

## Castor3D - Évolution #1349

### RenderTargets

05/09/2011 10:15 AM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dragonjoker59	<b>% Done:</b>	100%
<b>Category:</b>	Architecture Générale	<b>Estimated time:</b>	20.00 hours
<b>Target version:</b>	0.7.0	<b>Spent time:</b>	0.00 hour
<b>Lien forum:</b>			
<b>Description</b>			
Mettre au point le système de render targets, afin de pouvoir faire du rendu sur texture.			

### History

#### #1 - 12/01/2012 08:58 AM - dragonjoker59

- Status changed from Assigné to Résolu
- % Done changed from 10 to 100
- Estimated time set to 20.00 h

Mis en place

#### #2 - 12/12/2014 01:51 PM - dragonjoker59

- Status changed from Résolu to Fermé