Candera flags

- **CANDERA_3D_CANVAS_ENABLED** defines whether Candera3D Canvas is enabled or not.
- **CANDERA_ASSETLOADER_MEMORYPOOL_ENABLED** defines whether asset loader objects are allocated from a dedicated memory pool or not.
- **CANDERA_ASSETLOADER_WORKER_THREAD_ENABLED** uses an own worker thread for asynchronous asset loader calls.
- **CANDERA_ASSET_CACHE_SIZE** defines the buffer size for asset caching. A memory chunk of this size will be allocated for caching asset chunks for fast access.
- **CANDERA_ASSET_DECOMPRESSION_CHUNK_SIZE** defines the chunk buffer size for asset decompression. This value is only relevant for File Asset Repositories.
- **CANDERA_BIDIRECTIONAL_TEXT_ENABLED** defines whether bidirectional text parsing is enabled or not.
- **CANDERA_CUSTOM_LOCALIZER_ENABLED** defines whether or not a custom Localizer must be used instead of the DefaultLocalizer.
- **CANDERA_EXTERNAL_SHADER_BUILDER_HEADER_INCLUDE** includes path to external CPP header file, referenced by CANDERA_EXTERNAL_SHADER_BUILDER_HEADER_PATH.
- **CANDERA_EXTERNAL_SHADER_BUILDER_HEADER_PATH** defines path to external CPP header file with BUILD_SHADER macro definition, relative to Common/Internal/RenderDevice2DOver3D/.
- **CANDERA_EXTERNAL_SHADER_BUILDER_SOURCE_PATH** defines path to external CPP source file with binary shaders data, relative to Common/Internal/RenderDevice2DOver3D/.
- **CANDERA_FONTENGINE** defines which font engine to use.
- **CANDERA_GLOBALIZATION_ENABLED** defines whether globalization support is enabled or not.
- **CANDERA_LAYOUT_CLIPPING_ENABLED** defines whether Candera2D layout clipping (setting a clipping rectangle for every render node) is enabled or not.
- **CANDERA_LAYOUT_ENABLED** defines whether Candera dynamic layout is enabled or not.
- **CANDERA_LEGACY_BEHAVIORS_ENABLED** builds with legacy behaviors.
- **CANDERA_MULTILINE_TEXT_ENABLED** defines whether multiline texts are enabled or not.
- **CANDERA_SCRIPTING_ENABLED** defines whether CanderaScripting sources shall be included or not.
- **CANDERA_TEXTENGINE_DLIG_FEATURE_ENABLED** defines if Discretionary Ligatures (dlig) are enabled or not (support only in Harfbuzz for now).
- **CANDERA_TEXTENGINE_MEMORYPOOL_ENABLED** defines whether text engine objects are allocated from a dedicated memory pool or not.
- **CANDERA_TEXTENGINE_NATIVE_LINEHEIGHT_ENABLED** defines whether or not the native line height metrics of the font engine is used. If disabled then 120% of EM size is

applied as line height which is compatible with Adobe.

- **CANDERA_TEXTENGINE_WORKER_THREAD_ENABLED** uses an own worker thread for asynchronous textrender calls. It uses the update routine (single threaded) when this flag is disabled.
- **CANDERA_TEXTSHAPER** selects the text shaper.
- **CANDERA_TRANSITIONS_ENABLED** defines whether CanderaTransitions sources shall be included or not.
- **CANDERA_VIDEO_MEMORY_STATISTIC_ENABLED** activates support for video memory allocation statistics. ATTENTION: Activated memory statistics may decrease performance!
- **CANDERA_ASSET_ADDRESS** is the address for eMMC / QSPI flash access
- **CANDERA_ASSET_ADDRESS_USE_DEFAULT** defines the default address for flash access
    - 0x00000000 for eMMC
    - 0x2000000 for QSPI
- **CANDERA_ASSET_LOCATION** is the asset location chosen by the user at CMake configure time
- **CANDERA_BUILD_SCHOST** defines whether SCHost library and DLL are built or not
- **CGIDEVICE_BSP_LIBRARY_PATH** defines the path to directory including libfbdev.a (for RCarD3, RCarH3 and RCarM3 devices)
- **CGIDEVICE_EGL_INCLUDE_PATH** defines path to EGL folder
- **CGIDEVICE_GFX_LIBRARY_PATH** defines the path to graphics libraries (for RCarD3, RCarH3 and RCarM3 devices)
- **CGIDEVICE_OPENGL_EGL_CONFIG_PATH** defines the path to OpenGL and EGL configuration files (for RCarD3 and RCarH3 devices)
- **CGIDEVICE_OPENGL_ES_30_INCLUDE_PATH** defines the path to GLES3 folder
- **CANDERA_EXTERNAL_SHADER_BUILDER_USAGE_DEFAULT** defines whether the default paths for external shader builder for 2DOver3D shaders are used or not."

Revision #3
Created 2023-03-07 06:30:54 UTC by Tsuyoshi.Kato
Updated 2025-04-15 10:18:34 UTC by Tsuyoshi.Kato