Ryzom - Feature # 1336

Status:	New	**Priority:**	Normal
Author:	molator	**Category:**	Client: General
Created:	07/25/2011	**Assignee:**	
Updated:	07/25/2011	**Due date:**	
Subject:	Scalable Ryzom Launcher		

Description

I talked with a player who was trying to run the official linux client on a netbook.

He was able to run the launcher, but because of his small resolution (1024x600), couldn't create a character nor enter the game.

The launcher can't be scaled so with a small resolution (and no virtual screen) some buttons are outside of the display.

A scalable launcher would allow ryzom on more unexpected platforms.

History

#1 - 07/25/2011 03:05 pm - sfb

The code for this is located in init.cpp at like 864:

```
1        // For login phase, MUST be in windowed
2        UDriver::CMode mode;
3        mode.Width   = 1024;
4        mode.Height  = 768;
5        mode.Windowed = true;
6[snip... to line 886]
7        // Set the mode of the window.
8        if (!Driver->setDisplay (mode, false))
```

This could probably be easily fixed by adding some code to the client config.

client_cfg.h

```
1    /// Texture file name for the launch Background.
2    string          Launch_BG;
3    /// NEW: Set the launch Width
4    sint32          Launch_Width;
5    /// NEW: Set the launch Height
6    sint32          Launch_Height;
```

client_cfg.cpp, line 485

```
1    Launch_Width      = 1024;
2    Launch_Height     = 768;
```

client_cfg.cpp, line 1245

```
1    // Launch width
2    READ_INT_FV(Launch_Width)
3    // Launch height
4    READ_INT_FV(Launch_Height)
```

#2 - 07/25/2011 03:26 pm - kervala

Sorry, but we tried it and it didn't work :)

Character selection screen is using pixel-based positions and sizes, layout currently has a fixed size of 1024x768 so we need to edit all ui xml files related to this screen.

I was successfully running Ryzom at 1024x600 on my EEE PC using compiz to move the screen out of real size limit (alt+mouse click). Btw you can too tweak the Gnome/KDE status bars size (I personally removed the bottom one under Gnome and it was enough to see the "Play" button).

Edit: The "Play" button is at the right bottom corner so perhaps could we move it to right top one or simply add a keyboard shortcut.

#3 - 07/25/2011 07:05 pm - arc

I'm using this one my netbook, works like a charm.

xrandr --fb 1024x768 --output LVDS1 --mode 1024x600 --panning 1024x768

To change back to default res use this

xrandr --fb 1024x600 --output LVDS1 --mode 1024x600

#4 - 07/25/2011 07:29 pm - kervala

arc wrote:

> *I'm using this one my netbook, works like a charm.*
>
> *xrandr --fb 1024x768 --output LVDS1 --mode 1024x600 --panning 1024x768*
>
> *To change back to default res use this*
>
> *xrandr --fb 1024x600 --output LVDS1 --mode 1024x600*

Thanks for the tip :)