

Ryzom - Bug # 998

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|--|------------------------------------|------------------|----------------|
| Status: | Closed | Priority: | High |
| Author: | kervala | Category: | Tools: General |
| Created: | 06/23/2010 | Assignee: | kervala |
| Updated: | 07/13/2010 | Due date: | |
| Subject: | bnp_make returns 1 when successful | | |
| Description | | | |
| bnp_make should return 0 when successful and not 1. We need to fix that if we plan to launch bnp_make in building process. | | | |

History

#1 - 06/23/2010 09:20 am - kervala

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

Applied in changeset r398.

#2 - 06/23/2010 09:24 am - kervala

- Target version set to Version 0.8.0

#3 - 07/13/2010 09:51 am - kervala

- Status changed from Resolved to Closed