

ecos editor blender plugin - Feature #131

Feature # 123 (Closed): ecos entity exporter function

Implement mesh specific data

2021-08-14 17:12 - Fredrick Amnehagen

| | | | |
|--|----------------------|------------------------|------------|
| Status: | Closed | Start date: | 2021-08-14 |
| Priority: | Normal | Due date: | 2021-08-16 |
| Assignee: | Fredrick Amnehagen | % Done: | 100% |
| Category: | Development | Estimated time: | 1:00 hour |
| Target version: | Sprint 1 - Prototype | Spent time: | 4:00 hours |
| Description Implement storage and UI for mesh specific data. <ul style="list-style-type: none">• texture file name (get from assigned material)• material color | | | |

History

#1 - 2021-08-14 17:13 - Fredrick Amnehagen

- Due date changed from 2021-08-15 to 2021-08-16

#2 - 2021-08-15 12:35 - Fredrick Amnehagen

- Description updated

#3 - 2021-08-15 12:36 - Fredrick Amnehagen

- Status changed from To do to In Progress

#4 - 2021-08-15 16:40 - Fredrick Amnehagen

<https://sinestesia.co/blog/tutorials/using-blenders-filebrowser-with-python/>

#5 - 2021-08-15 20:59 - Fredrick Amnehagen

- % Done changed from 0 to 100

- Status changed from In Progress to Closed