Candera System

Entity Component System

This version offers an entity component system to facilitate development using the entity component programming paradigm. An entity component system is a model to attach data (components) to objects (entities). It provides fast iteration over data at the cost of slightly higher setup and teardown times. Entities do not contain components as members, so Entity derived classes do not increase the size of your objects. This approach lends itself to data oriented programming, and is an alternative to, not a substitute for, object oriented programming.

SharedPtrProperty::Set(T* value) deprecated

The method SharedPtrProperty::Set(T* value) has been deprecated. Widgets/Applications should use SharedPtrProperty::Set(const TPtr& value) instead.

2D and Custom Experiments added

Global Experiment "Ignore Draw Calls" is available for 2D applications. Custom Experiments allow self-constructed Experiments which can be (de-)activated by CGIAnalyzer. These experiments are based on function pointers allowing more functionality and a wider range of usages.

Revision #2
Created 2023-03-02 06:04:19 UTC by Kanai Tomoaki
Updated 2023-06-13 23:31:00 UTC by Kanai Tomoaki