

Candera Text Engine

- Several text render cache related issues were fixed. This includes upload count and upload/unload call fixes for textures (CGI1-30284).
- Fixed issues when building Monotype on Integrity systems (CGI1-39895).
- Fixed Monotype cache item as custom width have not always been cached correctly (CGI1-34207).
- Removed differences between alignment handling between [TextNode2D](#) and [CanvasText](#) (CGI1-34241 - 10093).
- [CanvasText](#) rendering changes parts of the scene tree which triggered a continuous layout invalidation. This has been fixed (CGI1-35915).
- Improvements have been done on unloading [CanvasText](#) (CGI1-35925).
- Blending text with RGBA bitmap renderer has been changed (CGI1-29181 - 9946).
- Outline in texture was not cleared correctly in all cases. This has been fixed (CGI1-36032 - 10119).
- Reworks have been done on the way truncation is handled by [TextNode2D](#) and [CanvasText](#) (CGI1-38325).
- The HarfBuzz font cache led to position issues when two equal characters with different font sizes have been rendered consecutively. This has been fixed (CGI1-37985 - 10149).
- Improved building with Monotype under integrity systems. Interpretation of datatypes is platform dependent. The improvement matches Monotypes requirements in most use cases (CGI1-39895).
- A negative bearing in glyph data lead to render fragments outside of the boundaries. Text has been moved inside the boundaries in case a size has been set. (CGI1-38325)

This might lead to a pixel movement in some cases by the value of negative bearing.

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