Startup Time

Loading Data

Asset Tool can be used to partition an asset for a startup scene in a faster flash memory.

An another option would be to load a small startup scene and use asynchronous asset loading to load next scene in background.

Loading a lot of data at startup is generally a bad idea. Distribute loading tasks over time.

Also avoid to copy the whole asset from NAND flash to RAM. A better solution would be to implement a paging and caching mechanism using a custom Asset Repository.

Persist Pre-compiled Shaders

Use this feature by enabling CANDERA_SHADER_PROGRAM_PERSIST_INTERFACE_ENABLED flag in the CMake project.

Scope Masks

Upload data to VRAM using Scope Masks as presented in the documentation and in the example.

Startup Animation

Here are some hints for the startup animation:

- Avoid large images
- Use image compression
- Restrict the frame rate (e.g. 30 fps)
- Realize a flipbook startup animation with asynchronous image fetching

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