

Candera Platform

Owner Requirement

OpenGL Offscreen Render Targets (Frame Buffer Objects) are now required to have an owner `RenderTarget` to ensure that the used EGL context is safe. For this reason `RenderTarget` now has the "IsOwnerRequired" function which returns if a parent render target is needed. The concrete `RenderTarget` implementation needs to implement the function accordingly. If `IsOwnerRequired` returns true, an Upload of the `RenderTarget` will only succeed if the owner is set. `RenderTarget3D` has additionally a protected `SetOwner` function that classes derived from `RenderTarget` may call to set their parent render target. This mechanism can of course also be used for non-OpenGL implementations. Widgets and Behaviors need to take care that owners are set correctly.

GLInclude Header File

From now on, the `GLInclude` header file only includes Open GL header files if a `CGIDevice_OPENGL_XX` has been defined. E.g. the `NullRenderDevice` does no longer include them.

Interface to load / store binary shader programs

Binary [Shader](#) Programs or Object can be retrieved from the driver and stored to an arbitrary persistence mechanism (e.g. a file.). This is supported by the `RenderDevice` and can be used by Device Packages. Therefore `RenderDevice::UploadStoredShaderBinaryProgram` and `RenderDevice::RetrieveShaderBinaryProgram` have been added if the `CANDERA_SHADER_PROGRAM_PERSIST_INTERFACE_ENABLED` flag is defined.

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