

Courier V3.0.0

3.0.0-1 Courier CMake Switches

Note:

For detailed information on [Courier](#) configuration please see [Application Development > Courier > Tutorial 5 > Build Process](#)

V2.10.0	V3.0.0
COURIER_ENABLE_ENHANCED	COURIER_ENHANCED_ENABLED
COURIER_ENABLE_IPC	Has been unified with Featstd IPC switch. FEATSTD_IPC_ENABLED
COURIER_ENABLE_MESSAGING_MONITOR	COURIER_MESSAGING_MONITOR_ENABLED
COURIER_ENABLE_RENDERING_MONITOR	COURIER_RENDERING_MONITOR_ENABLED
COURIER_ENABLE_LOG	FEATSTD_LOG_ENABLED

Note:

Refer to the [Candera 3.0.0 CMake Changelog](#) to learn about [Candera](#) V3.0.0 CMake switch modifications.

Refer to the [FeatStd 3.0.0 CMake Changelog](#) to learn about FeatStd V3.0.0 CMake switch modifications.

3.0.0-2 Data Binding Changes

The following changes have been made:

- Bugfix: Bindable properties of widgets were wrong displayed in SceneComposer. The problem has been solved, by replacing the function bound global string variable with a function bound global map that maps the meta info property instance to the corresponding editor string.
- Bugfix: Data binding was no longer working correctly on target builds with O2 optimization enabled. For this, Courier::DataBindingPrivate::DataItemDescriptor structure was modified.

3.0.0-3 Visualization Changes

The following changes have been made:

- Composite Group support was added. For this, the following has been modified:
 - [Courier::CompositePath](#) class was added;
 - New *viewId* and *compositePath* parameters added for [Courier::IViewHandler::ExecuteAnimationAction](#), [Courier::IViewHandler::FindWidget](#), [Courier::IViewHandler::SetWidgetProperty](#) and [Courier::IViewHandler::SetFocus](#) methods;
 - New *compositePath* parameters added for [Courier::View::GetFrameworkWidget](#), [Courier::View::GetAnimation](#), [Courier::ViewContainer::GetFrameworkWidget](#), [Courier::ViewContainer::GetAnimation](#) and [Courier::ViewScene::GetFrameworkWidget](#) methods;
 - New *viewId* and *compositePath* parameters added for [Courier::AnimationReqMsg](#), [Courier::AnimationResMsg](#) and [Courier::AnimationIndMsg](#);
 - New *compositePath* parameters added for [Courier::SetPropertyReqMsg](#), [Courier::SetPropertyResMsg](#), [Courier::SetFocusReqMsg](#), [Courier::SetFocusResMsg](#), [Courier::LostFocusIndMsg](#) and [Courier::WidgetMsgBase](#) messages.
- Added support for automatic upload of Owner Render Targets. For this, the following has been modified:
 - [Courier::FrameworkWidget::WakeUpAllRenderComponents](#) method added;
 - *layerIndex* parameter added to [Courier::Gdu](#) constructor;
 - New [Courier::Gdu::OwnerState](#) enum added for 3D render targets;
 - [Courier::Gdu::GetLayerIndex](#) public method added;
 - [Courier::Gdu::GetOwnerState](#), [Courier::Gdu::OnTransformChange](#) and [Courier::Gdu::OnNodeRemoved](#) public methods were added for 3D render targets;
 - [Courier::Renderer::WakeUpAllRenderComponents](#) method was added.
- [Courier](#) adaptation needed for new [Candera](#) feature related to FreeType streaming . For this, [Courier::ViewHandler::SetFontStoreProviderCallback](#) and [Courier::ViewHandler::GetDefaultFontStore](#) were added.
- Bugfix: Fix added for animation invalidate mechanism to correctly invalidate related scenes. For this, the following has been modified:
 - The enum [Courier::AnimationInvalidator::Setter](#) has been modified;
 - `Scene3DPtrVector` and `Scene2DPtrVector` typedefs were removed.

- Bugfix: interface changed for [Courier::ViewHandler::Init\(\)](#) method to accept every kind of [Candera::AssetConfig](#). For this, the following has been modified:
 - *assetConfiguration* parameter type changed from [Courier::AssetConfiguration](#)* to [Candera::AssetConfig](#)* for [Courier::AssetAccessor::Init](#) and [IViewHandler::Init](#) method.
- Bugfix: Fixed wrong touch input handling on overlay surfaces. For this, the following has been modified:
 - *pointerId* and *sourceId* parameters have been added to [Courier::TouchInfo](#) constructor.
- Bugfix: Fixed issue related to wrong loading of scene's content for [Courier::LoadReqMsg](#). For this, the following has been modified:
 - The [Courier::LoadReqMsg](#) will provide the same behavior as before to keep backward compatibility. A new [Courier::TryLoadReqMsg](#) and [Courier::TryAsyncLoadReqMsg](#) were introduced. [Courier::TryLoadReqMsg](#) creates the render target if the layer is not already used. Otherwise nothing is done for the render target. Also, [Courier::TryLoadReqMsg](#) tries to upload the scene (this may fail if there is currently no EGL context available - in this case a normal [Courier::LoadReqMsg](#) should be sent before activating the view). The new [Courier::TryAsyncLoadReqMsg](#) will have the same behavior as [Courier::TryLoadReqMsg](#) after the scene context is fully loaded;
 - A new *forceEnable* parameter has been added to [Courier::Renderer::EnableLayer](#) method;
 - A new *forceUpload* parameter has been added to [Courier::View::LoadContent](#), [Courier::ViewContainer::LoadContent](#), [Courier::ViewHandler::SetCurrentLoadingViewScene](#), [Courier::ViewScene::PartialLoad](#), [Courier::ViewScene::AsyncLoadContent](#), [Courier::ViewScene2D::LoadContent](#), [Courier::ViewScene2D::PartialLoad](#) and [Courier::ViewScene2D::AsyncLoadContent](#), [Courier::ViewScene3D::LoadContent](#), [Courier::ViewScene3D::PartialLoad](#) and [Courier::ViewScene3D::AsyncLoadContent](#) methods.
- Bugfix: No proper clean was done when active transitions received [Courier::ShutdownMsg](#) message. [Courier::TransitionHandler::Finalize](#) method has been added. This method will first finish active transitions and second destroy all created transitions to bring the transition handler into a finalized state. The [Courier::TransitionHandler::Finalize](#) method

will finalize the [Courier::TransitionHandler](#) (if set), stop all animations and finalize the views. Handling of transition errors has also been added. For this, [Courier::Transition::TransitionError](#) enum, [Courier::Transition::SetLastTransitionError](#) method and [Courier::Transition::GetLastTransitionError](#) method were introduced.

- Bugfix: Wrong dependent views' invalidation. The new interface allows to add dependency views to another view for one camera or for all cameras using [Courier::View::AddInvalidationDependency](#) method. To remove the dependency [Courier::View::RemoveInvalidationDependency](#) can be used for one camera dependency or for all camera dependencies (it always has to be called in a symmetric way to the Add call). Also, [Courier::View::GetFirstInvalidationDependency](#) was introduced.
- Bugfix: no means to retrieve an animation player for a given animation ID. For this [Courier::ViewHandler::GetAnimationPlayer](#) was made public.
- Bugfix: Wrong sorting of widgets' vector. The default behavior can be changed by calling the new [Courier::ViewScene::SetWidgetSortingStrategy](#) method. [Courier::ViewScene::GetWidgetSortingStrategy](#) returns the current set strategy.
- Bugfix: Too long processing time for [Courier::ViewReqMsg](#). For this, *initContent* parameter was added to [Courier::ViewReqMsg](#) message for Create and CreateAll actions. This member should be set to false to delay the initialization of the scene from the first loading of the scene.

3.0.0-4 AddOns Changes

The following changes have been made:

- Bugfix: Fixed render block issue due to Wayland input handler. For this, [Courier::InputHandling::WaylandContext::GetEventQueue](#) method was added;
 - Bugfix: [Courier::TouchHandling::TouchSession::GetFrameworkWidgets\(\)](#) not accessible for derived classes. To fix this, [Courier::TouchHandling::TouchSession::GetFrameworkWidgets\(\)](#) was moved in the protected area;
 - Bugfix: TouchSession is not working. For this, the down state management was replaced with a more dynamic approach that also considers non-linear source Ids. `cCOURIER_DEFAULT_MAX_TOUCHPOINTER_COUNT` was set to 10 in [Courier::TouchHandling](#) class and [Courier::TouchHandling::TouchSessionBase::InvalidSourceId](#) const was declared to indicate a invalid surface Id.
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