



**Forum: Moteur de jeu GameBlender et alternatives**

**Topic: BGE DEV: Dynamic loading patch**

**Subject: BGE DEV: Dynamic loading patch**

Posté par: cray

Contribution le : 16/11/2009 0:56:30

Lu sur BlenderArtists.

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[\[Bf-blender-cvs\] SVN commit: /data/svn/bf-blender \[24578\] trunk/blender/source/gameengine: BGE: dynamic loading patch committed.](#)

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**DESCRIPTION**

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Citation :

\* Support for appending a list of meshes/objects from an external blend file into a game on the fly. (Python api call)

\* Support for freeing meshes/objects on the fly (Python api call).

\* Support for creating mesh data from the python api (from verts, faces, UVs vcols, materials and images) - (Python API call)

\* Support for re-creating the physics mesh from the display mesh (re-instance physics mesh working again) - (Actuator and Python api)

**VIDEOS**

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[Video demo, level loading/freeing \(using python\), 12mb](#)

[Video demo, terrain loading/freeing \(using linked libs\), 10mb](#)

**PLUS D'INFORMATIONS**

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Fil de discussion original [\[lien\]](#)

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