

Castor3D - Évolution #1763

Animations de textures

01/20/2016 10:05 AM - dragonjoker59

Status:	Nouveau	Start date:	01/20/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Architecture Générale	Estimated time:	8.00 hours
Target version:	Backlog	Spent time:	0.00 hour
Lien forum:			
Description			
Les matrices de texture sont là, il serait temps d'en faire quelque chose.			
Related issues:			
Related to Castor3D - Tâche #1183: Animations		Nouveau	01/26/2016

History

#1 - 01/20/2016 10:06 AM - dragonjoker59

- Assignee deleted (dragonjoker59)

#2 - 04/10/2016 11:23 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#3 - 11/29/2016 05:01 PM - dragonjoker59

- Target version changed from 0.9.0 to Backlog