

Candera AssetLoader

Asynchronous asset loading

Assets can be loaded asynchronously now. A new CMake flag `CANDERA_ASSETLOADER_WORKER_THREAD_ENABLED` specifies if the asynchronous asset load requests are handled on a dedicated thread or on the caller one. To load the assets asynchronously, a new interface was added - [AsyncAssetProviderProxy](#) - available from any [AssetProvider](#) implementation via the [AssetProvider::AsyncProxy\(\)](#) method.

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