Candera V3.0.0 Migration Guide

Following a guide how to uprade application code from V2.10.0 to V3.0.0 Candera Interfaces.

- Migration Guide for Backward Compatible Interface Changes
- Migration Guide for Breaking Interface Changes

Besides interface changes, also the build system has been changed significantly in V3.0.0:

- Candera/FeatStd Build System Changes

Regular Expression Search and Replace Patterns

Migration Guide for Backward Compatible Interface Changes

This page provides an overview about interface changes between Candera V2.10.0 and Candera V3.0.0, which are backward compatible.

Interface Changes with Deprecations

These changes do not require immediate adaptation of existing code. Although deprecated interfaces are still accessible, consider switching to the new interfaces as the deprecated interfaces will be removed with the next release.

Description	Candera V2.10.0	Candera V3.0.0

TextAlignment	TextAlignment
	`Leading`
	`Middle`
	`Trailing`
		HorizontalAlignment
		`HLeft`
		`HCenter`
		`HRight`
		
		VerticalAlignment
		`VTop`
		`VCenter`
		`VBottom`

Effect shared pointer types	[Effect]Ptr e.g. `BitmapBrushPtr`	[Effect]SharedPointer e.g. `BitmapBrush::SharedPointer`

const TreeTraverser	`class MyTraverser : public Tree`
	`protected:`
	`virtual TraverserAction`
	`{`
	`...`
	`}`
	`};`
		`class MyTraverser : public TreeTraverserBas`
		`protected:`
		`virtual TraverserAction ProcessNode`
		`{`
		`...`
		`}`
		`};`

AssetDescriptor	`Candera::DefaultAssetProvider`
	`* provider = m_assetProvider;`
	`Candera::AssetContext`
	`* assetContext = provider->GetA`
	`if (assetContext != 0) {`
	`for (Int i = 0; i < assetCo`
	`const Candera::Char* an`
	`//Use animation name`
	`}`
	`}`
		`Candera::DefaultAssetProvider`
		`* provider = m_assetProvider;`
		`for (`
		`Candera::AssetDescriptor::AssetIdIterator`
		`animationIdIterator =`
		`provider->GetAssetDescriptor().`
		`GetAssetIdIterator(AnimationLib);`
		`animationIdIterator.IsValid(); ++an`
		`//use animation AssetId: *animationIdIt`
		`//or use animation name: provider->GetN`

AssetId	`Bitmap::SharedPointer bitmap= Base::GetAssetProvider()->GetBitmap("MyModule#`	Assign a Symbol Name "myBmp" to the Bitmap Asset
		and export headers in SceneComposer as "MyAssets.h".
		`#include "MyAssets.h"`
		`Bitmap::SharedPointer bitmap = Base::GetAss`

Animation namespace	`Candera::InterpolationStrategy*`
	
	`Candera::LinearInterpolationStr`
	`();`
		`Animation::InterpolationStrategy::SharedPoi`
		
		`Animation::LinearInterpolationStrategy::Crea`
		`();`

New namespace CgiWidgetLibrary	no namespace required	`using namespace CgiWidgetLibrary;`

3D Shallow cloning with flat traversing	`Node* clone = node->Clone();`
	or
	`Node* clone = node->Clone(Node::Flat);`
		`Node* clone = node->Clone();`

3D Shallow cloning with deep traversing	`Node* clone = node->Clone(Node::Deep);`	`Node* clone = TreeCloner().CreateClone(*node);`

2D Shallow cloning with flat traversing	`Node2D* clone = node->Clone();`
	or
	`Node2D* clone = node->Clone(Node2D::Flat);`
	or
	`Node2D* clone = node->Clone(TraverseFlat, CloneShallow);`
		`Node2D* clone = node->Clone();`

Bitmap type/format changes	`UInt8* pixels = GetBitmapDataFr`
	`Bitmap* bitmap = &Bitmap(128, 1`
	`Bitmap::RgbaFormat`
	`, Bitmap::UnsignedByteType,`
	`Bitmap::PackAlignment1, pix`
	`true, true);`
		`UInt8* pixels = GetBitmapDataFromArbitrarySo`
		`Bitmap* bitmap = &Bitmap(128, 128,`
		`Bitmap::RgbaUnsignedBytePixelFormat,`
		`Bitmap::PackAlignment1, pixels, 0,0,`
		`true, true);`

GetBoudingRectangle with ExcludeFinalAdvance, ActualTransversalSize	`bound = textRenderer.GetBouding`
	`Measuri`
		`GlyphTextMeasureContext context;`
		`textRenderer.Render(context, layoutingOptio`
		`bound = context.GetTextRectangle();`

GetBoudingRectangle with IncludeFinalAdvance, ActualTransversalSize	`bound = textRenderer.GetBouding Measuri`	`CursorTextMeasureContext cursorContext; t GlyphTextMeasureContext glyphContext; r glyphContext.SetNextContext(&cursorContext) textRenderer.Render(glyphContext, layouting glyphBound = glyphContext.GetTextRectangle(cursorBound = cursorContext.GetTextRectangl bound = Rectangle(glyphBound.GetLeft(), glyphBound.GetTop(), Math::Maximum(cursorBound.GetWidth() - glyphBound glyphBound.GetWidth()), glyphBound.GetHeight());`
GetBoudingRectangle with ExcludeFinalAdvance, ContantTransversalSize	`bound = textRenderer.GetBouding Measuri`	`CursorTextMeasureContext cursorContext; t GlyphTextMeasureContext glyphContext; e glyphContext.SetNextContext(&cursorContext) textRenderer.Render(glyphContext, layouting glyphBound = glyphContext.GetTextRectangle(cursorBound = cursorContext.GetTextRectangl bound = Rectangle(glyphBound.GetLeft(), cursorBound.GetTop(), glyphBound.GetWidth()), cursorBound.GetHeight());`
GetBoudingRectangle with IncludeFinalAdvance, ContantTransversalSize	`bound = textRenderer.GetBouding Measuri`	`CursorTextMeasureContext cursorContext; t GlyphTextMeasureContext glyphContext; e glyphContext.SetNextContext(&cursorContext) textRenderer.Render(glyphContext, layouting glyphBound = glyphContext.GetTextRectangle(cursorBound = cursorContext.GetTextRectangl bound = Rectangle(glyphBound.GetLeft(), cursorBound.GetTop(), Math::Maximum(cursorBound.GetWidth() - glyphBound glyphBound.GetWidth()), cursorBound.GetHeight());`

Extended Interfaces

These changes extend existing interfaces by adding new functionality and do not require any adaptation of existing code. However, custom implementations may be replaced by these library

functions.

Description	Candera V2.10.0	Candera V3.0.0

3D Deep cloning with flat traversing	No previous support.	`Node* clone = node->Clone();`
		`DeepNodeCloneStrategy cloneStr`
		`DeepNodeCloneStrategy::Pair pa`
		`cloneStrategy.Execute(pair, pa`

3D Deep cloning with deep traversing	No previous support.	`Node* clone = DeepTreeCloner()`
		or
		`TreeCloner treeCloner;`
		`DeepNodeCloneStrategy cloneStr`
		`treeCloner.SetNodeCloneStrateg`
		`Node* clone = treeCloner.Creat`

Header File Relocations

In CGI Studio 2.x, some functionality had been moved from Candera into FeatStd, keeping redirection macros and header files for backward compatibility. In CGI Studio 3.0.0, redirection code has been removed to a large extent. Following is an overview about macros and header files that will be removed.

Candera/System/Diagnostics Cleanup

> To ensure backward compatibility, macros and files formerly located in Candera/System/Diagnostics can still be accessed in CGI-Studio V3.0.0 . Please be aware that this access will be removed with the next release.

Header files from `Candera/Systems/Diagnostics` which only represented redirections to files located in FeatStd should no longer be used.
Please use respective files in `FeatStd/Diagnostics` and the namespace `Featstd::Diagnostics` instead.

Deprecated	Use instead
Candera/System/Diagnostics/Appender.h	FeatStd/Diagnostics/Appender.h
Candera/System/Diagnostics/CharBuffer.h	FeatStd/Diagnostics/CharBuffer.h
Candera/System/Diagnostics/ConsoleAppender.h	FeatStd/Diagnostics/ConsoleAppender.h
Candera/System/Diagnostics/Debug.h	FeatStd/Diagnostics/Debug.h

Candera/System/Diagnostics/DebuggerOutSystemMemoryStatistic.h	FeatStd/Diagnostics/DebuggerOutSystemMemoryStatistic.h
Candera/System/Diagnostics/ErrorHandling.h	FeatStd/Diagnostics/ErrorHandling.h
Candera/System/Diagnostics/FileAppender.h	FeatStd/Diagnostics/FileAppender.h
Candera/System/Diagnostics/LocationInfo.h	FeatStd/Diagnostics/LocationInfo.h
Candera/System/Diagnostics/LogControl.h	FeatStd/Diagnostics/Log.h
Candera/System/Diagnostics/LogEvent.h	FeatStd/Diagnostics/LogEvent.h
Candera/System/Diagnostics/Logger.h	FeatStd/Diagnostics/Logger.h
Candera/System/Diagnostics/LoggerTyped.h	FeatStd/Diagnostics/LoggerTyped.h
Candera/System/Diagnostics/LogLevel.h	FeatStd/Diagnostics/LogLevel.h
Candera/System/Diagnostics/Measurable.h	FeatStd/Diagnostics/Measurable.h
Candera/System/Diagnostics/SystemMemoryStatistic.h	FeatStd/Diagnostics/SystemMemoryStatistic.h

Similarly, all macros contained in files located in `Candera/System/Diagnostics` which only served as redirection to macros located in FeatStd should not be used any more.

Deprecated	Use instead
CANDERA_DEBUG_BREAK	FEATSTD_DEBUG_BREAK
CANDERA_DEBUG_ASSERT	FEATSTD_DEBUG_ASSERT
CANDERA_DEBUG_FAIL	FEATSTD_DEBUG_FAIL
CANDERA_DEBUG_REENTRANCE_GUARD	FEATSTD_DEBUG_REENTRANCE_GUARD
CANDERA_COMPILETIME_ASSERT	FEATSTD_COMPILETIME_ASSERT
CANDERA_UNUSED_PARAMETER	FEATSTD_UNUSED
CANDERA_PANIC	FEATSTD_PANIC
CANDERA_PANIC_IF	FEATSTD_PANIC_IF
CANDERA_LOG_FUNC	FEATSTD_LOG_FUNC
CANDERA_LOG_LOCATION	FEATSTD_LOG_LOCATION
CANDERA_LOG_SET_REALM	FEATSTD_LOG_SET_REALM
CANDERA_LOG_DEBUG	FEATSTD_LOG_DEBUG
CANDERA_LOG_INFO	FEATSTD_LOG_INFO
CANDERA_LOG_WARN	FEATSTD_LOG_WARN
CANDERA_LOG_ERROR	FEATSTD_LOG_ERROR
CANDERA_LOG_FATAL	FEATSTD_LOG_FATAL
CANDERA_LOG_REALM	FEATSTD_LOG_REALM

CANDERA_LOG	FEATSTD_LOG

Migration Guide for Breaking Interface Changes

These changes are incompatible with earlier versions of Candera and will require immediate adaptation of existing code.

Interface Changes without Deprecations

Description	Candera V2.10.0	Candera V3.0.0

Shared pointers in animation framework	`AnimationController* animController`
	`AnimationController::Create();`
	`AnimationTimeDispatcher* animDispatc`
	`AnimationTimeDispatcher::Create();`
	`InterpolationStrategy* interpolation`
	`SplineInterpolationStrategy::Create();`
	`BackEaseFunction backEase;`
		`AnimationController::SharedPointer animCo`
		`AnimationController::Create();`
		`AnimationTimeDispatcher::SharedPointer an`
		`AnimationTimeDispatcher::Create();`
		`InterpolationStrategy::SharedPointer inte`
		`SplineInterpolationStrategy::Create();`
		`BackEaseFunction::SharedPointer backEase`
		`BackEaseFunction::Create();`

Shared pointers and Create methods for animation property setters instead of constructors	e.g.
	`Candera::Transformable2DTranslateYPr`
	`Candera::MaterialPropertySetter mate`
		e.g.
		`Candera::Transformable2DTranslateYPropert`
		`Transformable2DTranslateYPropertySetter::`
		`();`
		`Candera::MaterialPropertySetter::SharedPo`
		`MaterialPropertySetter::Create();`

Shared pointer destruction	`Bitmap* bmp = CANDERA_NEW(...);`
	`CANDERA_DELETE(bmp);`
	`bmp = 0;`
		SharedPointers may not be manually disposed, freed or deleted. Additionally SharedPointers cannot be set to NULL in the same way as pointers. According code has to be removed:
		`Bitmap::SharedPointer bmp =`
		`Bitmap::Create(...);`
		`// no manual destruction`
		`// no need to set to zero / NULL`

Bitmap as SharedPointer	`Bitmap bitmap(...);`	`Bitmap::SharedPointer bitmap =` `Bitmap::Create(...);`

BitmapTextureImage, CubeMapTextureImage, BitmapImage2D setters take SharedPointer to Bitmap and no disposer function	`BitmapTextureImage textureImage = BitmapTextureImage::Create();`
	`Bitmap bitmap = CANDERA_NEW(Bitmap)(...);`
	`textureImage->SetBitmap(bitmap, 0);`
		`BitmapTextureImage textureImage = BitmapTextureImage::Create();`
		`Bitmap::SharedPointer bitmap = Bitmap::Create(...);`
		`textureImage->SetBitmap(bitmap);`

Header File Relocations

In CGI Studio 2.x, some functionality had been moved from Candera into FeatStd, keeping redirection macros and header files for backward compatibility. In CGI Studio 3.0.0, redirection code has been removed to a large extent. Following is an overview about removed macros and header files.

CanderaPlatform/OS Cleanup

Removed	Use instead
CanderaPlatform/OS/FixedPoint	FeatStd/Platform/FixedPoint
CanderaPlatform/OS/FractionNumberMath.h	FeatStd/Platform/FractionNumberMath.h
CanderaPlatform/OS/FractionNumber.h	FeatStd/Platform/FractionNumber.h
CanderaPlatform/OS/CodePointIterator.h	FeatStd/Platform/CodePointIterator.h

Candera TimePlatform

Removed	Use instead
Candera/Time.h	CanderaPlatform/OS/TimePlatform.h

Candera/FeatStd Build System Changes

Library Changes

Candera base feature libraries have been joined into the new common library called **Candera.lib**. The following libraries from CGI-Studio V2.x no longer exist separately:

- CanderaEngineBase.lib
- CanderaEngine2D.lib
- CanderaEngine3D.lib
- CanderaGlobalization.lib
- CanderaSystem.lib
- CanderaOsWin32.lib
- CanderaWidget.lib

CMake Switch Name Modification

The names of almost all CMake switches used in CGI-Studio V2.x have been revised to improve effect and feature association. The feature name now reflects, to which component the feature belongs to.

> Please be aware, that even though the CMake Switch names and preprocessor defines from CGI-Studio V2.x still work in CGI-Studio V3.0.0, this backward compatibility is going to be removed with the next release.

Candera CMake Switch Changes

- For detailed information on Candera configuration please see Application Development > Build System Setup > Building Candera.
- For Candera compiler defines refer to Candera Configuration.

V2.10.0	V3.0.0
CGIFEATURE_ENABLE_CANDERA_2D	CANDERA_2D_ENABLED
CGIFEATURE_ENABLE_CANDERA_3D	CANDERA_3D_ENABLED
CGIFEATURE_VRAM_ALLOCATOR_CHECK	CANDERA_VRAM_ALLOCATOR_CHECK_ENABLED
CGIFEATURE_VRAM_ALLOCATOR_STATISTICS	CANDERA_VRAM_ALLOCATOR_STATISTICS_ENABLED
CGIFEATURE_ENABLE_RENDER_STATE_CACHING	CANDERA_RENDER_STATE_CACHING_ENABLED
CGIFEATURE_ENABLE_GLOBALIZATION	CANDERA_GLOBALIZATION_ENABLED
CGIFEATURE_ENABLE_ASSET_DECOMPRESSION	CANDERA_ASSET_DECOMPRESSION_ENABLED
CGIFEATURE_TEXTSHAPER	CANDERA_TEXT_SHAPER
CGIFEATURE_ENABLE_BIDIRECTIONAL_TEXT	CANDERA_BIDIRECTIONAL_TEXT_ENABLED
CGIFEATURE_ENABLE_MULTILINE_TEXT	CANDERA_MULTILINE_TEXT_ENABLED
CGIFEATURE_ENABLE_VIDEO_MEMORY_STATISTIC FEATSTD_ENABLE_VIDEO_MEMORY_STATISTIC	CANDERA_VIDEO_MEMORY_STATISTIC_ENABLED

CGIUNITTEST_ENABLED	CANDERA_UNITTEST_ENABLED
CGIUNITTEST_INCLUDE_ISOLATED	CANDERA_UNITTEST_INCLUDE_ISOLATED
CGIDEVICE_ENABLE_4BIT_GLYPH_CACHE	CANDERA_4BIT_GLYPH_CACHE_ENABLED
CGIFEATURE_ENABLE_LOG	FEATSTD_LOG_ENABLED
CGIFEATURE_ENABLE_MEMORYPOOL	FEATSTD_MEMORYPOOL_ENABLED
CGIFEATURE_ENABLE_TEXTENGINE_MEMORYPOOL	CANDERA_TEXTENGINE_MEMORYPOOL_ENABLED
CGIFEATURE_ENABLE_ASSETLOADER_MEMORYPOOL	CANDERA_ASSETLOADER_MEMORYPOOL_ENABLED
CGIFEATURE_ENABLE_MEMORY_STATISTIC	FEATSTD_SYSTEM_MEMORY_STATISTIC_ENABLED
CGIFEATURE_SYSTEM_MEMORY_STATISTIC_FILE_AND_LINE_TRACKING	FEATSTD_SYSTEM_MEMORY_STATISTIC_FILE_AND_LINE_TRACKING_ENABLED
CGIFEATURE_FRACTIONAL_NUMBER_TYPE	FEATSTD_FRACTIONAL_NUMBER_TYPE
CGIFEATURE_ENABLE_MONITOR	FEATSTD_MONITOR_ENABLED
CGISTUDIO_BUILD_FREETYPE	Has been removed, Freetype will be included automatically.

FeatStd CMake Switch Changes

- Refer to the FeatStd 3.0.0 CMake Changelog to learn about FeatStd V3.0.0 CMake switch modifications.
- For FeatStd compiler defines refer to FeatStd Configuration.

Regular Expression Search and Replace Patterns

The following Regular Expression Search & Replace patterns may be used to quickly apply changes to existing source code. They aim at fixing many (breaking) changes introduced with the new version of Candera. However, as simple text replacement with regular expressions is used, corrections which resulted from applying these patterns may be incorrect in some situations. Therefore, the patterns are just provided as-is in the hope that they may be useful for code migration.

To apply the patterns Notepad++ or any other compatible Regular Expression Search & Replace tool can be used. When using Notepad++ please make sure to select the search method "Regular expression" and check "Match case".

Patterns for Fixing Breaking Changes

Use case	Search pattern	Replace pattern
Declarations of AnimationPlayer pointer	(\\S*)SharedPointer<AnimationPlayer>	AnimationPlayer::SharedPointer
Declarations of AnimationGroupPlayer pointer	(\\S*)SharedPointer<AnimationGroupPlayer>	AnimationGroupPlayer::SharedPointer
Declarations of AnimationTimeDispatcher pointer variables	((\\W)|(const\\s+))(Candera::)?AnimationTimeDispatcher((\\s*)*)(\\s*?[\\w:]+)(\\s*?=\\s*?(NULL|0))?	$2$4AnimationTimeDispatcher::SharedPointer$6$7
Declarations of AnimationController pointer variables	((\\W)|(const\\s+))(Candera::)?AnimationController((\\s*)*)(\\s*?[\\w:]+)(\\s*?=\\s*?(NULL|0))?	$2$4AnimationController::SharedPointer$6$7
Declarations of InterpolationStrategy pointer variables	((\\W)|(const\\s+))(Candera::)?InterpolationStrategy ((\\s*)*)(\\s*?[\\w:]+)(\\s*?=\\s*?(NULL|0))?	$2$4InterpolationStrategy::SharedPointer$6$7
Calls to AnimationKeyframeSequence::SetInterpolationStrategy()	SetInterpolationStrategy\\(\\s*?&?\\s*?([\\w:\\(\\)]+),.*?\\)	SetInterpolationStrategy \\($1\\)
Calls to AnimationPlayer::SetController()	SetController\\(\\s*?&?\\s*?([\\w:\\(\\)]+),.*?\\)	SetController\\($1\\)
Declarations of Animation PropertySetter pointer variables	((\\W)|(const\\s+))(Candera::)?(\\w*)PropertySetter((\\s*)*?)(\\s*?\\w+)(\\s*?=\\s*?(NULL|0))?	$2$4$5PropertySetter::SharedPointer$7$8
Creation of Animation PropertySetter objects	(CANDERA_NEW|FEATSTD_NEW)(\\s*?\\(\\s*?)(Candera::)?([\\w:]*)PropertySetter(\\s*\\))	$3$4PropertySetter::Create\\(\\)
Calls to AnimationBlendedProperty::SetAnimationPropertySetter()	SetAnimationPropertySetter\\(\\s*?&?\\s*?([\\w:\\(\\)]+)\\)	SetAnimationPropertySetter\\($1\\)
Forward declarations of classes for pointer declarations which are now SharedPointer instances	(namespace Candera.*\\{.*)([\\r\\n\\s\\w;]*)(class AnimationController;.*[\\r\\n])	#include <Candera/EngineBase/Animation/AnimationController.h>\\n\\n$1
Forward declarations of classes for pointer declarations which are now SharedPointer instances	(namespace Candera.*\\{.*)([\\r\\n\\s\\w;]*)(class AnimationTimeDispatcher;.*[\\r\\n])	#include <Candera/EngineBase/Animation/AnimationTimeDispatcher.h>\\n\\n$1
Declarations of Bitmap pointer variables	((\\W)|(const\\s+))(Candera::)?Bitmap((\\s*)*)(\\s*?\\w+)(\\s*?=\\s*?(NULL|0))?	$2$4Bitmap::SharedPointer$6$7

Forward declarations of classes for pointer declarations which are now SharedPointer instances.	(namespace Candera.*\\{.*)([\\r\\n\\s\\w;]*)(class Bitmap;.*[\\r\\n])	#include <Candera/EngineBase/Common/Bitmap.h>\\n\\n$1
Calls to e.g. BitmapImage2D::SetBitmap()	SetBitmap\\(\\s*?&?\\s*?([\\w:\\(\\)]+),.*?\\)	SetBitmap\\($1\\)
Calls to CubeMapTextureImage::SetBitmapFace()	SetBitmapFace\\(\\s*?&?\\s*?([\\w:\\(\\)]+),(.*?),.*?\\)	SetBitmapFace\\($1,$2\\)
Use CanderaPlatform/OS/TimePlatform.h instead of Candera/Time.h	(#include <Candera\\/Time\\.h>)	#include <CanderaPlatform\\/OS\\/TimePlatform\\.h>
Use CanderaPlatform/OS/TimePlatform.h instead of Candera/Time.h	([\\s=\\n\\(<])Time::	$1TimePlatform::
Use headers in FeatStd, that were previously located in CanderaPlatform/OS	#include <CanderaPlatform\\/OS\\/Diagnostics\\/(FixedPoint(.*)|FractionNumberMath.h|FractionNumber.h|CodePointIterator.h)>	#include <FeatStd\\/Platform\\/$1.h>

Patterns for fixing backward compatible changes

Use case	Search pattern	Replace pattern
Usage of EaseFunction qualifier	([^(\\w|(Animation::)|\\/|(enum)|(class))]|\\(|(Candera::)|\\s)((Back|Bounce|Elastic|Power|Exponential)EaseFunction)	$1Animation::$3
Usage of InterpolationStrategy qualifier	([^(\\w|(Animation::)|\\/|(enum)|(class))]|\\(|(Candera::)|\\s)((Bezier|Ease|Linear|Spline|Step)?InterpolationStrategy)	$1Animation::$3
Usage of Animation core classes qualifier	([^(\\w|(Animation::)|\\/|(enum)|(class))]|\\(|(Candera::)|SharedPointer<|\\s)(Animation(BlendedProperty|Controller|GroupPlayer|KeyframeSequence|Player|PlayerBase|PlayerListener|PropertySetter|TimeDispatcher|TimeType))(\\W)	$1Animation::$3$5
Usage of Animation core classes qualifier	([^(\\w|(Animation::)|\\/|(enum)|(class))]|\\(|(Candera::)|\\s)(AbstractEasingFunction|CameraGroupAnimationPropertySetter|KeyframeSequence|SequenceTimeType)	$1Animation::$3

New namespace CgiWidgetLibrary	public\\s+(Listener)\\s*?<	public CgiWidgetLibrary::$1<
Removed indirection from Candera to FeatStd for Logging	CANDERA_DEBUG_(\\w*)\\(	FEATSTD_DEBUG_$1\\(
Removed indirection from Candera to FeatStd for Logging	CANDERA_LOG(\\w*)\\(	FEATSTD_LOG$1\\(
Removed indirection from Candera to FeatStd for Logging	([^:\\/\\w]|\\s)(Log(Control|Level))	$1FeatStd::Diagnostics::$2
Removed indirection from Candera to FeatStd	CANDERA_PANIC(\\w*)\\(	FEATSTD_PANIC$1\\(
Removed indirection from Candera to FeatStd	CANDERA_COMPILETIME_ASSERT	FEATSTD_COMPILETIME_ASSERT
Removed indirection from Candera to FeatStd	CANDERA_UNUSED_PARAMETER	FEATSTD_UNUSED
Removed indirection from Candera to FeatStd	#include <Candera\\/Systems\\/Diagnostics\\/(Appender|CharBuffer|ConsoleAppender|Debug|DebuggerOutSystemmemoryStatistic|ErrorHandling|FileAppender|LocationInfo|Measurable|SystemMemoryStatistic|Log(ger(Typed)?|Event|Level|))(.h|Control.h)>	#include <FeatStd\\/Diagnostics\\/$1.h>
Removed indirection from Candera to FeatStd	#include <FeatStd\\/Diagnostics\\/LogRealm.h>	#include <FeatStd\\/Diagnostics\\/Log.h>

Revision #11
Created 2023-03-02 08:48:06 UTC by Kanai Tomoaki
Updated 2025-01-17 10:41:15 UTC by Elisabeth Zauner