

## Ryzom - Bug # 867

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	kvogel	<b>Category:</b>	Services: General
<b>Created:</b>	05/10/2010	<b>Assignee:</b>	vl
<b>Updated:</b>	05/28/2010	<b>Due date:</b>	
<b>Subject:</b>	typo in pvp_manager_2.cpp setFactionWar bounds check		
<b>Description</b>			
Cut and paste error in the faction2 check:			
<pre>diff -r f6f6d3093bea code/ryzom/server/src/entities_game_service/pvp_manager/pvp_manager_2.cpp --- a/code/ryzom/server/src/entities_game_service/pvp_manager/pvp_manager_2.cpp Sun May 09 08:11:26 2010 +0200 +++ b/code/ryzom/server/src/entities_game_service/pvp_manager/pvp_manager_2.cpp Mon May 10 12:18:07 2010 +0200 @@ -1272,7 +1272,7 @@      return false;  }  - if( faction1 &lt; PVP_CLAN::BeginClans    faction1 &gt; PVP_CLAN::EndClans ) + if( faction2 &lt; PVP_CLAN::BeginClans    faction2 &gt; PVP_CLAN::EndClans )  {      log.displayNL("Invalid Faction2 name: '%s'", args[1].c_str());      return false;  }</pre>			
attached as a hg diff.			

### History

#### #1 - 05/10/2010 04:46 pm - vl

- Category set to Services: General
- Status changed from New to Assigned
- Assignee set to vl
- Target version set to Version 0.8.0

#### #2 - 05/10/2010 05:41 pm - vl

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

Applied in changeset r62.

#### #3 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed

### Files

patch.txt	603 Bytes	05/10/2010	kvogel
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