

ecos editor blender plugin - Feature #128

Feature # 127 (Closed): ecos world exporter function

Implement ecos world exporter solution

2021-08-04 19:40 - 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:	8:00 hours
Target version:	Sprint 1 - Prototype	Spent time:	9:30 hours
Description Make sure the ecos file format contains the necessary data to define a level. After that, <ul style="list-style-type: none">• Implement a packing algorithm for world data• Collect all ecos entities in the scene, cameras, lights and meshes.• Pack them in the file.			

History

#1 - 2021-08-18 14:42 - Fredrick Amnehagen

- % Done changed from 0 to 30

- Status changed from To do to In Progress

#2 - 2021-08-19 13:07 - Fredrick Amnehagen

- % Done changed from 30 to 90

#3 - 2021-08-19 13:31 - Fredrick Amnehagen

- % Done changed from 90 to 100

#4 - 2021-08-19 13:32 - Fredrick Amnehagen

- Status changed from In Progress to Closed