

APE Perceptual Evaluation - Bug #1100

Cleaning up and debugging push/drag/play functions

2014-11-24 09:19 PM - Brecht De Man

Status:	New	Start date:	2014-11-24
Priority:	Normal	Due date:	
Assignee:	Brecht De Man	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Clean up pushIcon function: is 'open' even used? Are Tpushkey/MpushW used? Make more elegant, less buggy, for instance markers automatically moving to zero when interface dragged to another screen...			