

## Distorted Android - Feature #38

### Apply Matrix effects to a Mesh

02/27/2020 03:09 PM - Distorted Admin

<b>Status:</b> Closed	<b>Start date:</b> 02/27/2020
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b> Leszek Koltunski	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b> new API: MashBase.apply(MatrixEffect effect)	

#### History

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##### #1 - 03/03/2020 11:30 PM - Leszek Koltunski

- Tracker changed from Bug to Feature
- Status changed from New to Closed
- Assignee set to Leszek Koltunski
- % Done changed from 0 to 100

Commit [7594a5d2](#) provides support for this.  
New app 'MeshJoin' seems to indicate that at least something works.