

Ryzom - Bug # 806

Status:	Closed	Priority:	Normal
Author:	kervalala	Category:	NeL: General
Created:	03/05/2010	Assignee:	kervalala
Updated:	10/02/2010	Due date:	
Subject:	Don't cast HWND to uint32		
Description			
HWND is a pointer so its size is 32 or 64 bits depending on platform.			
We shouldn't cast them to 32bits values.			

History

#1 - 03/05/2010 02:37 pm - kervalala

- Category set to Misc
- Status changed from Validated to Assigned
- Assignee set to kervalala
- Estimated time set to 1.00

#2 - 03/05/2010 02:38 pm - kervalala

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r2306.

#3 - 03/05/2010 02:38 pm - kervalala

- Target version set to 0.8.0

#4 - 03/05/2010 05:29 pm - sfb

- Status changed from Resolved to Closed

#5 - 09/29/2010 09:48 pm - kervalala

- Project changed from NeL to Ryzom
- Category deleted (Misc)
- Target version deleted (0.8.0)

#6 - 10/02/2010 11:48 am - kervalala

- Category set to NeL: General
- Target version set to Version 0.8.0