

## Ryzom - Bug # 1201

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Naush	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	11/22/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	01/08/2011	<b>Due date:</b>	
<b>Subject:</b>	glXSwapIntervalMESA & glXGetSwapIntervalMESA Not present in NVidia GL include file		
<b>Description</b>			
Those two functions are not present in NVidia GL/glx.h include file			
Maybe you should use <code>#ifdef GLX_MESA_swap_control</code>			
Regards,			

### History

#### #1 - 11/22/2010 11:54 am - kervala

- Category set to OS: GNU/Linux
- Status changed from New to Assigned
- Assignee set to kervala

#### #2 - 11/22/2010 11:58 am - kervala

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

Applied in changeset r1178.

#### #3 - 11/22/2010 11:58 am - kervala

- Target version set to Version 0.8.0

If extension is not specified in a header, it doesn't mean, it's not supported by the card :)

Example: if you have a NVIDIA card and you compile client, you can give your compiled files to another guy which has a card where extension is available and it should work.

So method we used in this case is declaring our functions prototypes and defines.

Thanks for reporting that :)

#### #4 - 01/08/2011 06:49 pm - kervala

- Status changed from Resolved to Closed