

## Ryzom - Feature # 1058

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kervala	<b>Category:</b>	NeL: General
<b>Created:</b>	08/05/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	08/26/2010	<b>Due date:</b>	
<b>Subject:</b>	Use wglext.h instead of defining all Windows stuff in driver_opengl_extension_def.h		
<b>Description</b>			
<p>Under all OS excepted Windows, we are using system includes to get supported extensions.</p> <p>Under Windows, we provide a wglext.h but we are not using it.</p> <p>It could simplify and unify OpenGL code.</p>			

### History

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**#1 - 08/05/2010 06:04 pm - kervala**

- Status changed from *New* to *Assigned*
- Assignee set to *kervala*

**#2 - 08/05/2010 06:07 pm - kervala**

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

Applied in changeset r604.

**#3 - 08/05/2010 06:07 pm - kervala**

- Target version set to *Version 0.8.0*

**#4 - 08/26/2010 07:45 pm - kervala**

- Status changed from *Resolved* to *Closed*