ecos editor blender plugin - Feature #126

Feature # 125 (Closed): Import of ecos entities into editor

Implement ecos entity import into ecos world editor

2021-08-04 15:10 - Fredrick Amnehagen

Status:	Closed	**Start date:**	2021-08-11
Priority:	Normal	**Due date:**	2021-08-12
Assignee:	Fredrick Amnehagen	**% Done:**	100%
Category:	Development	**Estimated time:**	4:00 hours
Target version:	Sprint 1 - Prototype	**Spent time:**	8:45 hours

Description

Since we now have both blender files with entity data as well as becos-files with the packed binary data (mesh, texturename, collision mesh), we should now be able to import these in some form into the game world.

If blender file linking is automatically updated upon changes, then this would be a good approach.

- Open an import (link) window that accepts blender files.
- Selecting a file imports the collider mesh, a name and an entity name as a mesh in the blender scene.

Otherwise, import .becos-files only

- Open an import window that only accepts .becos-files.
- Selecting one or more files either
  - Displays a dialog stating that there should be no duplicates in the scene. (if the entity has already been imported.)
  - imports
  - the collision mesh(es),
  - random or average color(s) for the material(s),
  - the unique entity name
  - generates a name for the object in the blender scene

History

#1 - 2021-08-04 19:34 - Fredrick Amnehagen

- Start date changed from 2021-08-04 to 2021-08-11

#2 - 2021-08-16 17:39 - Fredrick Amnehagen

- Status changed from To do to In Progress

#3 - 2021-08-16 17:39 - Fredrick Amnehagen

- % Done changed from 0 to 10

#4 - 2021-08-17 19:59 - Fredrick Amnehagen

- % Done changed from 10 to 90

Implemented import entity into world function. refs #126

- Implemented function to link in an entity from another blend file.
- fixed single-material bug. where the entity editor only supported one shared material. Now supports any number of them.
- Implemented UI for the function.
- Lots of testing.
- Added some testing files.

#5 - 2021-08-17 19:59 - Fredrick Amnehagen

- % Done changed from 90 to 100

#6 - 2021-08-17 19:59 - Fredrick Amnehagen

- Status changed from In Progress to Closed