Candera AssetLoader

Maximum Bitmap Glyph Size

AssetDescriptor provides a new interface for obtaining the maximum size of the glyphs of all the fonts in the asset. The maximum size can be used to optimally initialize the decompression buffer of the TextEngine.

Initial Value of BitmapImage2D MemoryPool

AssetLoader automatically assigns the value BitmapImage2D::MemoryPool::FlashMemory during reading BitmapImage2D instances from asset if the asset repository is directly addressable (e.g. in Flash).

See also:

BitmapImage2D::SetMemoryPool()

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