

## Castor3D - Bogue #1676

### Billboards

12/12/2014 02:54 PM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	11/18/2015
<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>	0.00 hour
<b>Target version:</b>	0.8.0	<b>Spent time:</b>	32.00 hours
<b>Lien forum:</b>			
<b>Description</b>			
Ils sont tout cassés.			
<b>Subtasks:</b>			
Bogue # 1750: Lights texture			<b>Fermé</b>

### History

#### #1 - 08/23/2015 02:56 AM - dragonjoker59

- Target version changed from 304 to 0.8.0

#### #2 - 10/04/2015 02:00 AM - dragonjoker59

- Status changed from Assigné to Nouveau

- Assignee deleted (dragonjoker59)

#### #3 - 02/13/2016 01:34 AM - dragonjoker59

- Status changed from Nouveau to Assigné

- Assignee set to dragonjoker59

#### #4 - 03/02/2016 11:44 PM - dragonjoker59

- Category changed from Renderers to Architecture Générale

- Target version changed from 0.8.0 to Backlog

#### #5 - 03/30/2016 03:40 PM - dragonjoker59

- Status changed from Assigné to Résolu

- Target version changed from Backlog to 0.8.0

#### #6 - 03/30/2016 04:23 PM - dragonjoker59

- Status changed from Résolu to Fermé