# Orangutan - Feature #1968

## Creating a new issue

10 Feb 2012 23:57 - micah micah

| | | | |
|---|---|---|---|
| **Status:** | Open | **Start date:** | 10 Feb 2012 |
| **Priority:** | Normal | **Due date:** | |
| **Assignee:** | Andriy Lesyuk | **% Done:** | 0% |
| **Category:** | | **Estimated time:** | 0.00 hour |
| **Target version:** | 1.06 | | |

**Description**

I've been playing with orangutan, its very cool!

I'm puzzled because there doesn't seem to be a way to create a new issue, rather you can only start working on existing issues. This would be a nice feature to have, if it isn't there already and I just missed it.

**Related issues:**

| | |
|---|---|
| Related to Orangutan::Redmine - Feature #170: Issue creation | **Open** |

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**History**

**#1 - 11 Feb 2012 10:10 - Andriy Lesyuk**

*- Status changed from New to Open*

*- Assignee set to Andriy Lesyuk*

**#2 - 11 Feb 2012 10:11 - Andriy Lesyuk**

Thanks for feedback! It's planned feature: [#170](#).

**#3 - 12 Mar 2012 00:06 - Andriy Lesyuk**

*- Target version set to 1.06*