

Castor3D - Bogue #1737

Bogue # 1729 (Fermé): Matrices + SceneNodes

Ordre des multiplications

09/23/2015 10:05 AM - dragonjoker59

Status:	Fermé	Start date:	09/23/2015
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	4.00 hours
Target version:	0.8.0	Spent time:	8.00 hours
Lien forum:			
Description			
Vérifier l'ordre des multiplications dans Pipeline et SceneNode.			

History

#1 - 10/06/2015 01:35 PM - dragonjoker59

- Status changed from Assigné to Fermé

#2 - 10/10/2015 11:29 PM - dragonjoker59

- % Done changed from 0 to 100