# Ryzom - Feature # 1058

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|---|---|---|---|
| **Status:** | Closed | **Priority:** | Low |
| **Author:** | kervala | **Category:** | NeL: General |
| **Created:** | 08/05/2010 | **Assignee:** | kervala |
| **Updated:** | 08/26/2010 | **Due date:** | |
| **Subject:** | Use wglext.h instead of defining all Windows stuff in driver_opengl_extension_def.h | | |
| **Description** | | | |

Under all OS excepted Windows, we are using system includes to get supported extensions.

Under Windows, we provide a wglext.h but we are not using it.

It could simplify and unify OpenGL code.

## History

**#1 - 08/05/2010 06:04 pm - kervala**

*- Status changed from New to Assigned*

*- Assignee set to kervala*

**#2 - 08/05/2010 06:07 pm - kervala**

*- Status changed from Assigned to Resolved*

*- % Done changed from 0 to 100*

Applied in changeset r604.

**#3 - 08/05/2010 06:07 pm - kervala**

*- Target version set to Version 0.8.0*

**#4 - 08/26/2010 07:45 pm - kervala**

*- Status changed from Resolved to Closed*