

## VRSpace.org - Feature #92

### world editor: save

12/13/2021 01:38 PM - Josip Almasi

|  |              |                        |            |
|--|--------------|------------------------|------------|
| <b>Status:</b>   | Closed       | <b>Start date:</b>     | 12/13/2021 |
| <b>Priority:</b>   | Normal       | <b>Due date:</b>       |            |
| <b>Assignee:</b>   | Josip Almasi | <b>% Done:</b>         | 0%         |
| <b>Category:</b>   |              | <b>Estimated time:</b> | 0.00 hour  |
| <b>Target version:</b>   |              | <b>Spent time:</b>     | 0.00 hour  |
| <b>Description</b>   |              |                        |            |
| generate javascript and/or html code for the world on button click |              |                        |            |

### History

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#### #1 - 12/30/2021 06:33 PM - Josip Almasi

- Status changed from New to In Progress

- Assignee set to Josip Almasi

actually JSON may be a better idea - saving it now  
and we also need some way to load it  
a method in World class?

#### #2 - 01/03/2022 04:43 PM - Josip Almasi

- Status changed from In Progress to Resolved

world editor loads saved json and publishes to the server

#### #3 - 01/21/2022 11:38 AM - Josip Almasi

- Status changed from Resolved to Closed