

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`.

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