Candera Engine 2D

Introduction of LoadingHint for DeviceObject2D.

Version 3.3.0 introduces a LoadingHint for the DeviceObject2D. Loading hints can e.g. trigger warnings when uploading while rendering, or force unloading from a context.

New methods for Node2DListener

New methods have been added to Node2DListener class. These are:

- Candera::Node2DListener::OnNodeAdded: this is invoked whenever a parent is set for the node;
- Candera::Node2DListener::OnChildAdded: this is invoked whenever a child node is added to the node;
- Candera::Node2DListener::OnChildRemoved: this is invoked whenever a child of the node is removed.

TextNode2D cloning strategy

TextNode2D adopts the unified cloning mechanism, with the introduction of DeepTextNode2DCloneStrategy.

For more information see Unified Cloning Interface, Tree Cloning Strategies and Tree Cloner

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Improved Pixel Accuracy

Scissoring is now utilized on platforms that support it. This improves pixel accuracy in 2D rendering when a dirty area or a camera scissor is used.

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