

VRSpace.org - Feature #114

humanoid avatar detection

03/10/2022 02:20 PM - Josip Almasi

Status:	Closed	Start date:	03/10/2022
Priority:	Normal	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Clients may use humanoid avatars, or some general objects for avatars, like dolphins. VRSpace client currently relies on a hack (flag, method in Client class) to determine whether to attempt loading of humanoid avatars or not. This needs to be handled better, e.g. - attempt loading of humanoid avatar - load general object if failed - cache attempt result			

History

#1 - 06/24/2022 07:46 PM - Josip Almasi

- Status changed from New to Resolved
- Assignee set to Josip Almasi

Implemented in WorldManager/Avatar as described, without negative cache.

#2 - 06/28/2022 05:39 PM - Josip Almasi

- Status changed from Resolved to Closed