

## OpenSpace3D - Bug #563

### Rounding the value (wrong coords). OS3DEditor incorrect corrects.

11/04/2016 10:17 AM - el\_motoblock

<b>Status:</b>	New	<b>Start date:</b>	11/04/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>moves objects on the wrong coordinates. I change the value, but it does not change. if we set simple numbers in the coordinates, it changes its - in half of cases it is evident. Make it so that remained numbers of that I corrected. <a href="https://youtu.be/Og7il6xZqnI">https://youtu.be/Og7il6xZqnI</a></p>			

#### History

#1 - 11/04/2016 10:17 AM - el\_motoblock

<https://drive.google.com/open?id=0BxQ6oNfFQEnublVCeW9lY3g3Y3c> my game project