

ET: Legacy Development - Bug #288

Lua sha1 checksum works only if capitalized

10.04.2013 19:49 - Spyhawk

Status: Fixed	% Done: 100%
Priority: Normal	
Assignee: IR4T4	
Category: Mod QAGAME	
Target version: 2.71rc2	
OS:	Arch:
Description	
Lua sha1 checksum feature (as defined in lua_allowedModules "<sha1>") is working correctly only if the letters are all capitalized.	
For example, C85767B0DE427D1ED8B7E4DCED2B4B4738138239 is valid, while c85767b0de427d1ed8b7e4dced2b4b4738138239 is considered as uncorrect.	

Associated revisions

Revision da9f8ca9 - 27.04.2013 15:33 - IR4T4

game: some cosmetics in g_lua.c, lua_allowedModules value accepts small letters fixes #288 patch by pheno

History

#1 - 26.04.2013 10:13 - IR4T4

- Assignee set to IR4T4

#2 - 27.04.2013 14:26 - Phenomenon

- File etpub-g_lua.c.patch added

Thanks Spyhawk,

I've added a patch I made for ETpub.

regards
pheno

#3 - 27.04.2013 15:35 - IR4T4

- Status changed from New to Fixed

- % Done changed from 0 to 100

Applied in changeset commit:da9f8ca98b57909a90471cc0ddef13474f84bc60.

Files

etpub-g_lua.c.patch	1.27 KB	27.04.2013	Phenomenon
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