

## Ryzom - Bug # 806

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kervalala	<b>Category:</b>	NeL: General
<b>Created:</b>	03/05/2010	<b>Assignee:</b>	kervalala
<b>Updated:</b>	10/02/2010	<b>Due date:</b>	
<b>Subject:</b>	Don't cast HWND to uint32		
<b>Description</b>	<p>HWND is a pointer so its size is 32 or 64 bits depending on platform.</p> <p>We shouldn't cast them to 32bits values.</p>		

### History

#### #1 - 03/05/2010 02:37 pm - kervalala

- Category set to Misc
- Status changed from Validated to Assigned
- Assignee set to kervalala
- Estimated time set to 1.00

#### #2 - 03/05/2010 02:38 pm - kervalala

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

Applied in changeset r2306.

#### #3 - 03/05/2010 02:38 pm - kervalala

- Target version set to 0.8.0

#### #4 - 03/05/2010 05:29 pm - sfb

- Status changed from Resolved to Closed

#### #5 - 09/29/2010 09:48 pm - kervalala

- Project changed from NeL to Ryzom
- Category deleted (Misc)
- Target version deleted (0.8.0)

#### #6 - 10/02/2010 11:48 am - kervalala

- Category set to NeL: General
- Target version set to Version 0.8.0