

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.
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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](#)

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.
