

U++ - Task #445

Investigate why Painter is SO MUCH slower in debug mode.

02/17/2013 09:30 AM - Miroslav Fidler

Status:	Rejected	Start date:	02/17/2013
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			

History

#1 - 02/15/2015 06:12 PM - Miroslav Fidler

- Status changed from New to Rejected