

Magic Cube - Feature #48

Make it possible to make an Object smaller or bigger

06/12/2020 04:11 PM - Leszek Koltunski

Status:	Closed	Start date:	06/12/2020
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Add a button somewhere in the PLAY state that will make the Object up to N% smaller or bigger (N=20?)			

History

#1 - 06/16/2020 01:21 PM - Leszek Koltunski

- Subject changed from *Make it possible to make an Object smaller or bigger* to *Make it possible to make an Object smaller or bigger*

#2 - 06/20/2020 12:01 AM - Leszek Koltunski

Make it a two-fingered zoom.

Problem: the 600x600 Node texture. Zooming will move part of the Object out of it and invisible.

#3 - 06/26/2020 01:55 PM - Leszek Koltunski

- Status changed from *New* to *Closed*

- Assignee set to *Leszek Koltunski*

- % Done changed from *0* to *100*

Commit [c7b00dfb](#) resolves this.