

Candera Engine 2D

2D Node Render Benchmark Property

New methods have been added for getting/setting of render measure value of [Node2D](#):

[Node2D::SetRenderBenchmark](#) and [Node2D::GetRenderBenchmark](#). These values are used by a camera render strategy and the rendering of the nodes is done until the sum of these render benchmark values exceed a defined threshold.

Renderer2DListener Camera Hook

A new hook is defined for [Renderer2DListener](#) - [Renderer2DListener::OnCameraPostRender](#) that is called after a camera has been rendered.

GridLayoutter Cell Spanning

A new feature has been added to [GridLayoutter](#) that allows merging of adjacent columns and/or rows into larger single cells. Two new properties are defined in this case for each element inside a [GridLayoutter](#), **RowSpan** and **ColumnSpan**, which can be accessed by corresponding getter/setter methods: [GridLayoutter::SetRowSpan](#), [GridLayoutter::GetRowSpan](#) and respectively [GridLayoutter::SetColumnSpan](#), [GridLayoutter::GetColumnSpan](#).

2D Scene Graph support

CGIAnalyzer supports 2D [Scene](#) Graphs now.

BitmapImage2D::MemoryPool changed

Enumeration values available for [BitmapImage2D::MemoryPool](#) have been modified to [BitmapImage2D::MemoryPool::VideoMemory](#) and [BitmapImage2D::MemoryPool::ClientMemory](#). The previous values [SystemMemory](#) and [FlashMemory](#) are now deprecated.

Node2D::LayoutingRectangle deprecated

The dynamic property Node2D::LayoutingRectangle has been deprecated. The only use for this parameter was to allow layouting of text in a uniform way with images. This was made obsolete by the introduction of [TextNode2DLayouter](#). The functionality introduced by this property has been moved to the layouter, as follows:

For controlling the size of the layout rectangle, one shall use the dynamic property Node2D::Size (accessible via [Layouter::*Size*](#)) For controlling the position of the layout rectangle, one shall use the dynamic property Node2D::Margin (accessible via [Layouter::*Margin*](#)) For computing the layout rectangle, a generic interface is available as Layouter::GetComputedLayoutRectangle. This is also available in a non-generic flavour as: [Node2D::GetComputedBoundingRectangle](#) for nodes that don't display text and [TextNode2D::GetLayoutTextRectangle](#) for text.

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