CGI Studio 3.12

CGI Studio 3.12 - What's New:

Welcome to CGI Studio 3.12, 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

- Figma format support
- Expanded control mapping functionality with AI
- And many other smaller improvements

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

Vector Graphics Support

- Support of vector graphics in CGI Studio
- Import of SVG into yours

For more information regarding this feature, please reference the SVG article.

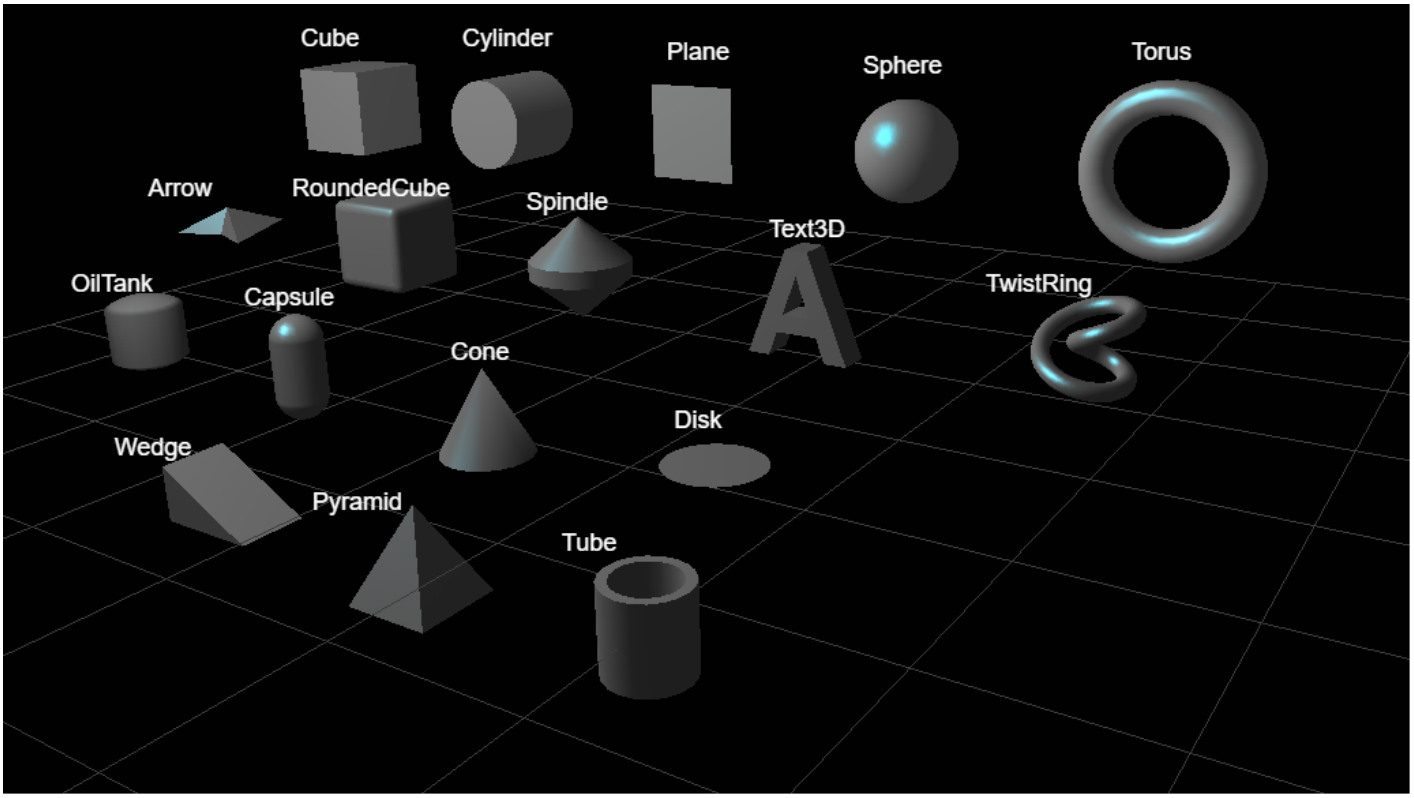
Fusion Editor

- Design your applications without writing any code and create your own HMI logic via drag and drop

For more information about the Fusion Editor, please see the documentation about Fusion.

3D Shapes Control

Many new 3D Shapes controls have been added, such as Arrow, Capsule, Cone, Disc and so on. They are available from the toolbox Controls>3D Shapes.



Scene Composer Improvements

- Updated and added sample solutions
  - 2D Basic, 3D Basic, 3D Getting Started, MenuScreen updated
  - Industrial added
- Added URI functionality for requirement tracking
- Automatic import feature improved
- Improved Properties panel
- Referencing external resource functionality (Android Platform only)
- State machine editor functionality added
- Pseudo state machine functionality
- Improved HMI report function
- Display Preview support
- HMI Rotation support

Rotation and zoom functions in the Player Panel

Rotation and zoom functions have been added to the Player Panel. For details of the functions, please click here.

Help system (This document) updated

A new UI help system with search and browsing history functions has been implemented. Tutorial videos previously accessed from external sites have been integrated into this help system. For more information on how to use the new help system, please click here.

> CGI3.16 release and later, tutorial videos are no longer included in this documentation.

New Behaviors

- Set External Bitmap
  Retrieves a bitmap and sets the bitmap of the associated Render Node when its action is triggered.
- Check External Resource Change
  Reacts on ExternalResourceChangedEvents, reloading the resource and invoking an update if ExternalResourceMangerId and ExternalResourceId match.
- External Bitmap Provider
  Retrieves an external bitmap with ExternalResourceId from an external resource provider with ExternalResourceManagerId and provides the bitmap to an associated bitmap node.

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