

spriteSX (Sprite Editor) - Feature #863

Al guardar un fichero, no crear el elemento <sprite> si este no contiene datos.

12/01/2018 07:36 AM - aorante mvac7

Status:	New	Start date:	
Priority:	High	Due date:	
Assignee:	aorante mvac7	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			