Candera Related Features

Canvas

In order to introduce 2D content in 3D, a new concept will be introduced: Canvas. New scene nodes are available in order to achieve this: Canvas (under the "Nodes 3D" section of the Toolbox), CanvasGroup and CanvasSprite (under the "Canvas Nodes" section of the Toolbox). Canvas acts as a surface. CanvasGroup nodes and CanvasSprite nodes can be inserted into it.

CanvasSprite is a node that represents a solid object, offering the possibility to render a texture, a flat colored rectangle or other visual effects, depending on its appearance configuration.

Canvas, CanvasGroup and CanvasSprite behave like normal nodes when it comes to transformations and selection. Bounding box will be rendered for each of them. They can be translated, rotated, scaled.

For each Canvas object, a new editing camera is added in the scene camera list and becomes available in "Canvas" category. This camera can be selected and exhibits a special behavior: is automatically oriented towards the canvas, regardless of canvas transformations, so that the Canvas and its children will always appear like they would be viewed from a "Front" camera. A Canvas camera provides an orthographic projection (Mantis 6101).

See also:

- Canvas in SceneComposer User Manual

Texture Lookup from Flash

It is now possible to choose where a Bitmap is read from, either Video Memory (Video RAM) or Client Memory (System RAM). This property, named "Memory Pool" is visible in the property grid for every Bitmap (Mantis 6212).

ETC2 and EAC Support

If an image with an unsupported format is to be written in the asset on the Amber platform an error will be shown saying the format is not supported (Mantis 6211).

The following formats will generate this error:

- EacCompressedUnsignedRPixelFormat
- EacCompressedSignedRPixelFormat
- EacCompressedUnsignedRGPixelFormat
- EacCompressedSignedRGPixelFormat
- SrgbUnsignedBytePixelFormat
- SrgbaUnsignedBytePixelFormat
- Etc2CompressedSrgbPixelFormat
- Etc2Alpha1CompressedRgbaPixelFormat
- Etc2Alpha1CompressedSrgbaPixelFormat

See also:

- Color Depth Configuration and
- Bitmap Converter in SceneComposer User Manual
- Bitmap Profile in SceneComposer User Manual

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