# Ryzom - Bug # 1198

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|---|---|---|---|
| **Status:** | Closed | **Priority:** | Low |
| **Author:** | kervala | **Category:** | Client: General |
| **Created:** | 11/18/2010 | **Assignee:** | kervala |
| **Updated:** | 01/08/2011 | **Due date:** | |
| **Subject:** | Window is too large when switching from fullscreen to windowed mode | | |

**Description**

When switching from fullscreen to windowed mode, window size is the same as previous screen mode, so window can be too large.

We should set it to a default size instead.

## History

**#1 - 11/18/2010 03:01 pm - kervala**

*- Subject changed from Window if too large when switch from fullscreen to windowed mode to Window if too large when switching from fullscreen to windowed mode*

**#2 - 11/18/2010 03:01 pm - kervala**

*- Subject changed from Window if too large when switching from fullscreen to windowed mode to Window is too large when switching from fullscreen to windowed mode*

**#3 - 11/18/2010 03:06 pm - kervala**

*- Status changed from Assigned to Resolved*
*- % Done changed from 0 to 100*

Applied in changeset r1141.

**#4 - 11/18/2010 03:06 pm - kervala**

*- Target version set to Version 0.8.0*

**#5 - 01/08/2011 06:50 pm - kervala**

*- Status changed from Resolved to Closed*