Migration Guide

Following an overview about interface changes between Candera V3.1.0 and Candera V3.1.1.

Description	Candera V3.1.0	Candera V3.1.1
Render Device deprecated texture parameter functions are replaced with a single function.	RenderDevice::SetTextureLodMode RenderDevice::SetTextureFilter RenderDevice::SetTextureWrapMode	RenderDevice::ActivateTexture
Scene deprecated funtions are replaced with Camera functions (Note: Every Camera requires its own RenderOrder!)	Scene::SetRenderOrder Scene::GetRenderOrder	Camera::SetRenderOrder Camera::GetRenderOrder
PointSprite deprecated functions are replaced by using the corresponding functions of the PointSprite's Material	PointSprite::SetColor PointSprite::GetColor	Material::SetDiffuse Material::GetDiffuse
PointSprites share a single VertexBuffer by default to facilitate drawcall batching. Custom VertexBuffers can still be set, but getting the VertexBuffer returns a const pointer now.	VertexBuffer* PointSprite::GetVertexBuffer	const VertexBuffer* PointSprite::GetVertexBuffer

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