CGI Studio 3.16.1

CGI Studio 3.16.1 - What's New

Welcome to CGI Studio 3.16.1, Candera's software development platform for embedded hybrid 2D and 3D graphical user interfaces.

This page provides information about the latest features and enhancements added since the previous release.

Highlights

- AI capabilities now allow you to quickly search and access product documentation.
- Enhancements to Smart Importer help streamline UI development workflows based on Figma designs and translation data.
- Improved glTF import and rendering support makes it easier to use a wider range of 3D content.
- HDR image support enables high-quality lighting and visual effects.
- New behaviors make it easy to implement QR code generation and color selection features.

AI Features

- A Docs Agent MCP Server has been added, allowing your AI tools to directly access product documentation.
- A Docs Agent Panel has been added to Scene Composer, enabling you to ask questions about product documentation directly from your working environment.
- Search Helper has been added to the Search panel, allowing you to build search queries simply by describing what you are looking for.
- An AI Service category has been added to the Environment Settings, allowing configuration of the connections used by AI features in Scene Composer.

Smart Importer

- Figma import capabilities have been enhanced, making it easier to convert designs into UI content.

- Importing fonts and text information from Figma has been improved, reducing the amount of manual adjustment required after import.
- Figma imports can now be performed without installing Node.js, making the workflow easier to set up and use.
- Importing Axure RP and Sketch projects via Smart Importer is no longer supported.

glTF and HDR Support

- When importing glTF files, dynamic appearances can now be selected and material colors and properties can be adjusted directly from the Properties panel. In addition, dragging and dropping an HDR image onto a camera allows environment lighting to be configured more easily.
- glTF files containing glass-like transparent materials can now be imported and previewed more easily. Required render targets and cameras are created automatically, allowing immediate verification after import.
- The pixel format for Radiance HDR (.hdr) images can now be selected from the Import Images Config in Solution Options.
- Scene Composer Uniform Setter now provides the Enable ViewMatrix4 property, allowing the u_VMatrix auto-uniform variable used by glTF imports to be passed to shaders.
- The size of IBL cube map backup textures can now be configured individually during glTF import.

Behaviors and Controls

- Behaviors
  - Generate QR Code: Enables generation of QR codes from text.
  - PickColor: Allows colors selected from an image to be applied to other UI elements.
- Controls
  - ColorPicker: Makes it possible to select colors directly from images such as color wheels.

Multilingual Development

- Synchronization of translation files (XLIFF) has been automated, eliminating the need to manually re-import translation data whenever a solution is reopened.
- Multiple XLIFF files can now be imported at once, and imported translation files are automatically synchronized with the solution folder.

Sample Solutions

- The GettingStartedControls Solution has been updated with scenes related to Ambient Light.
- The glTF Extensions Solution has been updated with support for Advanced Glass Materials.

Scene Composer

- A Default Startup scene option has been added to Solution Options, allowing you to specify which scene is displayed first when opening a solution.
- An ExportSymbolicNames operation mode has been added to FTCCmd, allowing Symbolic Names contained in a solution to be exported to a header file.
- A Design Master Offset property has been added to Design Master, providing greater flexibility when adjusting layouts.

Documentation

- New Tutorial Videos have been added.

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