

## OpenSpace3D - Feature #375

### expose ogre RenderQueue class

12/01/2011 06:37 AM - hebdemnobad

<b>Status:</b>	Resolved	<b>Start date:</b>	12/01/2011
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	OS3D_DevTools	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	OpenSpace3D 2.0	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
expose the ogre RenderQueue class to the scol api to control the RenderQueue of specific objects. helpful for some types of shaders and using skyboxes/skydomes/skyplanes together for things like lightning effects and moving clouds.			

#### Associated revisions

##### Revision 6188 - 03/21/2014 11:57 PM - arkeon

SO3Engine :  
closes #375  
- add SO3ObjectSetRenderQueue

OS3D Editor :  
- add render queue setting in object settings

#### History

##### #1 - 06/18/2012 06:39 PM - arkeon

- Category set to OS3D\_DevTools  
- Assignee set to Anonymous  
- Target version set to OpenSpace3D 1.2

##### #2 - 04/16/2013 12:12 PM - arkeon

- Target version changed from OpenSpace3D 1.2 to OpenSpace3D 2.0

##### #3 - 03/22/2014 12:10 AM - arkeon

- Status changed from New to Resolved  
- % Done changed from 0 to 100

Applied in changeset [r6188](#).