

## Magic Cube - Feature #49

### Two-finger Object rotations

06/12/2020 04:20 PM - Leszek Koltunski

<b>Status:</b> Closed	<b>Start date:</b> 06/12/2020
<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> Utilize Android gestures to make it possible to twist the Object in screen plane.	

#### History

**#1 - 06/16/2020 01:20 PM - Leszek Koltunski**

- Subject changed from *Two-finger Object rotations* to *Two-finger Object rotations*

<https://stackoverflow.com/questions/10682019/android-two-finger-rotation>

**#2 - 06/18/2020 09:56 AM - Leszek Koltunski**

- Tracker changed from *Bug* to *Feature*

**#3 - 06/19/2020 11:54 PM - Leszek Koltunski**

- Status changed from *New* to *Closed*

- Assignee set to *Leszek Koltunski*

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

Commit [7695a3be](#) resolves this.