

## Ryzom - Feature # 970

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kervalala	<b>Category:</b>	NeL: General
<b>Created:</b>	06/08/2010	<b>Assignee:</b>	kervalala
<b>Updated:</b>	07/15/2010	<b>Due date:</b>	
<b>Subject:</b>	Move all window and input related methods to a new file from OpenGL driver		
<b>Description</b>			
<p>driver_opengl.cpp is too big and very difficult to maintain. Windows management methods are not grouped and there are a lot of duplicated parts.</p> <p>It should contain all or almost 100% of code concerning OpenGL parts.</p> <p>This step is necessary to implement new functionalities to OpenGL driver (MSAA, CSAA, etc...).</p>			

### History

**#1 - 06/08/2010 07:17 pm - kervalala**

- % Done changed from 0 to 50

**#2 - 06/12/2010 03:36 pm - kervalala**

- % Done changed from 50 to 70

**#3 - 06/12/2010 05:30 pm - kervalala**

- Status changed from Assigned to Resolved

- Target version set to Version 0.8.0

- % Done changed from 70 to 100

**#4 - 07/15/2010 04:40 pm - kervalala**

- Status changed from Resolved to Closed