

Bugs

- renderableSystem crash -> read access denied

Features

- Scenes
 - Each scene should have a camera and FBO (size..)
 - Scene save/loader + tabs in the engine
 - Scene instancing inside other scenes
 - Swappable Renderer per scene
 - Render to Fbo
 - Render color
 - Render depth
 - Render physic objects
- Instanced Rendering entity.
 - Transform[] component? + CustomData[] component?
 - Additional system for instanced groups
- Animation
 - CpuAnimationPlayer
 - GpuAnimationPlayer (Baked from CpuAnimationPlayer)
- Physics

Org

Scenes within a render

Each have a Camera / Fbo

2 cameras : same scene

2 cameras : different scenes

1 cam at a time

Camera switching or Scene switching.

- Enter a new area
- Add underwater cam
- Add night vision cam

2 cams on screen

- Mini map cam
- Backview mirror, puddle, etc.
- side-by-side multiplayer couch

- Camera from another room (diff physical scene bundle)

Better org

Different bundles?

Just make a different world and render it as well?

2 cams same world

Make make a Layout to organize the cameras?

or just tell each cam to render at specific coordinates on the screen (viewport)?

Saves

Scenes as saves and as nodes