

Castor3D - Évolution #1821

Évolution # 1816 (Nouveau): Performance : Vitesse

Évolution # 1820 (Nouveau): Batching

Texture atlas

07/25/2016 10:39 AM - dragonjoker59

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