

## Castor3D - Tâche #1845

Tâche # 1843 (Fermé): Particle system configurable

### Particle system CS

11/21/2016 04:17 PM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	11/21/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dragonjoker59	<b>% Done:</b>	100%
<b>Category:</b>	Architecture Générale	<b>Estimated time:</b>	40.00 hours
<b>Target version:</b>	0.9.0	<b>Spent time:</b>	20.00 hours
<b>Lien forum:</b>			
<b>Description</b>			

### History

**#1 - 11/28/2016 05:01 PM - dragonjoker59**

- Status changed from *Nouveau* to *Résolu*
- % Done changed from 0 to 100

**#2 - 11/28/2016 05:02 PM - dragonjoker59**

- Assignee set to *dragonjoker59*

**#3 - 12/04/2016 08:51 PM - dragonjoker59**

- Status changed from *Résolu* to *Fermé*