

Ryzom - Feature # 983

Status:	Closed	Priority:	Low
Author:	kervalva	Category:	NeL: General
Created:	06/13/2010	Assignee:	kervalva
Updated:	07/15/2010	Due date:	
Subject:	Create setWindowSize private method in OpenGL driver		
Description			
We don't need to call setWindowSize from client because we must use setMode or setDisplay, so it can be private (it's a part of OpenGL driver refactoring).			

History

#1 - 06/13/2010 09:02 pm - kervalva

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

Applied in changeset r356.

#2 - 06/13/2010 09:04 pm - kervalva

- Target version set to Version 0.8.0

#3 - 06/13/2010 09:50 pm - kervalva

Applied in changeset r360.

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

- Status changed from Resolved to Closed