

## Castor3D - Évolution #1821

Évolution # 1816 (Nouveau): Performance : Vitesse

Évolution # 1820 (Nouveau): Batching

### Texture atlas

07/25/2016 10:39 AM - dragonjoker59

<b>Status:</b>	Nouveau	<b>Start date:</b>	07/25/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>	Architecture Générale	<b>Estimated time:</b>	40.00 hours
<b>Target version:</b>	Backlog	<b>Spent time:</b>	0.00 hour
<b>Lien forum:</b>			

#### Description

Généraliser FontTexture pour la transformer en atlas, en pré-requis pour le batching.

#### History

#1 - 07/25/2016 10:48 AM - dragonjoker59

- Target version set to Backlog

#2 - 03/23/2017 03:38 PM - dragonjoker59

- Target version changed from Backlog to 0.10.0

#3 - 12/11/2017 12:38 PM - dragonjoker59

- Target version changed from 0.10.0 to Backlog