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 BoundingRectangle and ClippingRectangle properties of a Node2D object. The corresponding classes for these are Animation::Node2DBoundingRectanglePropertySetter 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.

GridLayouter effective Row/Column Data

Effective grid row/column data access interface has been added to GridLayouter.

See also:

GridLayouter::GetEffectiveRowData and GridLayouter::GetEffectiveColumnData.

Revision #4
Created 2023-03-02 01:50:27 UTC by Kanai Tomoaki
Updated 2024-03-14 23:23:01 UTC by Tsuyoshi.Kato