Candera Engine 2D

TextNode2D and TextNode2DLayouter

TextNode2D is a RenderNode specialized for text rendering. A TextNode2DLayouter needs to be attached to the node for text layout. The DefaultTextNode2DLayouter implements horizontal or vertical truncation for correct text layout inside given or computed area. TextNode2D requires a BitmapBrush effect for text rendering and one TextNodeRenderer object for generating correct images to be rendered. Four TextNodeRenderer implementations are available in Candera, each corresponding to one CacheType option in the existing TextBrush rendering concept.

SkipNode functionality to Camera2DRenderStrategy

SkipNode action was added to Camera2DRenderStrategy to tell the Renderer2D to proceed with rendering, but skip current node.

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