VRSpace.org - Feature #218

camera helper

11/09/2024 12:44 PM - Josip Almasi

Status:	Closed		**Start date:**	11/09/2024
Priority:	Normal		**Due date:**	
Assignee:	Josip Almasi		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

A few handy World methods that create and manipulate camera(s) have nothing to do with the world itself.
Move them to dedicated camera helper or utility class.

Related issues:

Related to Support #211: review and refactor World	**New**	**09/23/2024**

History

#1 - 11/09/2024 12:44 PM - Josip Almasi

- Related to Support #211: review and refactor World added

#2 - 11/11/2024 01:19 PM - Josip Almasi

- Status changed from New to Resolved

- Assignee set to Josip Almasi

Introduced helper class. Also removed universalCamera() method from the world, as babylon UniversalCamera uses incorrect speed calculation. Use firstPersonCamera() instead.

#3 - 11/24/2024 11:28 AM - Josip Almasi

- Status changed from Resolved to Closed