VRSpace.org - Feature #144

video avatar url handling

08/05/2022 12:34 PM - Josip Almasi

Status:	New		**Start date:**	08/05/2022
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

Currently video avatar simply puts 'video' for mesh. This is a special case of URL that requires a lot of special handling elsewhere, introduces unnecessary boilerplate code and is error prone.
This also doesn't allow for use of 3d avatar along with video streaming, obviously another video stream indicator (id?) has to be introduced.