

Distorted Android - Bug #58

Remove the Inflate vectors

06/21/2020 11:34 AM - Leszek Koltunski

Status:	Closed	Start date:	06/21/2020
Priority:	Normal	Due date:	
Assignee:	Leszek Koltunski	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Inflate vectors take a lot of space in 'dmesh' mesh format and vertex attributes. They do not fully work with MeshJoined's, anyway. Remove them - probably in favour of centers of Mesh components (we're going to require that each Mesh Component be convex if one needs to postprocess the whole Mesh)			

History

#1 - 06/21/2020 11:35 AM - Leszek Koltunski

- Subject changed from Remove the Inflate veectors to Remove the Inflate vectors

#2 - 08/19/2020 02:58 PM - Leszek Koltunski

- Blocked by Feature #26: Use SSBO for storing effect arrays added

#3 - 08/26/2020 09:59 PM - Leszek Koltunski

- Status changed from New to Resolved

- Assignee set to Leszek Koltunski

- % Done changed from 0 to 100

Long list of commits ending with [7a9edb92](#) replace the inflate vectors with per-component centers.

#4 - 08/26/2020 10:00 PM - Leszek Koltunski

- Tracker changed from Bug to Feature

#5 - 08/26/2020 10:02 PM - Leszek Koltunski

- Status changed from Resolved to In Progress

#6 - 08/26/2020 10:02 PM - Leszek Koltunski

- Status changed from In Progress to Resolved

#7 - 08/26/2020 10:07 PM - Leszek Koltunski

- Blocked by deleted (Feature #26: Use SSBO for storing effect arrays)

#8 - 08/26/2020 10:07 PM - Leszek Koltunski

- Tracker changed from Feature to Bug

- Status changed from Resolved to Closed