

Ryzom - Bug # 788

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|-----------------|------------|------------------|--------------|
| Status: | Closed | Priority: | Normal |
| Author: | kaetemi | Category: | NeL: General |
| Created: | 01/29/2010 | Assignee: | kervala |
| Updated: | 10/02/2010 | Due date: | |

Subject: OpenGL driver does not call ExitFunc on WM_CLOSE

Description

Different behaviour under OpenGL and Direct3D driver for WM_CLOSE.

For the OpenGL implementation it's currently as follows:

```
if(message == WM_CLOSE)
    return 0;
```

The Direct3D implementation has it like this:

```
if(message == WM_CLOSE)
{
    if(pDriver && pDriver->ExitFunc)
    {
        pDriver->ExitFunc();
    }
    else
    {
#ifdef NL_DISABLE_MENU
        // if we don't disable menu, alt F4 make a direct exit else we discard the message
        exit(0);
#endif // NL_DISABLE_MENU
    }
    return 0;
}
```

History

#1 - 03/05/2010 03:03 pm - kervala

- Status changed from New to Validated
- Estimated time set to 1.00

#2 - 03/05/2010 03:15 pm - kervala

- Status changed from Validated to Assigned
- Assignee set to kervala

#3 - 03/05/2010 03:18 pm - kervala

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

Applied in changeset r2310.

#4 - 03/05/2010 03:18 pm - kerval

- *Target version set to 0.8.0*

#5 - 03/05/2010 05:27 pm - sfb

- *Status changed from Resolved to Closed*

#6 - 09/29/2010 09:47 pm - kerval

- *Project changed from NeL to Ryzom*

- *Category deleted (3d - OpenGL)*

- *Target version deleted (0.8.0)*

#7 - 10/02/2010 11:49 am - kerval

- *Category set to NeL: General*

- *Target version set to Version 0.8.0*