

Candera Scripting

Script Events

This versions adds support for script events. Script events can be sent and received by both [Lua scripts](#) and [native code](#).

Candera Object References in Scripts

This versions adds support for referencing Candera objects in scripts. These object references are aware about the lifetime of the objects they reference without interfering with them. They can be passed from native code to scripts and vice versa, as well as dereferenced to call object specific methods in Lua.

Lua Animation Functions

This versions adds support for [animations](#) in Lua scripts.

Revision #2

Created 2023-03-02 00:59:00 UTC by Kanai Tomoaki

Updated 2023-06-13 12:01:46 UTC by Kanai Tomoaki