

Distorted Android - Bug #19

SWIRL effect: mess if Center out of Region

07/16/2016 12:10 AM - Leszek Koltunski

Status:	Closed	Start date:	07/16/2016
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Fire up Vertex3D app Choose any object type Add a Swirl effect set it to swirl a bit move the Region so that Center is out of it As soon as the center moves out, most of the vertices outside of the region will move in uncontrolled manners.			

History

#1 - 07/16/2016 11:16 PM - Leszek Koltunski

Commit [library|9420f2fe](#) provides the fix.

#2 - 07/16/2016 11:17 PM - Distorted Admin

- Status changed from New to Closed

- % Done changed from 0 to 100

#3 - 07/16/2016 11:18 PM - Distorted Admin

- Assignee set to Leszek Koltunski