

VRSpace.org - Feature #247

client: avatar loader

06/16/2025 02:30 PM - Josip Almasi

Status:	New	Start date:	06/16/2025
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description Good good part of WorldManager code deals with avatar loading and events. Refactor it into AvatarLoader. Ultimately, apply avatar mesh changes during session: mesh changes to video, unload 3d mesh, instantiate video avatar, etc.			
Related issues: Related to Support #206: review and refactor WorldManager <div>New08/31/2024</div>			

History

- #1 - 06/16/2025 02:32 PM - Josip Almasi
- Related to Support #206: review and refactor WorldManager added