

## Ryzom - Bug # 901

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	jayme	<b>Category:</b>	Services: General
<b>Created:</b>	05/14/2010	<b>Assignee:</b>	vl
<b>Updated:</b>	05/28/2010	<b>Due date:</b>	
<b>Subject:</b>	nlstop() broken		
<b>Description</b>			
<p>When building the server (with cmake) with CMAKE_BUILD_TYPE:STRING="Debug" some (maybe all) nlstop() calls throw an " error: expected ';' before '(' token"-error.</p> <p>e.g. code/ryzom/server/src/entities_game_service/creature_manager/creature.h:209:</p> <pre>virtual void setMode( MBEHAV::TMode mode ) {     nlwarning("setting mode %s for a creature !!! Forbidden", mode.toString().c_str()); #ifdef NL_DEBUG     nlstop("set mode %s for creature", mode.toString().c_str()); #endif }</pre>			

### History

#### #1 - 05/15/2010 09:41 am - vl

- Category set to Services: General
- Status changed from New to Assigned
- Assignee set to vl

#### #2 - 05/15/2010 09:53 am - vl

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

Applied in changeset r167.

#### #3 - 05/17/2010 10:31 am - jayme

- File nlstop\_nlstopen.patch added

Here is another occurrence

#### #4 - 05/18/2010 10:22 am - vl

- Target version set to Version 0.8.0

#### #5 - 05/28/2010 05:24 pm - vl

- Status changed from Resolved to Closed

**Files**

nlstop\_nlstopex.patch

546 Bytes

05/17/2010

jayme