

Candera V3.4.2

- [Candera/FeatStd CMake Build System Changes](#)
- [Candera Base](#)

Candera/FeatStd CMake Build System Changes

Due to refactoring the layouter the flag to enable layout is no more appropriate as it is not only a feature for 2D anymore but also for 3D.

V3.4.1	V3.4.2
CANDERA_2D_LAYOUTING_ENABLED	CANDERA_LAYOUT_ENABLED

Candera Base

Layout support for 2D and 3D (Canvas only)

The 2D feature to layout nodes by common dynamic layouters has been introduced into 3D now. As a starter only [Canvas](#) nodes are supported. This means [CanvasGroup](#), [CanvasSprite](#) and [CanvasText](#).

The supported layout types are equal to 2D:

- Baseline
- Grid
- Stack
- DockPanel
- Overlay
- Default

The layout is currently applied to the X,Y - plane. The layouter now uses [AbstractNodePointer](#) and [CanderaObject](#) types instead of the 2D only node types.

Restrictions on this version are given as follows:

- Layout clipping in 3D canvas is not supported yet
 - Z-Fighting: When using the overlay layouter nodes are above each other but have the same Z coordinate. Therefore, these nodes have z fighting. It is planned to automatically solve this. However, for this version, it is advised to set the Depth Bias Unit of the [Appearance](#) - [RenderMode](#). Changing the appearance of a [CanvasSprite](#) instead of [CanvasText](#) is strongly recommended. [CanvasText](#) requires only one draw call for all texts with equal conditions. One of them is the [Appearance](#). Changing the render mode removes the shared appearance and produces an additional draw call.
-