

Secrets of Toanium - Support #109

Switch to using BitmapText in Pixi

04/14/2021 08:24 PM - Jay Gischer

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|--|-------------|------------------------|------------|
| Status: | New | Start date: | 04/14/2021 |
| Priority: | Normal | Due date: | |
| Assignee: | Jay Gischer | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Description | | | |
| Per this: https://github.com/pixijs/pixi.js/issues/5178 | | | |
| We might get better performance with a prebuilt texture with all the text strings we have on it, just at different spots. This will probably help in multiple ways, but right now it appears to be triggering a WebGL Context Lost exception | | | |