

Ryzom - Feature # 980

Status:	Closed	Priority:	Normal
Author:	kervala	Category:	NeL: General
Created:	06/12/2010	Assignee:	kervala
Updated:	07/15/2010	Due date:	
Subject:	Create a setScreenMode method in OpenGL driver		
Description			
setMode and setDisplay have some redundant parts, so we need to create smaller methods which could be called in different locations.			
setScreenMode should set screen mode (= resolution) according to GfxMode parameter.			

History

#1 - 06/12/2010 05:39 pm - kervala

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

Applied in changeset r340.

#2 - 06/12/2010 05:39 pm - kervala

- Target version set to *Version 0.8.0*

#3 - 06/12/2010 06:00 pm - kervala

Applied in changeset r341.

#4 - 07/15/2010 04:38 pm - kervala

- Status changed from *Resolved* to *Closed*