Courier V3.3.1

Release Info

- Release Date: February 2017

Changes

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

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.

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