

OpenSpace3D - Feature #210

[Resources management] Tools to update 3D (mesh, entity, materials, scene..)

05/19/2010 03:35 PM - mehdi

Status:	New	Start date:	
Priority:	High	Due date:	
Assignee:		% Done:	0%
Category:	OS3D_Editor	Estimated time:	0.00 hour
Target version:	OpenSpace3D 2.0	Spent time:	0.00 hour
Description			
- Possibility to update a mesh, an object or a scene			

History

#1 - 10/26/2010 09:25 AM - arkeon

- Assignee changed from arkeon to Anonymous

#2 - 01/10/2011 10:49 AM - arkeon

- Project changed from SO3Engine to OpenSpace3D

#3 - 01/10/2011 10:50 AM - arkeon

- Target version changed from OpenSpace3D 0.2.4a to OpenSpace3D 0.2.5a

#4 - 05/10/2011 08:42 AM - arkeon

- Target version changed from OpenSpace3D 0.2.5a to OpenSpace3D 0.2.6a

#5 - 06/18/2012 05:38 PM - arkeon

- Target version changed from OpenSpace3D 0.2.6a to OpenSpace3D 1.2

#6 - 04/16/2013 11:40 AM - arkeon

- Target version changed from OpenSpace3D 1.2 to OpenSpace3D 2.0