
Subject: Re: Please check the list of 2019.1 changes
Posted by [Oblivion](#) on Tue, 19 Feb 2019 16:38:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Klugier,

Thank you for your feedback.

I found a very simple workaround for sigtimedwait() issue on MacOS:
It relies on already existing functionality, so I tested it on Linux, and it worked:

```
#if defined(PLATFORM_MACOS)
// We are using sigtimedwait on POSIX-compliant systems.
// Unfortunately MacOS didn't implement it. This is a simple workaround for MacOS.
// It relies on ioctl, which is implemented on MacOS.
Size sz = GetConsolePageSize();
resized = !IsNull(sz) && sz != psize;
if(resized)
    LLOG("Window size changed.");
#else
```

And as to the the CLANG warning, which I don't get with GCC (probably because it's more relaxed):

I found that in C++11 standard (section 12.3.2):

If a conversion function is a member function, the type of the conversion function (8.3.5) is "function taking no parameter returning conversion-type-id". A conversion function is never used to convert a (possibly cv-qualified) object to the (possibly cv-qualified) same object type (or a reference to it), to a (possibly cv-qualified) base class of that type (or a reference to it), or to (possibly cv-qualified) void

So I removed the implicit converter.

I've committed the patches. And updated the ezamples accordingly.

I'd be grateful if you can test it when you have some time.

Best regards,
Oblivion
