

Ryzom - Bug # 1311

Status:	Closed	Priority:	Normal
Author:	nimetu	Category:	Client: General
Created:	06/04/2011	Assignee:	kervala
Updated:	12/07/2011	Due date:	
Subject:	Ingame browser text does not properly save text size		
Description	<p>If html tag does not have size attribute, then current text size is not saved and is lost when closes</p> <p>included patch untested and might not even compile</p>		

History

#1 - 06/07/2011 01:16 pm - Sywindt

I have tested nimetu's diff and it works perfectly.

#2 - 06/09/2011 12:42 pm - kervala

- *Category set to Client: General*
- *Status changed from New to Resolved*
- *Assignee set to kervala*
- *Target version set to Version 0.9.0*
- *% Done changed from 0 to 100*

Already applied in r1606 :)

#3 - 12/07/2011 02:40 pm - sfb

- *Status changed from Resolved to Closed*

Files

font-size-patch.diff	501 Bytes	06/04/2011	nimetu
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