

## Distorted Android - Feature #40

### Apply static Vertex effects to a Mesh

03/10/2020 07:51 PM - Leszek Koltunski

<b>Status:</b>	Closed	<b>Start date:</b>	03/10/2020
<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: MeshBase.apply(VertexEffect effect).			
The apply would have to be done before the first time the Mesh is used in a render and its modified vertices transferred back to CPU via transform feedback.			

#### History

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##### #1 - 05/29/2020 08:14 PM - Distorted Admin

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

A series of commits to the 'mesh-preapply' branch (merged) provides this functionality.