

## Ryzom - Feature # 981

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	06/12/2010	<b>Assignee:</b>	kervalva
<b>Updated:</b>	07/15/2010	<b>Due date:</b>	
<b>Subject:</b>	Create createWindow and destroyWindow private methods in OpenGL driver		
<b>Description</b>			
createWindow should only create the window with the requested size.			
destroyWindow should destroy the window (and delete all stuff related to window = DC, GL context, etc... if they are initialized)			
(other new private methods will need to be created later)			

### History

#### #1 - 06/12/2010 10:27 pm - kervalva

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

Applied in changeset r346.

#### #2 - 06/12/2010 10:28 pm - kervalva

- Target version set to Version 0.8.0

#### #3 - 06/12/2010 10:29 pm - kervalva

I also added unInit() which is the inverse method of init :)

unInit is called only once when driver is released().

#### #4 - 06/12/2010 11:03 pm - kervalva

Applied in changeset r347.

#### #5 - 06/13/2010 06:03 pm - kervalva

Applied in changeset r355.

#### #6 - 07/15/2010 04:38 pm - kervalva

- Status changed from Resolved to Closed