

## AF3 Phoenix - Change Request #2345

### Simulation should use editors and not views

06/03/2015 01:12 PM - Anonymous

<b>Status:</b>	Rejected	<b>Start date:</b>	06/03/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	90%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	AF4 Requirements		
<b>Description</b>			
<b>Related issues:</b>			
Related to Feature #1644: Simulator: save simulation layout for a component		<b>Closed</b>	<b>08/23/2013</b>

#### History

##### #1 - 06/03/2015 01:12 PM - Anonymous

- Related to Feature #1644: Simulator: save simulation layout for a component added

##### #2 - 07/11/2016 10:21 AM - Johannes Eder

- Target version changed from AF3 2.10 GUI Improvement Week to AF3 2.10 Feature Freeze

##### #3 - 07/11/2016 04:01 PM - Anonymous

- Target version changed from AF3 2.10 Feature Freeze to AF3 2.11 RC1 (Feature Freeze)

##### #4 - 01/30/2017 03:25 PM - Anonymous

- Target version changed from AF3 2.11 RC1 (Feature Freeze) to AF4 Requirements

##### #5 - 03/05/2018 10:57 AM - Anonymous

- Assignee changed from Anonymous to Florian Hölzl

@Flo: SystemFOCUS requirement

##### #6 - 03/05/2018 11:15 AM - Florian Hölzl

- Status changed from New to Resolved

- Assignee changed from Florian Hölzl to Anonymous

- % Done changed from 0 to 90

In SF1, there will be no division into editors and views.  
Since E4 everything is a MPart and if there is interaction it behaves like an editor (if not it's just a view).

Reject or close this issue.

##### #7 - 03/05/2018 11:29 AM - Anonymous

- Status changed from Resolved to Rejected