Candera Layout

- In some cases stretch behavior property did not work properly with baseline layout. This has been fixed (CGI1-34195).
- Fixed an issue in which the layouter sets a position unconditionally and triggers invalidate of layout in 3D (CGI1-35937).
- Missing layout invalidation for changes of the Scale, Rotation and Pivot Point property in 2D and 3D has been added (CGI1-38529).
- Scale has been set to 1 for ninepatch images when switching to StretchBehavior None. This has been fixed (CGI1-38533).
- Clipping was incorrect when a pivot point was set on a child node of a default layouter and the node was downscaled. This has been fixed (CGI1-38530).
- Rotated nodes which had the size property explicitly set was displaced. This has been fixed (CGI1-38531).

Revision #1
Created 2023-03-02 00:11:46 UTC by Kanai Tomoaki
Updated 2023-03-02 00:11:58 UTC by Kanai Tomoaki