

Candera Engine 2D

Custom Effect Set

It is now possible to configure the list of Effects needed from an external source. For information on how to integrate this feature please refer to [Custom Effect Set](#).

New 2D Animation Property Setters

New animation property setters have been implemented for the Viewport ([Camera2D::GetViewport](#)) and ScissorRectangle ([Camera2D::GetScissorRectangle](#)) properties of a [Camera2D](#) object. The corresponding classes for these are [Animation::Camera2DViewportPropertySetter](#) and [Animation::Camera2DScissorRectanglePropertySetter](#).

New animation property setters have been implemented also for BoundingBox and ClippingRectangle properties of a [Node2D](#) object. The corresponding classes for these are [Animation::Node2DBoundingBoxPropertySetter](#) and [Animation::Node2DClippingRectanglePropertySetter](#).

A new animation property setter has been implemented also for the Layout [Margin](#) property of 2D nodes. The corresponding class for this is [Animation::LayoutMarginsPropertySetter](#).

New Math2D Functions

[Math2D::TransformScreenToWorld](#) accepts a camera object and a position in screen space. It returns the corresponding position in the world space.

[Math2D::TransformScreenToObject](#) accepts a camera object, a position in screen space and an object. It returns the corresponding position in the provided object's space.

Option to inherit the Layout Direction or to use the Culture

Previously the AutomaticDirection resulted in an inherited layout direction. As a consequence the layout stayed fix at either left-to-right or right-to-left once a specific layout direction has been choosen on a node for the complete sub tree.

Hence, two additional options for the layout direction have been introduced:

- InheritDirection: take the parent layout direction.
- CultureDirection: take the culture specific layout direction.

Now it is possible to change the setting again to the culture specific layout direction. For backward compatibility the AutomaticDirection will be by default interpreted as InheritDirection.

See also:

[2D Layout](#).

GridLayoutouter effective Row/Column Data

Effective grid row/column data access interface has been added to [GridLayoutouter](#).

See also:

[GridLayoutouter::GetEffectiveRowData](#) and [GridLayoutouter::GetEffectiveColumnData](#).

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