

Magic Cube - Feature #50

Improve RubikObject.finishRotation()

06/16/2020 12:47 PM - Leszek Koltunski

Status:	Closed	Start date:	06/16/2020
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>Currently the finishRotation() simply moves the layer towards the nearest full basicAngle(). This is suboptimal especially in case of small (-45, +45), fast rotations (i.e. a fast swipe) when the layer comes back to 0 but most probably that's not what the user meant.</p> <p>Maybe include rotational speed here?</p>			

History

#1 - 06/18/2020 11:06 AM - Leszek Koltunski

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

Commit [4c864c68](#) resolves this.