

Candera Device

Uniform Location Caching

Introduced Uniform Caching for Auto uniforms to increase performance. Calls to `GetUniformLocation` now pass semantic instead of names as parameter, which speeds up comparison within cache.

Maximum Element Index capability

`RenderDeviceCapabilities` structure contains a new field for the maximum value of vertex index that is supported by the device.

`RenderDevice::DrawVertexBuffer`

`RenderDevice::DrawVertexBuffer` handles drawing of a [VertexBuffer](#), regardless of its configuration (primitive types, index formats, upload location).

Added formats on `DirectTextureImage`

Additional formats have been added to `DirectTextureImage::Format`, unpacked RGBA and BGRA texture format.

Shader Upload functions now support Upload of precompiled binary shaders.

The function `RenderDevice::CompileAndLoadShaderPair` only supports the fixed Upload of text or binary shader objects. In order to provide a more flexible handling of shader Upload, this function has been split up into `RenderDevice::UploadShaderSource`, `RenderDevice::UploadShaderBinary` and `RenderDevice::UploadShaderBinaryProgram`. Additionally the function `RenderDevice::UploadShader` has been added which calls the appropriate shader upload function transparently to the user. This interface enables the user to choose whether shader shall be available as binary or source shader objects.

Revision #2

Created 2023-03-02 07:40:25 UTC by Kanai Tomoaki

Updated 2023-06-14 01:38:55 UTC by Kanai Tomoaki