

redmineorg-copy202205 - Vote #79148

Improve the UI/UX of the 'issue description edit' feature

2022/05/09 18:28 - Admin Redmine

ステータス:	Needs feedback	開始日:	2022/05/09
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:	Issues_2	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/28200	status_id:	10
category_id:	2	tracker_id:	2
version_id:	0	plus1:	0
issue_org_id:	28200	affected_version:	
author_id:	342156	closed_on:	
assigned_to_id:	0	affected_version_id:	
comments:	3		
説明 Can you add more visible element to edit the description of new task? When I already created a new task and I want to edit it, I need to enter in edit mode, then I need to find a description field and finally then push the pencil. It's very hard to notice from the first time. Can you make it more user friendly? Just add a little pencil right form the description of the task it will be very handy. Thx. Best regards journals Woot! You've reported this exactly a week after the 10th birthday of the initial change[1] that is the root of this issue, that itself has been reported, on a recurring base, many times[2] over the last decade. Now, to your report: could you please provide a detailed description of the UI/UX you expect for this feature? I've modified the subject to be more descriptive and the tracker to match your request. fn1. r1129, which was done in preparation for #563 and #607 fn2. see [[Issue description edit UI/UX issues overview]] related_issues relates,Closed,1487,subject and description edition on Issues are hard to find relates,Closed,7603,Please make editing issues more obvious than "Change properties (More)"			

履歴

#1 - 2022/05/10 17:04 - Admin Redmine

- カテゴリ を Issues_2 にセット