

Ryzom - Feature # 961

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

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*