Candera Base

Cached Layout

A new (dynamic) property has been added to the Layouter class: Cached Layout It specifies if the layout of the node should be performed only once until a invalidation inside the subtree occurs. A cached layout will be only laid out again as soon as the layout of an inner node is marked as invalid. See Layouter::SetCached and Layouter::IsCached.

> Widgets or Behaviors shall not invalidate the scene containing a laid out node anymore, but the according node! The default value of the new property is _False_.

Script Parameter Animation Property Setter

A new animation property setter has been added that can animate a numeric variable defined in a script.

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