

Distorted Android - Feature #39

New MeshTriangular

03/02/2020 12:33 AM - Leszek Koltunski

Status: Closed	Start date: 03/02/2020
Priority: Normal	Due date:
Assignee: Leszek Koltunski	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version:	
Description Implement a Triangular Mesh. After we have MeshJoined implemented, this will be a building block for other, more complicated, Meshes. Case in point: build a Tetrahedron for a Pyramix for the magic Cube app.	

History

#1 - 03/02/2020 12:34 AM - Leszek Koltunski

- Tracker changed from Bug to Feature
- Status changed from New to Resolved

Commit [9099e567](#) provides such a Mesh.

#2 - 03/02/2020 12:35 AM - Leszek Koltunski

- % Done changed from 0 to 100

#3 - 03/02/2020 12:35 AM - Leszek Koltunski

- Status changed from Resolved to Closed