Candera V3.0.3

Release Date: March 20, 2015

To keep backwards compatibility for any interface change in the public API the old interface has been kept and marked as deprecated. The deprecated interfaces will be removed in future versions. Compiler warnings will be generated when using a deprecated interface through the usage of Candera Macro CANDERA_DEPRECATED_3_0_3.

- Candera Engine 3D
- Candera Device

Candera Engine 3D

Planar Shadow Alignment

It is now possible to align the class PlanarShadow to a Node specified as the alignment Node. The receiving Plane orientation (direction and distance) is then interpreted as being in object space of the specified Node, making it possible to transform the receiving plane with the given alignment Node. Until now the Plane was oriented in world space always.

If the alignment Node is set to null then the Plane orientation is interpreted as being in world space.

Query Interface

The class Query and the corresponding RenderDevice interfaces allow to process individual, asynchronous GPU-related queries as provided by OpenGL ES 3.0 API or higher. Queries can be used to determine whether and how many pixels have been rendered in user-defined bounds, which can be used e.g. for techniques like occlusion culling and lens flares.

Candera Device

OpenGL ES 1.1 Render Device

A Render Device implementation for OpenGL ES 1.1 has been added for future usage by platforms supporting only this OpenGL ES version.

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.

EGL Context Caching

EGL context caching has been introduced to avoid multiple calls of eglMakeCurrent with same context.
