

U++ - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	Author
1960	Bug	Approved	High	TheIDE crashes on macOS (Draw related)	Zbigniew Rebacz	09/09/2019 02:48 PM	Draw	Zbigniew Rebacz
1987	Bug	Approved	Normal	Assist++ size should depends on TheIDE window size not workspace	Zbigniew Rebacz	09/15/2019 11:06 AM	IDE	Zbigniew Rebacz