# ecos editor blender plugin - Feature #125

## Import of ecos entities into editor

2021-08-04 14:59 - Fredrick Amnehagen

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2021-08-11 |
| **Priority:** | Normal | | **Due date:** | 2021-08-12 |
| **Assignee:** | Fredrick Amnehagen | | **% Done:** | 100% |
| **Category:** | Development | | **Estimated time:** | 0:00 hour |
| **Target version:** | Sprint 1 - Prototype | | **Spent time:** | 8:45 hours |
| **Description** | | | | |
| As a level editor, I whould like to be able to use entities to populate the world with optimized versions of pre-defined objects. | | | | |
| **Subtasks:** | | | | |
| Feature # 126: Implement ecos entity import into ecos world editor | | | | **Closed** |

## History

**#1 - 2021-08-17 20:00 - Fredrick Amnehagen**

*- Status changed from To do to Closed*