Subject: bug in http.cpp
Posted by borbek on Mon, 02 Apr 2012 14:32:18 GMT
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";" missing in #define LLOG(x) LOG(x)

```
#include "Core.h"

NAMESPACE_UPP

bool HttpRequest_Trace__;

#ifdef _DEBUG
#define LLOG(x)     LOG(x)
#else
#define LLOG(x)     if(HttpRequest_Trace__) RLOG(x); else;
#endif
```

Subject: Re: bug in http.cpp
Posted by mirek on Mon, 02 Apr 2012 16:44:02 GMT
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Apologies, I guess I should not have added totally development version to Core yet..

Mirek

borbek wrote on Mon, 02 April 2012 10:32";" missing in #define LLOG(x) LOG(x)

```
#include "Core.h"

NAMESPACE_UPP

bool HttpRequest_Trace__;

#ifdef _DEBUG
#define LLOG(x)     LOG(x)
#else
#define LLOG(x)     if(HttpRequest_Trace__) RLOG(x); else;
#endif
```

Subject: Re: bug in http.cpp
Posted by unodgs on Mon, 02 Apr 2012 18:52:04 GMT
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mirek wrote on Mon, 02 April 2012 12:44Apologies
Too much Spartacus ?

Subject: Re: bug in http.cpp
Posted by mirek on Thu, 05 Apr 2012 06:15:17 GMT
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unodgs wrote on Mon, 02 April 2012 14:52mirek wrote on Mon, 02 April 2012 12:44Apologies
Too much Spartacus ?

Subject: Re: bug in http.cpp
Posted by dolik.rce on Sat, 07 Apr 2012 16:55:00 GMT
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I think I found one more bug in the new socket stuff... Since revision 4752 there is a __stdcall attribute in Core/Web.h (line 33), which breaks compilation on Linux (it is MSVC only attribute, right?).

Fix is just to remove it or make it #ifdef PLATFORM_WIN32

Best regards,
Honza

Subject: Re: bug in http.cpp
Posted by dolik.rce on Sat, 07 Apr 2012 18:32:51 GMT
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dolik.rce wrote on Sat, 07 April 2012 18:55I think I found one more bug in the new socket stuff... Since revision 4752 there is a __stdcall attribute in Core/Web.h (line 33), which breaks compilation on Linux (it is MSVC only attribute, right?).

Fix is just to remove it or make it #ifdef PLATFORM_WIN32

Best regards,
Honza

PS: Unfortunately, I found also bunch of similar and other bugs in Socket.cpp. The latest changes probably don't compile on any other platforms than win32 Maybe it is time to set up some automated testing? It would sure caught a lot of mistakes like this...
