

## Ryzom - Bug # 1311

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	nimetu	<b>Category:</b>	Client: General
<b>Created:</b>	06/04/2011	<b>Assignee:</b>	kervala
<b>Updated:</b>	12/07/2011	<b>Due date:</b>	
<b>Subject:</b>	Ingame browser text <font> does not properly save text size		
<b>Description</b>	<p>If html &lt;font&gt; tag does not have size attribute, then current text size is not saved and is lost when &lt;/font&gt; closes</p> <p>included patch untested and might not even compile</p>		

### History

#### #1 - 06/07/2011 01:16 pm - Sywindt

I have tested nimetu's diff and it works perfectly.

#### #2 - 06/09/2011 12:42 pm - kervala

- Category set to Client: General
- Status changed from New to Resolved
- Assignee set to kervala
- Target version set to Version 0.9.0
- % Done changed from 0 to 100

Already applied in r1606 :)

#### #3 - 12/07/2011 02:40 pm - sfb

- Status changed from Resolved to Closed

### Files

font-size-patch.diff	501 Bytes	06/04/2011	nimetu
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