

VRSpace.org - Support #69

high fps babylon playground

05/20/2021 11:33 AM - Josip Almasi

Status:	Closed	Start date:	05/20/2021
Priority:	Normal	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
Make babylon playground with enough fps for avatars to accurately track VR controllers.			

History

#1 - 05/22/2021 04:08 PM - Josip Almasi

- Status changed from New to In Progress

#2 - 05/22/2021 07:31 PM - Josip Almasi

user height transmitted, crouch etc animation implemented
Avatar.reachFor() seems wrong when crouching - reaching too high

#3 - 05/22/2021 09:25 PM - Josip Almasi

<https://www.babylonjs-playground.com/#VXA0R3>

#4 - 05/24/2021 12:59 PM - Josip Almasi

- Status changed from In Progress to Resolved

#5 - 06/09/2021 06:37 PM - Josip Almasi

- Status changed from Resolved to Closed