

Migration Guide

Following an overview about interface changes between [Candera](#) V3.2.0 and [Candera](#) V3.2.1.

Description	Candera V3.2.0	Candera V3.2.1
Activating ClearMode moved to Renderer	ClearMode::Activate()	Renderer::ActivateClearMode(const ClearMode*)
Activating ClearMode via Camera moved to Renderer	ClearMode::Activate(const Camera&)	Renderer::ActivateClearMode(const Camera&)
Setting a shader uniform moved to Renderer	RenderDevice::SetUniform(Handle, const Char*, const void*, Shader::UniformType, UInt)	Renderer::SetUniform(Handle, const Char*, const void*, Shader::UniformType, UInt)
Submitting a drawcall moved to Renderer	RenderDevice::DrawVertexBuffer(const VertexBuffer&)	Renderer::Draw(const VertexBuffer&)
Submitting an instanced drawcall moved to Renderer	RenderDevice::DrawInstancedVertexBuffer(const VertexBuffer&, UInt32)	Renderer::Draw(const VertexBuffer&, UInt)
Setting the transformation matrix moved to Render2D	RenderDevice2D::SetTransformationMatrix(ContextHandle2D, SurfaceType, const Matrix3x2&)	Render2D::SetTransformationMatrix(ContextHandle2D, SurfaceType, const Matrix3x2&)
Blit moved to Render2D	RenderDevice2D::Blit(ContextHandle2D)	Render2D::Blit(ContextHandle2D)
Clear moved to Render2D	RenderDevice2D::Clear(ContextHandle2D, Float, Float, Float, Float)	Render2D::Clear(ContextHandle2D, Float, Float, Float, Float)
Implementation of GlyphCacheAccess::Create	UInt8* CustomGlyphCache::Create(const GlyphBitmap &bitmap) { Create and return new item based on bitmap }	UInt8* CustomGlyphCache::Create(const GlyphBitmap &bitmap, UInt8* cacheItem) { Create or update the cacheItem and return it. }

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