

Castor3D - Évolution #1758

HLSL Writer

01/16/2016 02:09 PM - dragonjoker59

Status:	Rejeté	Start date:	12/11/2015
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	0%
Category:	Renderers	Estimated time:	40.00 hours
Target version:	0.8.0	Spent time:	0.00 hour
Lien forum:			
Description			
Implémenter un HLSL writer, de la même manière (si possible) que le GLSL writer.			

History

#1 - 01/18/2016 12:31 AM - dragonjoker59

- Status changed from Assigné to Rejeté

Je drop le support D3D