

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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