Candera Engine 3D

Changed Light Specular Color to White

Changed default specular light color to White due to feedback from designers. Material default specular color is black anyway, so no specular highlight will occur by default. But if user (designer, technical artist) changes material specular color, an immediate change of appearance will be visible.

Reduction of glGetUniform calls on Shader Upload

By improving handling of Shader Uniforms, the number of calls to glGetUniform during shader uploading was significantly reduced.

Introduction of LoadingHint for DeviceObject.

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

New methods for NodeListener

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

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

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