TextEngine

Extended GlyphCacheAccess

TextRendering::GlyphCacheAccess interface was extended with a function that should check if a glyph is valid in current context, even if cached. If the GlyphCacheAccess implementation returns false on this method, the glyph caching system will recall TextRendering::GlyphCacheAccess::Create and will replace the cached item with the one provided by the new call. Create function is extended with a parameter representing the old cached item for reference.

Revision #2
Created 2023-03-02 05:47:09 UTC by Kanai Tomoaki
Updated 2023-06-13 14:09:39 UTC by Kanai Tomoaki