Ryzom - Bug # 687

Status:	New	**Priority:**	Normal
Author:	sfb	**Category:**	Build
Created:	09/03/2009	**Assignee:**	
Updated:	09/29/2010	**Due date:**	
Subject:	Determine if we can delete the old STL block allocator.		

Description
The header stl_block_allocator.h is wrapped with an #if 0 such that it is never used. The accompanying stl_block_allocator.cpp file was created as a placeholder to prevent MSVC6 warnings. If we can see no merit in retaining this file (since it is in Subversion history) we should remove both files from all build environments.

History

#1 - 09/29/2010 09:44 pm - kervala

- Project changed from NeL to Ryzom

- Category changed from Build to Build

- Target version deleted (0.8.0)