

AF3 Phoenix - Change Request #3372

[kernel.graphicsGL] Simplify the billboard computation

04/09/2018 02:27 PM - Florian Hölzl

Status:	Rejected	Start date:	04/09/2018
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	Backlog		
Description			
org.fortiss.tooling.graphicsGL.ui.util.GLPrimitives.createBillboardMatrix(float[], Vector3f, Vector3f, Vector3f, Vector3f) can be simplified: - right vector is cross product of look and up - look vector is vector from camera to pos new method interface: createBillboardMatrix(float[] bpmat, Vector3f camera, Vector3f pos, Vector3f up)			

History

#1 - 05/13/2019 02:08 PM - Johannes Eder

- Target version changed from AF3 2.14 RC1 (Feature Freeze) to Backlog

#2 - 05/28/2019 10:40 AM - Florian Hölzl

- Status changed from New to Resolved

- Assignee changed from Florian Hölzl to Johannes Eder

WONTFIX.

#3 - 05/29/2019 01:26 PM - Johannes Eder

- Status changed from Resolved to Rejected

- Assignee deleted (Johannes Eder)