

Pulp - Story #45

Plugins: Revisit unit copy API to not pre-load units

12/18/2014 05:12 PM - Anonymous

Status:	CLOSED - WONTFIX	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0:00 hour
Sprint/Milestone:		Tags:	Pulp 2
Platform Release:		Sprint:	
Groomed:	No	Quarter:	
Sprint Candidate:	No		
Description			

Associated revisions

Revision bdbd8110 - 02/05/2015 10:07 PM - Michael Hrivnak

Merge pull request #45 from mhrivnak/no-store

remove qpid persistent store

History

#2 - 04/12/2019 07:39 PM - bmbouter

- Status changed from NEW to CLOSED - WONTFIX

#3 - 04/12/2019 07:44 PM - bmbouter

Pulp 2 is approaching maintenance mode, and this Pulp 2 ticket is not being actively worked on. As such, it is being closed as WONTFIX. Pulp 2 is still accepting contributions though, so if you want to contribute a fix for this ticket, please reopen or comment on it. If you don't have permissions to reopen this ticket, or you want to discuss an issue, please reach out via the [developer mailing list](#).

#4 - 04/15/2019 11:22 PM - bmbouter

- Tags Pulp 2 added