# Candera Engine 2D

## Removed limitation of 256 layers for photoshop export/import

Return and parameters type for Node2D::SetRenderOrderRank, Node2D::GetRenderOrderRank and Node2D::GetEffectiveRenderOrderRank have been changed from Int8 and Int16 to Int.

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## LayoutingRectangle and BoundingBox calculation

LayoutingRectangle and BoundingBox are always computed from the first effect in the chain, if it is or contains a brush. If an effect is a combined effect it forwards the call to it's contained brush effect.

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## Added Computation of Perspective Warped Bounding Rectangle

A method for computing perspective warped bounding rectangle has been added to Math2D class.

**See also:**

Math2D::GetSurfaceAlignedPerspectiveBoundingRectangle().

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