Secrets of Toanium - Support #91

Refactor rendering code to accomodate passing in Resources

02/24/2021 07:09 PM - Jay Gischer

Status:	Closed		**Start date:**	02/24/2021
Priority:	Normal		**Due date:**	
Assignee:	Jay Gischer		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

We would like to be able to pass in a symbol table to speed up rendering. There's no argument for "Resources".
Also, some of the rendering code has a "stage" parameter, and the created object is added to the stage.

This is inconsistent. If possible, everything should just return the created object and let the caller figure out what to do with it.
Anything beyond (module, style) should be passed as part of the "resources" object.

History

#1 - 09/17/2021 10:20 PM - Administrator Administrator

- *Assignee changed from Jay Gischer to Frank Fernandez*

#2 - 11/03/2023 08:21 PM - Frank Fernandez

- *Status changed from New to Closed*

- *Assignee changed from Frank Fernandez to Jay Gischer*