

Ryzom - Bug # 999

Status:	Closed	Priority:	Normal
Author:	kervala	Category:	OS: GNU/Linux
Created:	06/23/2010	Assignee:	kervala
Updated:	07/28/2010	Due date:	
Subject:	Viewport doesn't resize when switching to fullscreen under Linux		
Description			
<p>In some cases (Compiz ?), when switching to a screen mode smaller than desktop one, Ryzom window keep the same size as desktop and we can scroll in it.</p> <p>We should fix this and make desktop size (root window) exactly the same as fullscreen mode.</p>			

History

#1 - 07/13/2010 09:49 am - kervala

- Status changed from *New* to *Rejected*

XRandR implementation fixed this and we can't workaround it with XF86VidMode extension.

#2 - 07/13/2010 09:49 am - kervala

- Status changed from *Rejected* to *Resolved*

- Assignee set to *kervala*

- Target version set to *Version 0.8.0*

- % Done changed from *0* to *100*

#3 - 07/13/2010 09:50 am - kervala

- Status changed from *Resolved* to *Closed*

#4 - 07/28/2010 10:11 am - kervala

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