VRSpace.org - Feature #141

world editor: objects falling trough the floor

06/28/2022 05:34 PM - Josip Almasi

Status:	Closed		**Start date:**	06/28/2022
Priority:	Normal		**Due date:**	
Assignee:	Josip Almasi		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

... and it's not a bug, but a feature! ;)

WorldeEditor.alignObject() casts a ray down, then puts the object there. Simple, assuming that bottom of the object is at y=0.
But if bottom is below y=0, the object 'falls through' the ground or whatever is below.
This method needs to account for object geometry, e.g. bounding box minimum.

History

#1 - 06/28/2022 05:34 PM - Josip Almasi

- Assignee set to Vander Dias

#2 - 06/30/2022 12:23 PM - Vander Dias

- Status changed from New to In Progress

#3 - 07/09/2022 02:54 PM - Josip Almasi

- Status changed from In Progress to New

- Assignee deleted (Vander Dias)

#4 - 08/15/2022 06:41 PM - Josip Almasi

- Status changed from New to Resolved

- Assignee set to Josip Almasi

#5 - 09/20/2022 12:05 PM - Josip Almasi

- Status changed from Resolved to Closed