

## Ryzom - Feature # 946

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	05/29/2010	<b>Assignee:</b>	kervalva
<b>Updated:</b>	06/22/2010	<b>Due date:</b>	
<b>Subject:</b>	Add a check for GL_ARB_texture_rectangle		
<b>Description</b>	<p>GL_NV_texture_rectangle should always be defined on NVidia cards but GL_EXT_texture_rectangle is not defined everywhere, so some OpenGL drivers are also checking for GL_ARB_texture_rectangle as it's identical.</p>		

### History

---

#### #1 - 05/29/2010 06:14 pm - kervalva

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

Applied in changeset r242.

#### #2 - 05/29/2010 06:14 pm - kervalva

- Target version set to Version 0.8.0

#### #3 - 06/22/2010 11:50 am - kervalva

- Status changed from Resolved to Closed