

## Ryzom - Bug # 1005

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	OS: Mac
<b>Created:</b>	07/05/2010	<b>Assignee:</b>	
<b>Updated:</b>	12/06/2011	<b>Due date:</b>	
<b>Subject:</b>	Empty window in fullscreen mode		
<b>Description</b>			
<p>On Mac OS Cocoa, the opengl view is set to fullscreen mode.</p> <p>To do this, Cocoa removes the view from the window and rescales it to fill the whole screen, but an empty window remains, which is ugly when using eg. exposé.</p>			

### History

#### #1 - 09/26/2011 06:54 am - GelluleX

- File *Fix1005.patch* added

I tried a few things to get rid of this rogue window. From what I understand the fullscreen is achieved by taking the OpenGL view out of the base NSWindow. What we see behind is that NSWindow. Tried to hide the window, but it would always reappear one way or another. And since I did not want to "close" it, I found some inspiration on the web and changed the way fullscreen is implemented. The attached patch keeps the OpenGL view in the window, but makes the window use the entire screen and be above the menu bar. This approach is recommended on the apple dev website. let me know if it works for you.

A few things though:

- No menubar accessible.
- No dock.
- At least hot corners work.
- Issue <http://dev.ryzom.com/issues/1347>, becomes a little more annoying, but has fix.

#### #2 - 12/06/2011 10:24 pm - sfb

GelluleX,

We currently have a problem in that our main Mac guy hasn't been available to the community for awhile. Can you provide me with more details about this patch before I apply it?

Thank you by the way for providing us with this patch!

### Files

Fix1005.patch	5.7 kB	09/26/2011	GelluleX
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