

VRSpace.org - Feature #49

keyboard handler

03/29/2021 02:43 PM - Josip Almasi

Status:	Closed	Start date:	03/29/2021
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
WASD movement is handy, should be default. Some central keyboard handler should be enabled by default, easy to inherit.			

History

#1 - 03/29/2021 04:05 PM - Josip Almasi

- Status changed from New to Closed

Introduced utility method World.universalCamera() - creates camera with reasonable defaults, including keyboard.