Candera Base

Renderer2D3D

A new renderer has been added. It renders the cameras interleaved in order of their sequence-number. This means that 3D-cameras can be rendered between two 2D-cameras and vice versa. The interleaved renderer however, has the requirement that buffer swapping and clearing needs to be done by the according Cameras directly. Therefore auto clear and auto swapping becomes deprecated. Please see the Migration Guide.

DXT image formats

New compressed formats support in Bitmap is avaiable on selected platforms: Dxt1CompressedRgbFormat, Dxt1CompressedRgbaFormat, Dxt3CompressedRgbaFormat, Dxt5CompressedRgbaFormat.

Revision #3
Created 2023-03-02 02:52:06 UTC by Kanai Tomoaki
Updated 2023-06-13 13:33:47 UTC by Kanai Tomoaki