

Ryzom - Bug # 1201

Status:	Closed	Priority:	Normal
Author:	Naush	Category:	OS: GNU/Linux
Created:	11/22/2010	Assignee:	kervala
Updated:	01/08/2011	Due date:	
Subject:	glXSwapIntervalMESA & glXGetSwapIntervalMESA Not present in NVidia GL include file		
Description			
Those two functions are not present in NVidia GL/glx.h include file			
Maybe you should use <code>#ifdef GLX_MESA_swap_control</code>			
Regards,			

History

#1 - 11/22/2010 11:54 am - kervala

- Category set to OS: GNU/Linux
- Status changed from New to Assigned
- Assignee set to kervala

#2 - 11/22/2010 11:58 am - kervala

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

Applied in changeset r1178.

#3 - 11/22/2010 11:58 am - kervala

- Target version set to Version 0.8.0

If extension is not specified in a header, it doesn't mean, it's not supported by the card :)

Example: if you have a NVIDIA card and you compile client, you can give your compiled files to another guy which has a card where extension is available and it should work.

So method we used in this case is declaring our functions prototypes and defines.

Thanks for reporting that :)

#4 - 01/08/2011 06:49 pm - kervala

- Status changed from Resolved to Closed