

Technologie 3D Silverlight - tvorba Enginu - Feature #88

Picking Animovanej postavy

03 May 2012 15:13 - Martin Vavrek

Status:	Resolved	Start date:	03 May 2012
Priority:	Normal	Due date:	
Assignee:	Martin Vavrek	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Animacia sa vykonava na grafickej karte -> zistit pohyb vertexov na CPU ...			

History

#1 - 23 May 2012 12:16 - Martin Vavrek

- Assignee set to Martin Vavrek

#2 - 23 May 2012 12:21 - Martin Vavrek

- % Done changed from 0 to 100

#3 - 23 May 2012 12:21 - Martin Vavrek

- Status changed from New to Resolved