

Distorted Android - Feature #37

Joining Meshes together

02/27/2020 03:07 PM - Distorted Admin

Status:	Closed	Start date:	02/27/2020
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Join several Meshes together. MashBase.join(MeshBase[] others)			

History

#1 - 03/02/2020 12:31 AM - Leszek Koltunski

This should probably be a new Mesh 'MeshJoined' rather than new methods to MeshBase.

```
MeshJoined(MeshBase[] meshes)
MeshJoined.setTextureMap(TextureMap[] maps)
```

#2 - 03/04/2020 10:56 PM - Leszek Koltunski

- % Done changed from 0 to 80

Commit [22e60fba](#) provides support for this.

Setting at 80% done because still setting texture maps is left to be done.

#3 - 03/05/2020 12:41 AM - Leszek Koltunski

- Status changed from New to Closed

- % Done changed from 80 to 100

Commit [de53cf3e](#) adds support for setting arbitrary texture maps to any MeshBase. Closing.