

Candera Base

Enums in DynamicProperties namespace renamed

The enumerations `DynamicProperties::PropertyFlags::Enum` and `DynamicProperties::PropertyType::Enum` were renamed to `DynamicProperties::PropertyFlags` and `DynamicProperties::PropertyType`. Additionally, the Generic `PropertyType` was renamed to `GenericType`.

Added 9 OpenGL ES3.0 texture formats

The following OpenGL ES 3.0 formats have been added to [Candera::Bitmap](#)

Bitmap::PixelFormat	Bits per pixel	Renderable	Description
EacCompressedUnsignedRPixelFormat	4		Compressed single channel unsigned alpha format
EacCompressedSignedRPixelFormat	4		Compressed single channel signed alpha format (can preserve 0 exactly)
EacCompressedUnsignedRGPixelFormat	8		Compressed two channel unsigned luminance alpha format
EacCompressedSignedRGPixelFormat	8		Compressed two channel signed luminance alpha format (can preserve 0 exactly)
SrgbUnsignedBytePixelFormat	24		sRGB
SrgbaUnsignedBytePixelFormat	32	X	sRGBA
RgbFloatingPointR11G11B10PixelFormat	32		Floating point format with 5 bit exponent and 5/6 bit mantissa
RgbFloatingPoint9E5FPixelFormat	32		Floating point format with shared 5 bit exponent and 9 bit mantissa
RgbaUnsignedIntRev10A2PixelFormat	32	X	RGBA with 10 bit per rgb, 2 bit alpha

[Renderable](#) means that the format can also be used as a render target.

Compressed single channel alpha formats deliver the best visual quality for transparency of all compressed formats using alpha. E.g., if the quality of transparency in a compressed texture is lacking, a combination of a compressed rgb texture together with a compressed single channel alpha texture should be favored over an uncompressed texture, since the 2 compressed textures still need less memory and bandwidth than an uncompressed one.

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