

# Candera Engine Base

## Resource Objects.

Large data buffers that need to be uploaded or that are rarely used are not longer directly stored in [DeviceObject](#) objects. Instead, a [ResourceDataHandle](#) structure is stored, which can consist of one of :

- pointer to existing data, pointer to disposer function and size (backward compatible)
- information on where data can be found in asset and size
- custom information for custom ResourceProviders.

ResourceObjects are objects that guarantee that during their lifetime, data referenced by a [ResourceDataHandle](#) is available.

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## Bitmap Resource Objects.

The pixel buffer is stored in the new [ResourceDataHandle](#) structure. See migration guide for an example on how it can be used.

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## Introduce C++ keyword override in Candera

In a method declaration, `override` specifies that the function must be overriding a base class method.

The keyword `override` is part of C++ 11 standard and supported by MSVC 11 and gcc 4.7. It helps to prevent unintentional newly created functions, e.g. due to typos, that are intended to override virtual base function.

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