

Courier V3.3.1

Release Info

- Release Date: February 2017

Changes

- RenderJobStrategy Interface Change
 - Support for asynchronous TextNode2D
 - Enhanced support for asynchronous asset loading
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RenderJobStrategy Interface Change

New protected virtual method `OnPostSwapBuffer(Gdu& gdu)` has been added to `RenderJobStrategy` class. This is called within [Courier::Renderer::SwapBuffer](#), after swapping the buffers on the render targets.

Support for asynchronous TextNode2D

[Courier](#) supports the asynchronous feature for `TextNode2D`. The interfaces to correctly use custom synchronization groups are subject to be changed as some courier mechanics in conjunction with asynchronous (pre-)rendering are not fully considered yet. Therefore these interfaces in courier are marked as internal until their final version.

Enhanced support for asynchronous asset loading

`AsyncLoad` messages now make use of the asynchronous asset loading feature in [Candera](#), which can load the assets asynchronously, single or multi threaded.

Revision #2

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