

Castor3D - Bogue #1782

Debug overlays dans le Scene Tree

02/09/2016 11:02 PM - dragonjoker59

| | | | |
|------------------------------------|---------------|------------------------|------------|
| Status: | Fermé | Start date: | 02/09/2016 |
| Priority: | Normal | Due date: | |
| Assignee: | dragonjoker59 | % Done: | 100% |
| Category: | IHM | Estimated time: | 2.00 hours |
| Target version: | 0.8.0 | Spent time: | 1.00 hour |
| Lien forum: | | | |
| Description | | | |
| Il faut qu'ils n'apparaissent pas. | | | |

History

#1 - 02/11/2016 02:02 PM - dragonjoker59

- Target version set to 0.8.0

#2 - 02/11/2016 03:27 PM - dragonjoker59

- Category set to IHM

- Assignee set to dragonjoker59

#3 - 02/11/2016 11:48 PM - dragonjoker59

- Status changed from Nouveau to Fermé

- % Done changed from 0 to 100