

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.

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