

## Ryzom - Bug # 948

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	Client: General
<b>Created:</b>	05/29/2010	<b>Assignee:</b>	rti
<b>Updated:</b>	08/05/2010	<b>Due date:</b>	
<b>Subject:</b>	Ryzom Client: Mac OS X X11 unsupported color depth		
<b>Description</b>			
<p>On Mac OS X using X11 the Ryzom Client does not launch correctly due to "To run Ryzom in windowed mode, the desktop must be set to 32-bit mode."</p> <p>On Mac OS X's X11 implementation the vidmode extension is not available. Thats the reason why the OpenGL driver cannot retrieve color depth information.</p> <p>Hardcoding a color depth of 24bit should solve the problem for the first. The real solution comes with native Mac OS X support.</p>			

### History

#### #1 - 05/29/2010 10:45 pm - rti

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

Applied in changeset r246.

#### #2 - 08/05/2010 12:56 pm - rti

- Status changed from *Resolved* to *Closed*