

## Ryzom - Feature # 106

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	vl	<b>Category:</b>	NeL: General
<b>Created:</b>	09/15/2008	<b>Assignee:</b>	ulukyn
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Add .fx into cpp files		
<b>Description</b>			
Instead of adding .fx in a windows ressource or load them dynamically in launch time, it should be better to integrate them in some .cpp file			

### History

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#### #1 - 09/15/2008 06:54 pm - ulukyn

- Status changed from New to Assigned
- Assignee set to ulukyn

#### #2 - 09/22/2008 01:30 pm - ulukyn

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

Applied in changeset r332.

#### #3 - 05/11/2009 07:06 pm - sfb

- Status changed from Resolved to Closed
- Target version set to Version 0.7.0

Set target version to 0.7.0 and marked as closed.

#### #4 - 09/29/2010 09:11 pm - kerval

- Project changed from NeL to Ryzom
- Category deleted (3d)
- Target version deleted (Version 0.7.0)

#### #5 - 09/30/2010 11:30 am - kerval

- Category set to NeL: General
- Target version set to Version 0.7.0