

## Ryzom - Feature # 961

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	06/04/2010	<b>Assignee:</b>	kervalva
<b>Updated:</b>	07/15/2010	<b>Due date:</b>	
<b>Subject:</b>	Allow use of UAnimationSet without activate headers optimization		
<b>Description</b>	<p>Qt version of World Editor needs to use UAnimationSet.</p> <p>Since you can't add animation when a set is built with optimizations activated, we need to add the possibility to disable them.</p>		

### History

#### #1 - 06/04/2010 02:08 pm - kervalva

- Status changed from *New* to *Assigned*
- Assignee set to *kervalva*

#### #2 - 06/04/2010 02:11 pm - kervalva

- Status changed from *Assigned* to *Resolved*
- % Done changed from *0* to *100*

Applied in changeset r273.

#### #3 - 06/04/2010 02:11 pm - kervalva

- Target version set to *Version 0.8.0*

#### #4 - 07/15/2010 04:32 pm - kervalva

- Status changed from *Resolved* to *Closed*