

Redmine - Defect #8608

beacons in 0.38.37

2011-06-15 02:30 - ed brown

Status:	Closed	Start date:	2011-06-14
Priority:	High	Due date:	2011-06-17
Assignee:		% Done:	0%
Category:	Issues	Estimated time:	0.00 hour
Target version:		Affected version:	0.8.7
Resolution:	Invalid		
Description			
when i get in the cormac gritter if i turn the beacons on they work but if i spawn another and turn them on get out the cormac i just got out of the beacons will stay on in that but the other cormacs beacons turn off			

History

#1 - 2011-06-15 02:33 - ed brown

- Assignee deleted (Thomas Lecavelier)

#2 - 2011-06-15 02:34 - ed brown

- Assignee set to Thomas Lecavelier

anyone know of this problem

i need tdev to do this

#3 - 2011-06-15 09:13 - Etienne Massip

- Status changed from New to Closed

- Assignee deleted (Thomas Lecavelier)

- Resolution set to Invalid

Not the good issue tracker.