

## Image Component Library - Feature #100

### Fix indentation in ICLGeom::SceneMouseHandler

2012-08-29 15:11 - Christof Elbrechter

<b>Status:</b>	Closed	<b>Start date:</b>	2012-08-29
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Christof Elbrechter	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	icl-8.0		
<b>Description</b> some stuff to be done .. here <ul style="list-style-type: none"><li>• first part is already adapted!</li></ul>			

#### History

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##### #1 - 2012-10-05 16:30 - Christof Elbrechter

- Status changed from New to Closed
- Assignee set to Christof Elbrechter
- % Done changed from 0 to 100