

## Ryzom - Bug # 788

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kaetemi	<b>Category:</b>	NeL: General
<b>Created:</b>	01/29/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	10/02/2010	<b>Due date:</b>	
<b>Subject:</b>	OpenGL driver does not call ExitFunc on WM_CLOSE		
<b>Description</b>			
Different behaviour under OpenGL and Direct3D driver for WM_CLOSE.			
For the OpenGL implementation it's currently as follows:			
<pre>if(message == WM_CLOSE)     return 0;</pre>			
The Direct3D implementation has it like this:			
<pre>if(message == WM_CLOSE) {     if(pDriver &amp;&amp; pDriver-&gt;ExitFunc)     {         pDriver-&gt;ExitFunc();     }     else     { #ifdef NL_DISABLE_MENU         // if we don't disable menu, alt F4 make a direct exit else we discard the message         exit(0); #endif // NL_DISABLE_MENU     }     return 0; }</pre>			

### History

#### #1 - 03/05/2010 03:03 pm - kervala

- Status changed from New to Validated
- Estimated time set to 1.00

#### #2 - 03/05/2010 03:15 pm - kervala

- Status changed from Validated to Assigned
- Assignee set to kervala

#### #3 - 03/05/2010 03:18 pm - kervala

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

Applied in changeset r2310.

**#4 - 03/05/2010 03:18 pm - kerval**

- *Target version set to 0.8.0*

**#5 - 03/05/2010 05:27 pm - sfb**

- *Status changed from Resolved to Closed*

**#6 - 09/29/2010 09:47 pm - kerval**

- *Project changed from NeL to Ryzom*

- *Category deleted (3d - OpenGL)*

- *Target version deleted (0.8.0)*

**#7 - 10/02/2010 11:49 am - kerval**

- *Category set to NeL: General*

- *Target version set to Version 0.8.0*