Candera Base

Event Listener

This version introduces the foundation for a new event/listener system based on two classes, Implementing the event handlers of IEventListener and EventListener. The motivation for this is to reduce the amount of virtual functions, reduce code needed for predefined event listeners as well as to improve extensibility of existing events. Events are passed to a single OnEvent function which should use Candera RTTI to differentiate between event types and call concrete non-virtual handling functions. Candera will not provide implementations of listeners, only interfaces, further reducing code size.

Specializations for StringBufferAppender added

Specializations for the FeatStd::StringBufferAppender::Append method have been added for all Candera types used with DataType:

- Margin
- Layouter *
- HorizontalAlignment
- VerticalAlignment
- Color
- Rectangle
- Vector2
- Vector3
- TextRendering::Font
- SharedPointer<Image2D>
- Node2D *
- Camera2D *
- RenderNode *
- Group2D *
- Node *

- SharedPointer<Shader>
- Group *
- Mesh *
- Light *
- Camera *
- RenderDevice2D::BlendFactor
- RenderDevice2D::BlendOperation
- RenderDevice2D::Filter
- RenderDevice2D::MipMapFilter

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