

Castor3D - Bogue #1863

Bogue # 1861 (Fermé): UBO

Retirer le ShaderProgram de FrameVariableBuffer

12/12/2016 09:21 AM - dragonjoker59

Status:	Fermé	Start date:	12/12/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Renderers	Estimated time:	4.00 hours
Target version:	0.9.0	Spent time:	4.00 hours
Lien forum:			
Description			
Il ne sert à rien dans cette classe, et il faut délier ces 2 classes			

History

#1 - 12/12/2016 09:23 AM - dragonjoker59

- Category set to Renderers
- Target version set to 0.9.0
- Estimated time set to 4.00 h

#2 - 12/21/2016 07:29 PM - dragonjoker59

- Status changed from Nouveau to Résolu
- Assignee set to dragonjoker59
- % Done changed from 0 to 100

#3 - 12/21/2016 07:29 PM - dragonjoker59

- Status changed from Résolu to Fermé