

## Ryzom - Feature # 927

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	05/22/2010	<b>Assignee:</b>	kervalva
<b>Updated:</b>	11/05/2010	<b>Due date:</b>	
<b>Subject:</b>	Move OS specific code from client or server to NeL when it's possible		
<b>Description</b>	There is a lot of win32 code in Ryzom client which have no equivalent under Linux or Mac OS. Some of these parts are also reimplemented at different locations.		

### History

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**#1 - 05/22/2010 01:53 pm - kervalva**

- Subject changed from Move OS specific code in client or server to NeL when it's possible to Move OS specific code from client or server to NeL when it's possible

**#2 - 05/22/2010 02:19 pm - kervalva**

- Assignee set to kervalva  
- % Done changed from 0 to 20

**#3 - 05/22/2010 02:19 pm - kervalva**

- Status changed from Validated to Assigned

**#4 - 06/08/2010 06:52 pm - kervalva**

- % Done changed from 20 to 40

**#5 - 07/10/2010 01:53 pm - kervalva**

Smalls parts have already been moved. Each huge parts will need an issue.

**#6 - 07/10/2010 01:54 pm - kervalva**

- Status changed from Assigned to Resolved  
- Target version set to Version 0.8.0  
- % Done changed from 40 to 100

**#7 - 11/05/2010 04:29 pm - kervalva**

- Status changed from Resolved to Closed