

## Ryzom - Feature # 980

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kervalala	<b>Category:</b>	NeL: General
<b>Created:</b>	06/12/2010	<b>Assignee:</b>	kervalala
<b>Updated:</b>	07/15/2010	<b>Due date:</b>	
<b>Subject:</b>	Create a setScreenMode method in OpenGL driver		
<b>Description</b>			
setMode and setDisplay have some redundant parts, so we need to create smaller methods which could be called in different locations.			
setScreenMode should set screen mode (= resolution) according to GfxMode parameter.			

### History

#### #1 - 06/12/2010 05:39 pm - kervalala

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

Applied in changeset r340.

#### #2 - 06/12/2010 05:39 pm - kervalala

- Target version set to *Version 0.8.0*

#### #3 - 06/12/2010 06:00 pm - kervalala

Applied in changeset r341.

#### #4 - 07/15/2010 04:38 pm - kervalala

- Status changed from *Resolved* to *Closed*