inVRs - Feature #8
Integrate CAVESceneManager support for all Platforms

04/28/2009 01:52 PM - Roland Landertshamer

Status:	Closed		**Start date:**	
Priority:	High		**Due date:**	
Assignee:	Roland Landertshamer		**% Done:**	0%
Category:	inVRs (whole framework)		**Estimated time:**	0.00 hour
Target version:	V1.0 Alpha3 release			
Resolution:	fixed			

Description

For stereoscopic single or multi-display systems the CAVESceneManager library is used by inVRs. This library should be supported on all platforms and helper-functions for using the CAVESceneManager should be provided.

History

#1 - 04/28/2009 04:21 PM - Roland Landertshamer

- Status changed from New to Closed

- Resolution set to fixed

CAVESceneManager was successfully tested on Linux, [[MacOSX]] and Windows platforms