

VRSpace.org - Bug #132

Avatar.resize()

06/16/2022 03:05 PM - Josip Almasi

Status:	Closed	Start date:	06/16/2022
Priority:	Normal	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
does not work with babylon 4.2.1			

History

#1 - 06/16/2022 03:06 PM - Josip Almasi

- Status changed from New to In Progress

#2 - 06/16/2022 09:26 PM - Josip Almasi

- Status changed from In Progress to Closed

recalculating world matrices on all character transform nodes did the trick