Candera Engine 3D

Generic Transform is Optional

The Property "Generic Transform" of a 3D Node became optional. The reason for that is to have as few matrix multipilcations as possible which saves performance. Further wise Generic Transforms are only used for special needs.

Pivot point for Transformable

New methods to Transformable have been added that allow to manipulate the real pivot point.

Those are Transformable::SetPivotPoint and Transformable::GetPivotPoint .

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