CGI Studio 3.3.3

CGI Studio 3.3.3 - What's new:

Welcome to CGI Studio 3.3.3, Candera's software development platform for development of hybrid 2D and 3D graphical interfaces for Automotive Systems.

This page informs about the most important features, added since the last Release. Focus of this Release was Bugfixing, but also brand new features have found their way into it. Please see yourself.

Compiler Plugin for ApolloLake

Supports binary shader programs through GLSL shader compiler plugin. Requires Intel standalone GLSL compiler binary, and also target platform specific GLP file. Uses GHS compiler v2016.5.2 and INTEGRITY Intel Broxton version 11.4.2, monolith from updated BSP. Linking is done against libdrm version 2.4.67, and MESA version 11.2.1. DirectTextureImage on ApolloLake INTEGRITY allows the user to access the texture image data in VRAM directly:

- Direct access is also possible with user provided buffer object handle.
- Supported image data formats are NV12, YUY2 (YUYV), RGBA and BGRA. Images in RGBA and BGRA formats are currently not displayed correctly.
- Requires OES_EGL_image_external and EGL_EXT_image_dma_buf_import EGL extensions.

Amber Cluster Sample Tutorial and the Amber Cluster Demo

The Amber Cluster App is a complex application for Amber device, built with IAR compiler. It uses various features of Candera, and also integrates Courier. It uses data-binding implemented in the application for managing content, also uses the FeatStd templated state machine.



Lua-Scripting Tutorial and the Lua-Scripting SampleSolution

The Sample Solution gives an overview of how scripts can communicate with each other. With the corresponding tutorial you can learn how the id handling works and how to manage that nodes even communicate with their sibling nodes.



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