

## Ryzom - Bug # 1

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	vi	<b>Category:</b>	NeL: General
<b>Created:</b>	09/01/2008	<b>Assignee:</b>	kervalva
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	08/30/2008
<b>Subject:</b>	Fix problem in the ring with stencil on opengl		
<b>Description</b>	Fix problem in the ring with stencil on opengl		

### History

#### #1 - 09/01/2008 07:40 pm - vi

- Due date set to 08/30/2008
- Status changed from New to Resolved
- Start date changed from 09/01/2008 to 08/28/2008

Fixed

#### #2 - 09/01/2008 07:41 pm - vi

- Category set to 3d
- Status changed from Resolved to Closed

Fixed

#### #3 - 09/01/2008 07:46 pm - vi

- Category changed from 3d to 3d - OpenGL

#### #4 - 09/01/2008 08:24 pm - kervalva

- Assignee changed from kaetemi to kervalva

#### #5 - 09/08/2008 05:51 pm - kervalva

- Target version set to Version 0.7.0
- % Done changed from 0 to 100

#### #6 - 09/29/2010 09:01 pm - kervalva

- Project changed from NeL to Ryzom
- Category deleted (3d - OpenGL)
- Target version deleted (Version 0.7.0)

#### #7 - 09/30/2010 09:09 am - kervalva

- Category set to NeL: General
- Target version set to Version 0.7.0