

## ecos editor blender plugin - Feature #122

Feature # 119 (Closed): World definition data input

### Implement storage, a button and a panel for entity definition data

2021-08-04 14:47 - Fredrick Amnehagen

<b>Status:</b>	Closed	<b>Start date:</b>	2021-08-09
<b>Priority:</b>	Normal	<b>Due date:</b>	2021-08-09
<b>Assignee:</b>	Fredrick Amnehagen	<b>% Done:</b>	100%
<b>Category:</b>	Development	<b>Estimated time:</b>	4:00 hours
<b>Target version:</b>	Sprint 1 - Prototype	<b>Spent time:</b>	0:30 hour
<b>Description</b> Borrowing from the work of issue <a href="#">#120</a> and <a href="#">#121</a> , <ul style="list-style-type: none"><li>• Make a button that initiates the blend file as an ecos entity file.</li><li>• Add a panel to define the entity definition data.</li></ul>			

### History

#### #1 - 2021-08-04 19:30 - Fredrick Amnehagen

- Parent task set to #119

#### #2 - 2021-08-04 19:30 - Fredrick Amnehagen

- Description updated

#### #3 - 2021-08-04 19:31 - Fredrick Amnehagen

- Start date changed from 2021-08-05 to 2021-08-09

#### #4 - 2021-08-04 19:32 - Fredrick Amnehagen

- Due date changed from 2021-08-10 to 2021-08-09

#### #5 - 2021-08-11 16:38 - Fredrick Amnehagen

- % Done changed from 0 to 100

- Status changed from To do to Closed