

Ryzom - Bug # 805

Status:	Closed	Priority:	High
Author:	kervalva	Category:	NeL: General
Created:	03/05/2010	Assignee:	kervalva
Updated:	10/02/2010	Due date:	
Subject:	Window position in OpenGL driver is wrong		
Description	In OpenGL driver, when user move window, <code>_WindowX</code> and <code>_WindowY</code> values are wrong, they have client position instead of window one.		

History

#1 - 03/05/2010 02:20 pm - kervalva

- Status changed from *New* to *Validated*

#2 - 03/05/2010 02:20 pm - kervalva

- Status changed from *Validated* to *Assigned*

- Assignee set to *kervalva*

#3 - 03/05/2010 02:21 pm - kervalva

- Status changed from *Assigned* to *Resolved*

- % Done changed from *0* to *100*

Applied in changeset r2304.

#4 - 03/05/2010 05:27 pm - sfb

- Status changed from *Resolved* to *Closed*

#5 - 09/29/2010 09:48 pm - kervalva

- Project changed from *NeL* to *Ryzom*

- Category deleted (*3d - OpenGL*)

- Target version deleted (*0.8.0*)

#6 - 10/02/2010 11:48 am - kervalva

- Category set to *NeL: General*

- Target version set to *Version 0.8.0*