

ET: Legacy Development - Bug #247

Fix converting floating-point values to int

15.03.2013 16:22 - IR4T4

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:	IR4T4		
Category:	General		
Target version:	ALL		
OS:		Arch:	
Description			
There are 'some' locations in the code where truncating conversion is used instead of rounding conversion see http://www.cs.tut.fi/~jkorpela/round.html			
Inspect ...			

Associated revisions

Revision 51da121f - 18.03.2013 10:46 - IR4T4

generic: macro to convert floating-point values to integer refs #247

Revision cea4fc37 - 18.03.2013 14:10 - IR4T4

game: more precise rounding conversion for 'damage' of G_Damage() function calls refs #247

Revision 3d89c2d5 - 18.03.2013 21:27 - IR4T4

generic: build fix for non *nix systems refs #247

Revision 8447461b - 27.03.2013 20:41 - IR4T4

mod: using rounding conversion in BG_GetSkyHeightAtPoint, BG_GetSkyGroundHeightAtPoint and BG_GetGroundHeightAtPoint refs #247 refs #245

Revision 979ced69 - 03.04.2013 20:35 - IR4T4

renderer: rounding conversion for lod refs #247

Revision b578ef28 - 12.04.2013 08:14 - IR4T4

renderer: rounding conversion for lod (ll) refs #247

History

#1 - 18.03.2013 20:39 - Radegast

Build fails after commit commit:51da121f, because function error() is undefined. There was a talk on the IRC channel that we should not use this macro.

#2 - 26.03.2013 23:58 - Radegast

- Assignee set to IR4T4

- Target version changed from 2.71rc2 to ALL