

subtle - Bug #155

Screen resolution

12/16/2010 02:49 PM - Christoph Kappel

Status:	Fixed	Start date:	12/16/2010
Priority:		Due date:	
Assignee:	Christoph Kappel	% Done:	100%
Category:	Bugfix	Estimated time:	0.00 hour
Target version:			
Description			
subtle behaves odd, when e.g. a game changes the screen resolution.			

History

#1 - 12/16/2010 05:44 PM - Christoph Kappel

- Status changed from *Unconfirmed* to *Fixed*

- % Done changed from 0 to 100

Applied in changeset [r2407](#).