ecos editor blender plugin - Feature #124

Feature # 123 (Closed): ecos entity exporter function

Implement ecos entity exporter

2021-08-04 14:56 - Fredrick Amnehagen

Status:	Closed		**Start date:**	2021-08-10
Priority:	Normal		**Due date:**	2021-08-11
Assignee:	Fredrick Amnehagen		**% Done:**	100%
Category:	Development		**Estimated time:**	6:00 hours
Target version:	Sprint 1 - Prototype		**Spent time:**	6:30 hours

Description

Only available when the file has been initialized as an entity, and not a world.

In the panel the user may connect

- a mesh as the ecos mesh,
- a material which only captures the texture, and
- a mesh as the collision mesh.

This will then be exported into the new becos 2.0.1 format.

History

#1 - 2021-08-04 19:33 - Fredrick Amnehagen

- Start date changed from 2021-08-04 to 2021-08-10

#2 - 2021-08-04 19:33 - Fredrick Amnehagen

- Estimated time changed from 4:00 h to 6:00 h

#3 - 2021-08-15 21:04 - Fredrick Amnehagen

https://github.com/lsalzman/iqm/blob/master/blender-2.74/iqm_export.py

#4 - 2021-08-16 09:27 - Fredrick Amnehagen

- Status changed from To do to In Progress

#5 - 2021-08-16 15:58 - Fredrick Amnehagen

- % Done changed from 0 to 90

Implemented entity exporter.

- started breaking out features into separate files. Refactoring needed.
- implemented becos entity exporter.
- implemented lots of related functionality.
- updated bcos data format specification to version 3.0.0

#6 - 2021-08-16 16:51 - Fredrick Amnehagen

- % Done changed from 90 to 100

#7 - 2021-08-16 16:51 - Fredrick Amnehagen

- Status changed from In Progress to Closed