

Ryzom - Bug # 557

Status:	Closed	Priority:	Urgent
Author:	sfb	Category:	Tools: General
Created:	05/20/2009	Assignee:	sfb
Updated:	09/30/2010	Due date:	
Subject:	3DSMAX Plugin Crashes in Patch Painter		
Description			
<p>When the 3DSMAX plugins are compiled in a mode other than NL_DEBUG. Per the original report from compilo:</p> <p>than i select in "Modifier List" the "Nel Patch Painter" and click on "Paint"! ok. now i select with F1 the "tile mode" and with space i select a "tile set". now when i click on the plane, 3dsMax crash! when i use normal Colors, it works! but i will not work with tileset / tga!</p> <p>Per Kaetemi's reply:</p> <p>The problem with that is in tile_far_bank.h. There's no far bank in the tile painter. This code doesn't work, tile_far_bank.h line 126-150:</p> <pre>/// Get a read only far tile pointer. Return NULL if the tile doesn't exist. const CTileFar* getTile (sint tile) const { #ifdef NL_DEBUG if (tile>=(sint)_TileVector.size()) return NULL; #else // NL_DEBUG if (_TileVector.begin()+tile>=_TileVector.end()) return NULL; #endif return &_TileVector[tile]; } /// Get a far tile pointer. Return NULL if the tile doesn't exist. CTileFar* getTile (sint tile) { #ifdef NL_DEBUG if (tile>=(sint)_TileVector.size()) return NULL; #else // NL_DEBUG if (_TileVector.begin()+tile>=_TileVector.end()) return NULL; #endif return &_TileVector[tile]; }</pre>			
History			
#1 - 06/17/2009 05:05 am - sfb			

I'm unsure as to why this:

```
1 if (tile >= (sint)_TileVector.size())
```

Is any less efficient than this:

```
1 if (_TileVector.begin()+tile >= _TileVector.end())
```

So I'm trying to convert tile_far_bank.h to use the *#ifdef NL_DEBUG* variant - if that works I'll propose that as a patch...

#2 - 10/23/2009 02:28 pm - sfb

- *Target version changed from 0.8.0 to Version 0.7.0*

Moving this to 0.7.0.

#3 - 10/23/2009 02:37 pm - sfb

- *Status changed from New to Resolved*

- *% Done changed from 0 to 100*

Applied in changeset r1858.

#4 - 10/28/2009 09:08 pm - sfb

- *Status changed from Resolved to Closed*

Painting zone patches no longer crashes when using the Snowballs tilebank.

#5 - 09/29/2010 09:42 pm - kerval

- *Project changed from NeL to Ryzom*

- *Category deleted (Tools)*

- *Target version deleted (Version 0.7.0)*

#6 - 09/30/2010 02:47 pm - kerval

- *Category set to Tools: General*

- *Assignee set to sfb*

- *Target version set to Version 0.7.0*