

## U++ - Feature #2123

### Painter should be NaN / Null resistant...

12/02/2020 10:29 PM - Miroslav Fidler

<b>Status:</b>	Approved	<b>Start date:</b>	12/02/2020
<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>			

#### History

#1 - 12/14/2020 01:13 PM - Miroslav Fidler

- Status changed from New to Approved