

TextEngine

Added new event triggered before bliting each glyph bitmap

A new method [TextRendering::TextLayoutStrategy::OnGlyphProcessing](#) has been added which is triggered before bliting each glyph bitmap. Default implementation has been added to keep backwards compatibility. This offers the possibility to skip the bliting of a glyph bitmap if needed. For this, also the [TextRendering::TextLayoutStrategy::Action](#) enumeration has beed extended with a new *Break* value.

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