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.

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