Candera Base

TextureImage to Image2D Adaptor

An adaptor class TextureImageToImage2DAdaptor was added to enable using a TextureImage (3D only) as an Image2D. The TextureImageToImage2DAdaptor class implements Image2D interfaces and can therefore be used directly with a corresponding effect.

This can for instance be used to make the DirectTextureImage functionality available in 2D scenes.

Example Usage:

```
TextureImageToImage2DAdaptor::SharedPointer image = TextureImageToImage2DAdaptor::Create();
image->SetTextureImage(texture, pixelFormat);
image->Upload();
```

Default layout alignment change

The default value for horizontal and vertical layout alignment was modified from HCenter and VCenter to HStretch and VStretch.

Revision #3
Created 2023-03-02 06:15:38 UTC by Kanai Tomoaki
Updated 2023-06-19 03:13:30 UTC by Tsuyoshi.Kato