

## Ryzom - Bug # 762

|   |   |                  |        |
|---|---|------------------|--------|
| <b>Status:</b>  | New   | <b>Priority:</b> | Normal |
| <b>Author:</b>  | sfb   | <b>Category:</b> |        |
| <b>Created:</b>   | 10/23/2009                                      | <b>Assignee:</b> |        |
| <b>Updated:</b>   | 09/29/2010                                      | <b>Due date:</b> |        |
| <b>Subject:</b>   | Zone Viewer: Free-look with the mouse is wonky. |                  |        |
| <b>Description</b>  |   |                  |        |
| <p>When in free-look mode with the zone viewer (zviewer) the view rotates oddly. It may be worth using Snowballs' method of translating and rotating the view matrix through matrix multiplication?</p> |   |                  |        |

### History

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#1 - 09/29/2010 09:46 pm - kerval

- Project changed from NeL to Ryzom
- Category deleted (Tools)
- Target version deleted (0.8.0)