Ryzom - Feature # 973

Status:	Closed	**Priority:**	Normal
Author:	kervala	**Category:**	OS: GNU/Linux
Created:	06/10/2010	**Assignee:**	kervala
Updated:	07/28/2010	**Due date:**	
Subject:	Add an internal method to set an icon for X11 window in OpenGL driver		

Description

Currently, under Linux, NeL windows doesn't have any icon. We could fix/implement that.

Even better, we could use NLMISC::CBitmap to load icon.

Related issues:

blocks Ryzom - Feature # 1019: Add public setWindowIcon method to UDriver	**Closed**	**07/14/2010**

History

#1 - 07/13/2010 07:37 pm - kervala

- Status changed from Validated to Assigned

- Assignee set to kervala

#2 - 07/13/2010 08:23 pm - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r475.

#3 - 07/13/2010 08:24 pm - kervala

- Target version set to Version 0.8.0

#4 - 07/18/2010 10:14 am - kervala

- Status changed from Resolved to Closed

#5 - 07/28/2010 10:08 am - kervala

- Category changed from NeL: General to OS: GNU/Linux