

## Ryzom - Feature # 1130

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	OS: Mac
<b>Created:</b>	10/14/2010	<b>Assignee:</b>	rti
<b>Updated:</b>	11/05/2010	<b>Due date:</b>	
<b>Subject:</b>	Merge cocoa_adapter.mm code into driver_opengl*.cpp		
<b>Description</b>			
<p>It should be possible to include the obj-c++ code for the cocoa opengl stuff in the driver_opengl*.cpp files since CMake can set compiler options per file:</p> <pre>SET_SOURCE_FILES_PROPERTIES(file.cpp PROPERTIES COMPILE_FLAGS "--some-option")</pre> <p>This way gcc could be provided with the following additional option when compiling the file containing obj-c++ code on Mac OS X.</p> <pre>-x objective-c++</pre> <p>This would combine the driver code in one class, allowing the cocoa code to use CDriver members like window size and so on.</p>			

### History

#### #1 - 10/15/2010 01:24 pm - rti

- Assignee set to rti

#### #2 - 10/15/2010 11:36 pm - rti

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r934.

#### #3 - 10/15/2010 11:37 pm - rti

- Target version changed from Version 0.9.0 to Version 0.8.0

#### #4 - 11/05/2010 02:39 pm - rti

- Status changed from Resolved to Closed