

Ryzom - Bug # 887

Status:	Closed	Priority:	Normal
Author:	Letto	Category:	
Created:	05/12/2010	Assignee:	vl
Updated:	05/28/2010	Due date:	
Subject:	add do while to nldebug and co		
Description			
like this			
<pre>#define nlassert(exp) \ do { \ if (!(exp)) { \ NLMISC::createDebug (); \ NLMISC::INelContext::getInstance().getAssertLog()->setPosition (LINE, FILE, FUNCTION); \ NLMISC::INelContext::getInstance().getAssertLog()->displayNL ("%s\ NLMISC_BREAKPOINT; \ } \ } while(0)</pre>			
This should hopefully fix some warnings. May break some code that doesn't have ";" after nldebug			

History

#1 - 05/12/2010 05:25 pm - rti

Why not just add a ";" behind while(0)?

This way you would not break any code.

Just tried it; gcc does not complain about ";;" situations, even with "-Wall -pedantic"

#2 - 05/12/2010 05:49 pm - Letto

Well some would say that this would be a feature not a bug.

#3 - 05/13/2010 12:03 pm - vl

which warning will be fixed with the do/while?

I prefer to not have the ; in the define so guys have to add a ; after the call.

#4 - 05/13/2010 12:13 pm - Letto

| which warning will be fixed with the do/while?

ambiguity about nested ifs

#5 - 05/13/2010 12:23 pm - vl

- Status changed from New to Assigned

- Assignee set to vl

#6 - 05/13/2010 07:04 pm - vl

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r133.

#7 - 05/13/2010 10:47 pm - vl

Applied in changeset r139.

#8 - 05/18/2010 10:22 am - vl

- Target version set to Version 0.8.0

#9 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed