

breadcrumb trail should be redone

2022/05/09 14:47 - Admin Redmine

ステータス:	New	開始日:	2010/06/22
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	UI_10	予定工数:	0.00時間
対象バージョン:		作業時間:	0.00時間
Redmineorg_URL:	https://www.redmine.org/issues/5730	status_id:	1
category_id:	10	tracker_id:	2
version_id:	0	plus1:	0
issue_org_id:	5730	affected_version:	
author_id:	15382	closed_on:	
assigned_to_id:	0	affected_version_id:	
comments:	0		

**説明**

It should follow standard breadcrumb look / feel. Concern: highly nested tasks? Is it unlimited or is there a max: x levels? (If suggestion from #5 is vetoed) Breadcrumb trail should do the same visual treatment as subprojects.

<http://www.redmine.org/wiki/redmine/UXTeamMeeting1>

**履歴**

#1 - 2022/05/10 17:22 - Admin Redmine

- カテゴリをUI\_10にセット