

Castor3D - Bogue #1864

Bogue # 1861 (Fermé): UBO

Mettre les UBO dans les RenderPass

12/12/2016 09:22 AM - dragonjoker59

Status:	Fermé	Start date:	12/12/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	20.00 hours
Target version:	0.9.0	Spent time:	20.00 hours
Lien forum:			
Description			

History

#1 - 12/21/2016 07:29 PM - dragonjoker59

- Status changed from Nouveau to Résolu

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

- Status changed from Résolu to Fermé

- % Done changed from 0 to 100

#3 - 12/21/2016 07:30 PM - dragonjoker59

- Assignee set to dragonjoker59