

## Ryzom - Bug # 1029

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	OS: Mac
<b>Created:</b>	07/25/2010	<b>Assignee:</b>	rti
<b>Updated:</b>	08/13/2010	<b>Due date:</b>	
<b>Subject:</b>	destroyWindow() terminates the whole application		
<b>Description</b>			
On Mac OS, destroyWindow() terminates the whole application, this must not happen!			

### History

**#1 - 08/04/2010 09:42 pm - rti**

- Assignee set to rti

**#2 - 08/04/2010 09:49 pm - rti**

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r596.

**#3 - 08/05/2010 12:58 pm - rti**

- Status changed from Resolved to Closed

**#4 - 08/13/2010 08:04 pm - rti**

- Target version changed from Version 0.9.0 to Version 0.8.0