Ryzom - Bug # 901

Status:	Closed	**Priority:**	Normal
Author:	jayme	**Category:**	Services: General
Created:	05/14/2010	**Assignee:**	vl
Updated:	05/28/2010	**Due date:**	
Subject:	nlstop() broken		

Description

When building the server (with cmake) with CMAKE_BUILD_TYPE:STRING="Debug" some (maybe all) nlstop() calls trow an " error: expected ';' before '(' token"-error.

e.g. code/ryzom/server/src/entities_game_service/creature_manager/creature.h:209:

```
    virtual void setMode( MBEHAV::TMode mode )
    {
        nlwarning("setting mode %s for a creature !!! Forbidden", mode.toString().c_str());
#ifdef NL_DEBUG
        nlstop("set mode %s for creature", mode.toString().c_str());
#endif
    }
```

History

#1 - 05/15/2010 09:41 am - vl

- Category set to Services: General

- Status changed from New to Assigned

- Assignee set to vl

#2 - 05/15/2010 09:53 am - vl

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r167.

#3 - 05/17/2010 10:31 am - jayme

- File nlstop_nlstopex.patch added

Here is another occurrence

#4 - 05/18/2010 10:22 am - vl

- Target version set to Version 0.8.0

#5 - 05/28/2010 05:24 pm - vl

- Status changed from Resolved to Closed

Files

nlstop_nlstopex.patch	546 Bytes	05/17/2010	jayme