

Ryzom - Feature # 946

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| Status: | Closed | Priority: | Low |
| Author: | kervalva | Category: | NeL: General |
| Created: | 05/29/2010 | Assignee: | kervalva |
| Updated: | 06/22/2010 | Due date: | |
| Subject: | Add a check for GL_ARB_texture_rectangle | | |
| Description | <p>GL_NV_texture_rectangle should always be defined on NVidia cards but GL_EXT_texture_rectangle is not defined everywhere, so some OpenGL drivers are also checking for GL_ARB_texture_rectangle as it's identical.</p> | | |

History

#1 - 05/29/2010 06:14 pm - kervalva

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

Applied in changeset r242.

#2 - 05/29/2010 06:14 pm - kervalva

- Target version set to Version 0.8.0

#3 - 06/22/2010 11:50 am - kervalva

- Status changed from Resolved to Closed