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.

GridLayouter Cell Spanning

A new feature has been added to GridLayouter 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 GridLayouter, **RowSpan** and **ColumnSpan**, which can be accessed by corresponding getter/setter methods: GridLayouter::SetRowSpan, GridLayouter::GetRowSpan and respectively GridLayouter::SetColumnSpan, GridLayouter::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 funcitonality 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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