

## ChiliProject - Bug # 845: Modules are not activated when a project is copied

<b>Status:</b>	Open	<b>Priority:</b>	Normal
<b>Author:</b>	Josh Galvez	<b>Category:</b>	
<b>Created:</b>	2012-01-24	<b>Assignee:</b>	
<b>Updated:</b>	2012-01-24	<b>Due date:</b>	
<b>Remote issue URL:</b>			
<b>Affected version:</b>	2.5.0		
<b>Description:</b>	h2. Problem:  Modules are not activated when a project is copied  h2. Steps to Reproduce:  # Visit Administration->Projects # Click "copy" on a project # Add a Name # Notice that modules default to being checked (the ones used on the project being copied) # Click "copy" # Click on "Modules" tab # Notice that no modules are enabled (though the data did copy)		

### Associated revisions

---

2008-03-15 10:25 am - Jean-Philippe Lang

Translations update (close #845, #822):

\* Finnish (Antti Perki m ki)

\* Czech (Maxim Kru jina)

git-svn-id: <http://redmine.rubyforge.org/svn/trunk@1253> e93f8b46-1217-0410-a6f0-8f06a7374b81

### History

---

2012-01-24 09:31 pm - Josh Galvez

I think this may be related to #668.