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 introduces. 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 if 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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