

Candera Engine 2D

Node2d GetComputedBoundingRectangle, IsInsideBoundingRectangle, IsPickIntersectingBoundingRectangle and GetEffectiveBoundingRectangle interface extended

The method 'virtual void Node2d::GetComputedBoundingRectangle([Rectangle&](#) boundingRectangle, bool ignoreInvisible = false) const' has been extended by the additional parameter ignoreInvisible. The default value of this parameter is false for full usage backwards compatibility. If the parameter is set to true only visible parts of the scene will be considered. This also means that clipped areas are not considered for picking and/or bounding box calculations. As a consequence it is now possible to pick only visible parts of the scene.

Pivot point for Transformable2D

New methods to [Transformable2D](#) have been added that allow to manipulate the real pivot point. Those are [Transformable2D::SetPivotPoint](#) and [Transformable2D::GetPivotPoint](#) .

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