

ecos editor blender plugin - Feature #129

Feature # 123 (Closed): ecos entity exporter function

Add entity object type

2021-08-13 19:23 - Fredrick Amnehagen

Status:	Closed	Start date:	2021-08-13
Priority:	Normal	Due date:	2021-08-13
Assignee:	Fredrick Amnehagen	% Done:	100%
Category:	Development	Estimated time:	0:30 hour
Target version:	Sprint 1 - Prototype	Spent time:	0:30 hour

Description

In the blender scene of an ecos type file, an object can be a renderable mesh or a collider.
Implement buttons to assign a type.
That also means implementing storage for the type, as a custom property of the object itself and not the scene.

History

#1 - 2021-08-13 20:23 - Fredrick Amnehagen

- % Done changed from 10 to 100

#2 - 2021-08-13 20:23 - Fredrick Amnehagen

- Status changed from To do to Closed