

## Ryzom - Bug # 999

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kerval	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	06/23/2010	<b>Assignee:</b>	kerval
<b>Updated:</b>	07/28/2010	<b>Due date:</b>	
<b>Subject:</b>	Viewport doesn't resize when switching to fullscreen under Linux		
<b>Description</b>			
<p>In some cases (Compiz ?), when switching to a screen mode smaller than desktop one, Ryzom window keep the same size as desktop and we can scroll in it.</p> <p>We should fix this and make desktop size (root window) exactly the same as fullscreen mode.</p>			

### History

#### #1 - 07/13/2010 09:49 am - kerval

- Status changed from *New* to *Rejected*

XRandR implementation fixed this and we can't workaround it with XF86VidMode extension.

#### #2 - 07/13/2010 09:49 am - kerval

- Status changed from *Rejected* to *Resolved*

- Assignee set to *kerval*

- Target version set to *Version 0.8.0*

- % Done changed from *0* to *100*

#### #3 - 07/13/2010 09:50 am - kerval

- Status changed from *Resolved* to *Closed*

#### #4 - 07/28/2010 10:11 am - kerval

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