

## Ryzom - Bug # 61

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	zorglub	<b>Category:</b>	NeL: General
<b>Created:</b>	09/09/2008	<b>Assignee:</b>	sfb
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	[PATCH] GCC compile fix in 3d		
<b>Description</b>	Small template handling compile fix		

### History

#### #1 - 09/10/2008 03:25 pm - sfb

- Status changed from New to Resolved
- Assignee set to sfb
- % Done changed from 0 to 100
- Estimated time set to 0.10

I applied the attached patch with prefixes the template type with the keyword "typename."

#### #2 - 09/10/2008 03:28 pm - sfb

Applied in changeset r258.

#### #3 - 05/11/2009 03:29 pm - sfb

- Target version set to Version 0.7.0

#### #4 - 05/11/2009 03:39 pm - sfb

- Status changed from Resolved to Closed

#### #5 - 09/29/2010 09:09 pm - kervala

- Project changed from NeL to Ryzom
- Category deleted (3d)
- Target version deleted (Version 0.7.0)

#### #6 - 09/30/2010 09:14 am - kervala

- Category set to NeL: General
- Target version set to Version 0.7.0

### Files

3d-gcc.diff	532 Bytes	09/09/2008	zorglub
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