

OpenSpace3D - Feature #311

[PlugIT] Goto doesn't work with physics on source object

03/08/2011 10:29 AM - tenshikris

Status:	New	Start date:	03/08/2011
Priority:	Normal	Due date:	
Assignee:	arkeon	% Done:	0%
Category:	OS3D_PlugIT	Estimated time:	0.00 hour
Target version:	OpenSpace3D 2.0	Spent time:	0.00 hour
Description			
Goto plugit doesn't work with physic enabled on the source object.			

History

#1 - 06/18/2012 06:46 PM - arkeon

- Assignee set to arkeon
- Target version set to OpenSpace3D 1.2

#2 - 04/16/2013 11:41 AM - arkeon

- Target version changed from OpenSpace3D 1.2 to OpenSpace3D 2.0