

Ryzom - Feature # 1130

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|---|---|------------------|---------|
| Status: | Closed | Priority: | Normal |
| Author: | rti | Category: | OS: Mac |
| Created: | 10/14/2010 | Assignee: | rti |
| Updated: | 11/05/2010 | Due date: | |
| Subject: | Merge cocoa_adapter.mm code into driver_opengl*.cpp | | |
| Description | | | |
| <p>It should be possible to include the obj-c++ code for the cocoa opengl stuff in the driver_opengl*.cpp files since CMake can set compiler options per file:</p> <pre>SET_SOURCE_FILES_PROPERTIES(file.cpp PROPERTIES COMPILE_FLAGS "--some-option")</pre> <p>This way gcc could be provided with the following additional option when compiling the file containing obj-c++ code on Mac OS X.</p> <pre>-x objective-c++</pre> <p>This would combine the driver code in one class, allowing the cocoa code to use CDriver members like window size and so on.</p> | | | |

History

#1 - 10/15/2010 01:24 pm - rti

- Assignee set to rti

#2 - 10/15/2010 11:36 pm - rti

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r934.

#3 - 10/15/2010 11:37 pm - rti

- Target version changed from Version 0.9.0 to Version 0.8.0

#4 - 11/05/2010 02:39 pm - rti

- Status changed from Resolved to Closed