Ryzom - Bug # 805

Status:	Closed	**Priority:**	High
Author:	kervala	**Category:**	NeL: General
Created:	03/05/2010	**Assignee:**	kervala
Updated:	10/02/2010	**Due date:**	
Subject:	Window position in OpenGL driver is wrong		
Description			

In OpenGL driver, when user move window, _WindowX and _WindowY values are wrong, they have client position instead of window one.

History

#1 - 03/05/2010 02:20 pm - kervala

- Status changed from New to Validated

#2 - 03/05/2010 02:20 pm - kervala

- Status changed from Validated to Assigned

- Assignee set to kervala

#3 - 03/05/2010 02:21 pm - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r2304.

#4 - 03/05/2010 05:27 pm - sfb

- Status changed from Resolved to Closed

#5 - 09/29/2010 09:48 pm - kervala

- Project changed from NeL to Ryzom

- Category deleted (3d - OpenGL)

- Target version deleted (0.8.0)

#6 - 10/02/2010 11:48 am - kervala

- Category set to NeL: General

- Target version set to Version 0.8.0