Candera Device

Automatic Context Resource Pools

Context resource pools are created automatically, and assigned automatically to Device objects. If all objects attached to a display share a context resource pool, the display is associated to the context resource pool. Otherwise, the display has a null context resource pool. The interface for replacing context resource pools on the display is deprecated. So is the interface for manually creating context resource pools.

Layout Rectangle of Effects

Effect2D has an interface to compute the layout rectangle. Layout rectangle is the same as bounding rectangle for non-text effects. For text effects the layout rectangle is given by CursorTextMeasureContext, and bounding rectangle is given by GlyphTextMeasureContext.

ActualHight parameter of TextBrush has been removed. Text is now always constant aligned. Applications need to compensate for this parameter by moving the pivot of the node by the offset of the bounding rectangle.

RenderTarget Auto Clearing

Added auto clear flag (RenderTarget::SetAutoClearEnabled and RenderTarget::IsAutoClearEnabled) to Candera::RenderTarget2D / Candera::RenderTarget3D. This flag, unlike the auto swap, does not alter the clear setting of the Camera/Camera2D, but assures that the RenderTarget is cleared automatically before the first camera renders.

Further changes in detail:

- Candera::Camera2DListener has been enhanced by new methods Candera::Camera2DListener::OnRenderTargetChanged() and Candera::Camera2DListener::OnCameraRenderStrategyChanged().

- Candera::CameraListener has been enhanced by new methods Candera::CameraListener::OnRenderTargetChanged() and Candera::CameraListener::OnCameraRenderStrategyChanged().
- ClearMode is always enabled for Candera::Camera.
- Candera::SharedClearMode and Candera::SharedClearMode2D have been introduced.

See also:

Render Buffer Swapping and Clearing

Warping Orientation

The orientation of the display to use during warping can be set on the Display.

See also:

Display::SetWarpOrientation

Warping Image Bounds

In previous versions the warped image was not restricted to bitmap image bounds. The function Display::SetWarpImageBounds() has to be invoked before function Display::SetWarpMatrix() is called.

GraphicDeviceUnit Name

A name may be attached to a Graphic Device Unit.

See also:

GraphicDeviceUnit::SetName()

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