

Ryzom - Bug # 1311

Status:	Closed	Priority:	Normal
Author:	nimetu	Category:	Client: General
Created:	06/04/2011	Assignee:	kervala
Updated:	12/07/2011	Due date:	
Subject:	Ingame browser text does not properly save text size		
Description			
If html tag does not have size attribute, then current text size is not saved and is lost when closes			
included patch untested and might not even compile			

History

#1 - 06/07/2011 01:16 pm - Sywindt

I have tested nimetu's diff and it works perfectly.

#2 - 06/09/2011 12:42 pm - kervala

- Category set to Client: General
- Status changed from New to Resolved
- Assignee set to kervala
- Target version set to Version 0.9.0
- % Done changed from 0 to 100

Already applied in r1606 :)

#3 - 12/07/2011 02:40 pm - sfb

- Status changed from Resolved to Closed

Files

font-size-patch.diff	501 Bytes	06/04/2011	nimetu
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