

inVRs - Bug #50

Interaction: reset environment scale

06/09/2011 09:19 PM - sam g

Status:	New	Start date:	06/09/2011
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Resolution:			
Description			
if you pick an entity, the defined environment scale settings will be reset to 1.00			
the interaction should only update the translation and rotation part but not the scale part			

History

#1 - 06/28/2011 09:09 AM - sam g

the problem is that the interaction itself doesn't care about entities, it just pushes the transformation in a pipe and the EntitywriterModifier does the rest. One possibility would be to add an option to the writer to write only specific parts of the transformation, in this case the translation and the rotation part.