used in conjunction with
- Controls/Behaviors to receive react to control events in MATLAB.
- Templates now generate Model into the “MLC” namespace.
- Various code cleanups.

Documentation:

- Updated “Prerequisites” and “Compiler Setup” chapters.
- Added “Debugging” chapter.
- Added “MLC-Event Action Behavior” chapter.

Extended Target Hardware Support

- Traveo II
- NXP iMX8
- STMicroelectronics STM32

Updated and extended RICOH fonts

Updated and extended RICOH fonts have been provided by RICOH for CGI Studio 3.10.

- Japanese (HGSHeiseiMarugothictaiW4)
- Simplified Chinese (HGJHeiM Simplified)
- Arabic (HG RTSans Arabic)
- Korean (HGNewGothicM Korean)
- Thai (Five typefaces)

- Vietnam (Five typefaces)

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