

MetacatUI - Feature #6958

Reverse lightness scale of map tiles so that higher tile counts are darker

02/05/2016 02:24 PM - Lauren Walker

Status:	Resolved	Start date:	
Priority:	Normal	Due date:	
Assignee:	Lauren Walker	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	1.11.0	Spent time:	0.00 hour
Bugzilla-Id:			
Description			

History

#1 - 02/05/2016 02:24 PM - Lauren Walker

- Assignee set to Lauren Walker

#2 - 02/08/2016 01:05 PM - Lauren Walker

- Category set to 110

#3 - 03/23/2016 05:28 PM - Lauren Walker

- Status changed from New to Resolved