

## Ryzom - Bug # 998

<b>Status:</b>	Closed	<b>Priority:</b>	High
<b>Author:</b>	kervalala	<b>Category:</b>	Tools: General
<b>Created:</b>	06/23/2010	<b>Assignee:</b>	kervalala
<b>Updated:</b>	07/13/2010	<b>Due date:</b>	
<b>Subject:</b>	bnp_make returns 1 when successful		
<b>Description</b>			
bnp_make should return 0 when successful and not 1. We need to fix that if we plan to launch bnp_make in building process.			

### History

#### #1 - 06/23/2010 09:20 am - kervalala

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

Applied in changeset r398.

#### #2 - 06/23/2010 09:24 am - kervalala

- Target version set to Version 0.8.0

#### #3 - 07/13/2010 09:51 am - kervalala

- Status changed from Resolved to Closed