

Ryzom - Feature # 973

Status:	Closed	Priority:	Normal
Author:	kerval	Category:	OS: GNU/Linux
Created:	06/10/2010	Assignee:	kerval
Updated:	07/28/2010	Due date:	
Subject:	Add an internal method to set an icon for X11 window in OpenGL driver		
Description	<p>Currently, under Linux, NeL windows doesn't have any icon. We could fix/implement that.</p> <p>Even better, we could use NLMISC::CBitmap to load icon.</p>		
Related issues:	blocks Ryzom - Feature # 1019: Add public setWindowIcon method to UDriver Closed 07/14/2010		

History

#1 - 07/13/2010 07:37 pm - kerval

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

#2 - 07/13/2010 08:23 pm - kerval

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

Applied in changeset r475.

#3 - 07/13/2010 08:24 pm - kerval

- Target version set to Version 0.8.0

#4 - 07/18/2010 10:14 am - kerval

- Status changed from Resolved to Closed

#5 - 07/28/2010 10:08 am - kerval

- Category changed from NeL: General to OS: GNU/Linux