

U++ - Bug #71

Implement RichObject CreatePaintingObject

07/05/2011 10:37 AM - Miroslav Fidler

Status:	Approved	Start date:	07/05/2011
Priority:	Immediate	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	General	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			

History

#1 - 09/29/2011 11:42 PM - Miroslav Fidler

- Priority changed from Normal to Immediate

#2 - 10/04/2011 12:02 AM - Miroslav Fidler

- Status changed from New to Approved