Kepler - Bug #2449

Animate at Runtime... action only partially works

06/01/2006 11:07 AM - Dan Higgins

Status:	New		**Start date:**	06/01/2006
Priority:	Normal		**Due date:**	
Assignee:	Chad Berkley		**% Done:**	0%
Category:	core		**Estimated time:**	0.00 hour
Target version:	3.X.Y		**Spent time:**	0.00 hour
Bugzilla-Id:	2449			

Description

Not all actor in workflows are outlined when Animate at Runtime... menu is selected and time set to 1000 ms. Especially true for initial constant actors. Effect seems to be machine dependent (treading/timeing issue?)

History

#1 - 03/27/2013 02:20 PM - Redmine Admin

Original Bugzilla ID was 2449