

## Ryzom - Feature # 1060

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	OS: Mac
<b>Created:</b>	08/05/2010	<b>Assignee:</b>	rti
<b>Updated:</b>	01/08/2011	<b>Due date:</b>	
<b>Subject:</b>	Implement getWndProc() on Mac OS X		
<b>Description</b>	see #1028 Implement GIWndProc for X11		
<b>Related issues:</b>	related to Ryzom - Feature # 1156: Handle window close/application quit cleanly <b>Closed</b> <b>11/03/2010</b>		

### History

#### #1 - 10/16/2010 01:54 pm - rti

- Assignee set to rti

#### #2 - 10/31/2010 05:29 pm - rti

- % Done changed from 0 to 70

#### #3 - 11/05/2010 02:20 pm - rti

- Status changed from New to Resolved

- Target version changed from Version 0.9.0 to Version 0.8.0

- % Done changed from 70 to 100

There are some more events the cocoa systems sends, which could be handled as well. But there is very little documentation about them...

From the Cocoa doc:

*The remaining event types—NSAppKitDefined, NSSystemDefined, and NSApplicationDefined—are less structured, containing only generic subtype and data fields. Of these three miscellaneous event types, only NSApplicationDefined is of real use to application programs.*

I did not find any information what the type and data values mean.

This document reveals some more details, suggesting not to use those events.

[http://books.google.de/books?id=AeyX8GqdzPYC&#38;pg=PA611&#38;lpg=PA611&#38;dq=list+kitdefined+systemdefined+nsevent&#38;source=bl&#38;ots=66fGW0Wkjt&#38;sig=Jgg0AIFeP-vYdgmrdQc2yCnKqA&#38;hl=de&#38;ei=BwHUTObvKmb5sgbX0YzpBA&#38;sa=X&#38;oi=book\\_result&#38;ct=result&#38;resnum=1&#38;sqi=2&#38;ved=0CBkQ6AEwAA#v=onepage&#38;q&#38;f=false](http://books.google.de/books?id=AeyX8GqdzPYC&#38;pg=PA611&#38;lpg=PA611&#38;dq=list+kitdefined+systemdefined+nsevent&#38;source=bl&#38;ots=66fGW0Wkjt&#38;sig=Jgg0AIFeP-vYdgmrdQc2yCnKqA&#38;hl=de&#38;ei=BwHUTObvKmb5sgbX0YzpBA&#38;sa=X&#38;oi=book_result&#38;ct=result&#38;resnum=1&#38;sqi=2&#38;ved=0CBkQ6AEwAA#v=onepage&#38;q&#38;f=false)

For this reasons I close this issue now.

Move, resize and quit events are handled on Mac, but not using glWindowProc().

#### #4 - 11/05/2010 02:23 pm - rti

Applied in changeset r1108.

#### #5 - 01/08/2011 06:44 pm - rti

- Status changed from Resolved to Closed