

VRSpace.org - Feature #161

multiple scenes

04/15/2023 02:34 PM - Josip Almasi

Status:	New	Start date:	04/15/2023
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>VRSpaceUI is a singleton by design, so it can be used with only one scene at the moment. Another VRSpaceUI can be created with another scene as an argument, but VRSPACEUI global is used all over the place. This can be refactored so that few methods that require the scene need to take scene as an argument. And/or appropriate UI can be fetched with a method that takes scene argument. It is not yet clear what this would be used for, a specific use case would make it easier.</p>			