

Ryzom - Bug # 1007

Status:	Rejected	Priority:	Normal
Author:	rti	Category:	OS: Mac
Created:	07/05/2010	Assignee:	
Updated:	01/08/2011	Due date:	
Subject:	Dualscreen Mouse Move Events		
Description			
When having Ryzom in fullscreen on a second monitor, mouse move events from the first monitor are received by Ryzom client as if they were happening on the second monitor.			

History

#1 - 07/06/2010 08:41 pm - rti

- Status changed from New to Rejected

hmm. does not happen anymore :)

#2 - 01/08/2011 07:05 pm - rti

- Target version deleted (Version 0.9.0)