Ryzom - Bug # 802

Status:	New	**Priority:**	Normal
Author:	sfb	**Category:**	
Created:	02/18/2010	**Assignee:**	
Updated:	09/29/2010	**Due date:**	
Subject:	CEGUI Renderer: The renderer does not set its matrix mode and preserve the former matrix mode.		
Description			

The CEGUI NeL Renderer does not currently set the matrix mode to 2D and so if any previous call changes the matrix mode it risks breaking the CEGUI render (e.g. using setRenderTarget). CEGUI NeL Renderer should be patched to change the matrix mode and preserve the previous one so that after rendering it can switch back.

History

#1 - 09/29/2010 09:48 pm - kervala

- Project changed from NeL to Ryzom

- Category deleted (3d)

- Target version deleted (0.8.0)