# Ryzom - Bug # 1154

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|---|---|---|---|
| **Status:** | Closed | **Priority:** | Normal |
| **Author:** | rti | **Category:** | OS: Mac |
| **Created:** | 11/02/2010 | **Assignee:** | rti |
| **Updated:** | 01/08/2011 | **Due date:** | |
| **Subject:** | glViewport size wrong when switching from native fullscreen resolution to maximized window | | |
| **Description** | | | |

The viewport stays at full resolution while the window is a bit smaller (menubar, window border).

Fixed with the first window resize.

## History

**#1 - 11/03/2010 07:23 pm - rti**

*- Assignee set to rti*

**#2 - 11/03/2010 08:15 pm - rti**

*- Status changed from New to Resolved*

*- % Done changed from 0 to 100*

Applied in changeset r1094.

**#3 - 12/12/2010 04:03 am - rti**

*- Target version set to Version 0.8.0*

**#4 - 01/08/2011 06:47 pm - rti**

*- Status changed from Resolved to Closed*