

## OpenSpace3D - Feature #89

### [Text Editor] Text editor to develop plugIT or shaders inside OS3D

03/01/2010 12:21 PM - mehdi

<b>Status:</b>	New	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	arkeon	<b>% Done:</b>	0%
<b>Category:</b>	OS3D_DevTools	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	OpenSpace3D 2.0	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
[Text Editor] Text editor to develop plugIT or shaders inside OS3D			

#### History

#1 - 06/18/2012 06:18 PM - arkeon

- Assignee set to arkeon

- Target version changed from OpenSpace3D beta to OpenSpace3D 2.0