

Ryzom - Bug # 888

Status:	Closed	Priority:	High
Author:	ThibG	Category:	NeL: General
Created:	05/12/2010	Assignee:	kervala
Updated:	05/28/2010	Due date:	
Subject:	CString::find and CString::findNS broken		
Description			
<p>As this (and similar) warning report, CString::find is broken.</p> <p>"code/ryzom/common/src/game_share/server_animation_module.cpp:1013: warning: comparison is always true due to limited range of data type"</p> <p>CString::find returns an unsigned where string::find returns a size_t. size_t is far larger than unsigned, and string::npos doesn't fit in an unsigned int.</p>			

History

#1 - 05/12/2010 11:08 am - kervala

- Status changed from New to Assigned
- Assignee set to kervala
- Priority changed from Normal to High

Thanks for reporting this bug :)

Most of old code is casting size_t to uint... We already changed a lot of these parts, but there is still so much to do :)

#2 - 05/12/2010 11:14 am - kervala

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

Applied in changeset r103.

#3 - 05/12/2010 11:15 am - kervala

- Target version set to Version 0.8.0

#4 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed