

ecos editor blender plugin - Feature #127

ecos world exporter function

2021-08-04 19:37 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-08-12
Priority:	Normal	Due date:	2021-08-14
Assignee:	Fredrick Amnehagen	% Done:	100%
Category:	Development	Estimated time:	0:00 hour
Target version:	Sprint 1 - Prototype	Spent time:	9:30 hours
Description			
As a level editor it is a must to be able to get the levels to the game engine.			
Subtasks:			
Feature # 128: Implement ecos world exporter solution			Closed

History

#1 - 2021-08-19 13:32 - Fredrick Amnehagen

- Status changed from To do to Closed