

Ryzom - Bug # 620

Status:	Rejected	Priority:	Normal
Author:	kaetemi	Category:	
Created:	06/17/2009	Assignee:	
Updated:	03/02/2012	Due date:	
Subject:	Weird usage of mutex in particle system loader.		
Description	<p>In particle_system_shape.cpp the following can be found twice inside a function, at lines 231 and 400:</p> <pre>NLMISC::CMutex mutex; mutex.enter(); // ... mutex.leave();</pre> <p>So, it enters a mutex that's created locally on the stack. Which, to my understanding, doesn't really do anything? ...</p>		

History

#1 - 09/29/2010 09:43 pm - kerval

- Project changed from NeL to Ryzom
- Category deleted (3d)

#2 - 10/16/2010 10:55 am - kerval

- Status changed from New to Rejected

If it works it shouldn't be changed excepted if you noticed a bug about that :)

#3 - 08/14/2011 11:54 pm - kaetemi

It works because it doesn't do anything at all.

#4 - 03/02/2012 10:44 pm - kaetemi

- % Done changed from 0 to 100

Fixed it anyway.