

EasyGen - Task #486

Run static analyser and fix issues

15.01.2014 23:14 - IR4T4

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:	1.4.5		
OS:	Linux	Arch:	
Description			
<pre>cppcheck src/ -f --enable=all -q [src/AlphamapMan.cpp:366]: (style) C-style pointer casting [src/AlphamapMan.cpp:457]: (style) C-style pointer casting [src/AlphamapMan.cpp:546]: (style) C-style pointer casting [src/AlphamapMan.cpp:551]: (style) C-style pointer casting [src/AlphamapMan.cpp:54]: (style) Variable 'totColors' is assigned a value that is never used [src/BMPImportSetupDlg.cpp:121]: (style) The scope of the variable 'dx' can be reduced [src/BMPImportSetupDlg.cpp:121]: (style) The scope of the variable 'dy' can be reduced [src/BMPImportSetupDlg.cpp:121]: (style) The scope of the variable 'imax' can be reduced [src/BtnST.cpp:998]: (style) The scope of the variable 'nRetVal' can be reduced [src/BtnST.cpp:1303]: (style) The scope of the variable 'hInstResource' can be reduced [src/BtnST.cpp:1555]: (style) The scope of the variable 'hInstResource' can be reduced [src/EasyGenView.h:71]: (portability) Extra qualification 'CEasyGenView::' unnecessary and considered an error by many compilers. [src/EasyGenView.h:72]: (portability) Extra qualification 'CEasyGenView::' unnecessary and considered an error by many compilers. [src/EasyGenView.h:136]: (style) C-style pointer casting [src/CmdFormView.cpp:76]: (style) C-style pointer casting [src/CmdFormView.cpp:77]: (style) C-style pointer casting [src/CmdFormView.cpp:78]: (style) C-style pointer casting [src/CmdFormView.cpp:84]: (style) C-style pointer casting [src/CmdFormView.cpp:89]: (style) C-style pointer casting [src/CmdFormView.cpp:127]: (style) C-style pointer casting [src/CmdFormView.cpp:135]: (style) C-style pointer casting [src/CmdFormView.cpp:190]: (style) C-style pointer casting [src/CmdFormView.cpp:201]: (style) C-style pointer casting [src/CmdFormView.cpp:211]: (style) C-style pointer casting [src/CmdFormView.cpp:212]: (style) C-style pointer casting [src/CmdFormView.cpp:231]: (style) C-style pointer casting [src/CmdFormView.cpp:26]: (warning) Member variable 'CCmdFormView::m_TabActive' is not initialized in the constructor. [src/Grid.h:204]: (style) 'CGrid::operator=' should return 'CGrid &' [src/Compiler.cpp:101]: (style) Variable 'i' is assigned a value that is never used [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_memf' is not initialized in the constructor. [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_IP' is not initialized in the constructor. [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_Code' is not initialized in the constructor. [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_numLabels' is not initialized in the constructor. [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_Labels' is not initialized in the constructor. [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_numVars' is not initialized in the constructor. [src/Compiler.cpp:97]: (warning) Member variable 'CCompiler::m_Vars' is not initialized in the constructor. [src/EasyGenDoc.cpp:457]: (style) C-style pointer casting [src/EasyGenDoc.cpp:458]: (style) C-style pointer casting [src/EasyGenDoc.cpp:610]: (style) C-style pointer casting [src/EasyGenDoc.cpp:615]: (style) C-style pointer casting [src/EasyGenDoc.cpp:679]: (style) C-style pointer casting [src/EasyGenDoc.cpp:743]: (style) C-style pointer casting [src/EasyGenDoc.cpp:792]: (style) C-style pointer casting [src/EasyGenDoc.cpp:797]: (style) C-style pointer casting [src/EasyGenDoc.cpp:808]: (style) C-style pointer casting [src/EasyGenDoc.cpp:1379]: (style) C-style pointer casting [src/EasyGenDoc.cpp:1402]: (style) C-style pointer casting [src/EasyGenDoc.cpp:1520]: (style) C-style pointer casting [src/EasyGenDoc.cpp:1921]: (style) C-style pointer casting</pre>			

[src/EasyGenDoc.cpp:1926]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:1953]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:1954]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2033]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2040]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2047]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2054]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2061]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2068]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2075]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2082]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2089]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2098]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2104]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2110]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2116]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2122]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2128]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2134]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2140]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2148]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2448]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2484]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2485]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:2998]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3075]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3083]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3091]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3099]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3118]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3271]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3272]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3323]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3453]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3505]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3565]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3769]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3891]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:3909]: (style) C-style pointer casting
[src/EasyGenDoc.cpp:433] → [src/EasyGenDoc.cpp:429]: (style) Found duplicate branches for if and else.
[src/EasyGenDoc.cpp:814]: (style) The scope of the variable 'k' can be reduced
[src/EasyGenDoc.cpp:814]: (style) The scope of the variable 'm' can be reduced
[src/EasyGenDoc.cpp:814]: (style) The scope of the variable 'vx' can be reduced
[src/EasyGenDoc.cpp:819]: (style) The scope of the variable 'maxh' can be reduced
[src/EasyGenDoc.cpp:819]: (style) The scope of the variable 'minh' can be reduced
[src/EasyGenDoc.cpp:1957]: (style) The scope of the variable 'i' can be reduced
[src/EasyGenDoc.cpp:2699]: (style) The scope of the variable 'sgen' can be reduced
[src/EasyGenDoc.cpp:2699]: (style) The scope of the variable 'tgen' can be reduced
[src/EasyGenDoc.cpp:2700]: (style) The scope of the variable 'scalefx' can be reduced
[src/EasyGenDoc.cpp:2700]: (style) The scope of the variable 'scalefy' can be reduced
[src/EasyGenDoc.cpp:3911]: (style) The scope of the variable 'i_under' can be reduced
[src/EasyGenDoc.cpp:3911]: (style) The scope of the variable 'i_index' can be reduced
[src/EasyGenDoc.cpp:276]: (style) Variable 'maxh' is assigned a value that is never used
[src/EasyGenDoc.cpp:458]: (style) Variable 'pForm' is assigned a value that is never used
[src/EasyGenDoc.cpp:683]: (style) Variable 'z' is assigned a value that is never used
[src/EasyGenDoc.cpp:808]: (style) Variable 'pTMan' is assigned a value that is never used
[src/EasyGenDoc.cpp:814]: (style) Variable 'k' is assigned a value that is never used
[src/EasyGenDoc.cpp:2284]: (style) Variable 'dbg' is assigned a value that is never used
[src/EasyGenDoc.cpp:2780]: (style) Variable 'f' is assigned a value that is never used
[src/EasyGenDoc.cpp:3118]: (style) Variable 'pForm' is assigned a value that is never used
[src/EasyGenDoc.cpp:3362]: (style) Variable 'l' is assigned a value that is never used
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_dwPaintRadius' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_Modifier' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modBaseSmooth' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modBaseScale' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modBaseNoise' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modRadius' is not initialized in the constructor.

[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modStrength' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modY' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modX' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modXYstep' is not initialized in the constructor.
[src/EasyGenDoc.cpp:141]: (warning) Member variable 'CEasyGenDoc::m_modMode' is not initialized in the constructor.
[src/EasyGenDoc.cpp:2360]: (warning) scanf without field width limits can crash with huge input data
[src/EasyGenDoc.cpp:1001]: (error) Uninitialized variable: pos_n
[src/EasyGenView.cpp:349]: (style) C-style pointer casting
[src/EasyGenView.cpp:843]: (style) C-style pointer casting
[src/EasyGenView.cpp:844]: (style) C-style pointer casting
[src/EasyGenView.cpp:445]: (style) The scope of the variable 'indexgot' can be reduced
[src/EasyGenView.cpp:472]: (style) The scope of the variable 'md3_dist' can be reduced
[src/EasyGenView.cpp:472]: (style) The scope of the variable 'hitterra_dist' can be reduced
[src/EasyGenView.cpp:473]: (style) The scope of the variable 'hitterra' can be reduced
[src/EasyGenView.cpp:1240]: (style) Variable 'pDoc' is assigned a value that is never used
[src/EasyGenView.cpp:1252]: (style) Variable 'pDoc' is assigned a value that is never used
[src/EasyGenView.cpp:205]: (style) C-style pointer casting
[src/Grid.cpp:1072]: (style) The scope of the variable 'stepx' can be reduced
[src/Grid.cpp:1072]: (style) The scope of the variable 'x' can be reduced
[src/Grid.cpp:1198]: (style) The scope of the variable 'stepy' can be reduced
[src/Grid.cpp:1198]: (style) The scope of the variable 'y' can be reduced
[src/Grid.cpp:1701]: (style) The scope of the variable 'x' can be reduced
[src/Grid.cpp:1701]: (style) The scope of the variable 'xx' can be reduced
[src/Grid.cpp:1701]: (style) The scope of the variable 'y' can be reduced
[src/Grid.cpp:1701]: (style) The scope of the variable 'yy' can be reduced
[src/Grid.cpp:3502]: (style) The scope of the variable 'i' can be reduced
[src/Grid.cpp:1701]: (style) Variable 'x' is assigned a value that is never used
[src/Grid.cpp:1701]: (style) Variable 'xx' is assigned a value that is never used
[src/Grid.cpp:1701]: (style) Variable 'y' is assigned a value that is never used
[src/Grid.cpp:1701]: (style) Variable 'yy' is assigned a value that is never used
[src/Grid.cpp:2193]: (style) Variable 'tris' is assigned a value that is never used
[src/Grid.cpp:2597]: (style) Variable 'gface' is assigned a value that is never used
[src/Grid.cpp:139]: (error) instance of "CGrid" object destroyed immediately
[src/Grid.cpp:145]: (error) instance of "CGrid" object destroyed immediately
[src/Grid.cpp:1716]: (error) Uninitialized variable: xstep
[src/Grid.cpp:1717]: (error) Uninitialized variable: ystep
[src/ImportMapOptionsDlg.cpp:19]: (warning) Member variable 'CImportMapOptionsDlg::m_dwTerrain' is not initialized in the constructor.
[src/Md3.cpp:61]: (style) The scope of the variable 'i' can be reduced
[src/Md3.cpp:51]: (warning) Member variable 'CMD3::m_Header' is not initialized in the constructor.
[src/Md3.cpp:51]: (warning) Member variable 'CMD3::m_startFrame' is not initialized in the constructor.
[src/Md3.cpp:51]: (warning) Member variable 'CMD3::m_endFrame' is not initialized in the constructor.
[src/Md3.cpp:51]: (warning) Member variable 'CMD3::m_pNext' is not initialized in the constructor.
[src/Md3.cpp:51]: (warning) Member variable 'CMD3::m_pPrev' is not initialized in the constructor.
[src/Md3.cpp:295]: (warning) Member variable 'CMD3List::m_Scan' is not initialized in the constructor.
[src/Md3.cpp:467]: (warning) Member variable 'CMD3ListPtr::m_Scan' is not initialized in the constructor.
[src/Modifier.cpp:106]: (style) The scope of the variable 'i_start' can be reduced
[src/Modifier.cpp:106]: (style) The scope of the variable 'i_end' can be reduced
[src/Modifier.cpp:106]: (style) The scope of the variable 'j_start' can be reduced
[src/Modifier.cpp:106]: (style) The scope of the variable 'j_end' can be reduced
[src/Modifier.cpp:553]: (style) The scope of the variable 'j' can be reduced
[src/Modifier.cpp:633]: (style) The scope of the variable 'j' can be reduced
[src/Modifier.cpp:38]: (warning) Member variable 'CModifier::m_Modifiers' is not initialized in the constructor.
[src/Nemo3D.cpp:1507]: (style) Unused variable: face
[src/Nemo3D.cpp:1550]: (style) Unused variable: pl
[src/Nemo3D.cpp:2197]: (style) Variable 'pchr' is not assigned a value
[src/Nemo3D.cpp:2310]: (style) Variable 'dbg' is assigned a value that is never used
[src/Nemo3D.cpp:3136]: (style) Variable 'i' is assigned a value that is never used
[src/Nemo3D.cpp:3136]: (style) Variable 'npl' is assigned a value that is never used
[src/Nemo3D.cpp:3136]: (style) Variable 'k' is assigned a value that is never used
[src/Nemo3D.cpp:3137]: (style) Variable 'log' is assigned a value that is never used
[src/Nemo3D.cpp:3139]: (style) Variable 'timeSpaceCSG' is assigned a value that is never used
[src/Nemo3D.cpp:3140]: (style) Variable 'timeSpaceRemove' is assigned a value that is never used
[src/Nemo3D.cpp:3141]: (style) Variable 'timeSpaceMerge' is assigned a value that is never used
[src/Nemo3D.cpp:3142]: (style) Variable 'timeSpacePortal' is assigned a value that is never used
[src/Nemo3D.cpp:3143]: (style) Variable 'timeTotal' is assigned a value that is never used
[src/Nemo3D.cpp:3732]: (style) Variable 'timeTotal' is assigned a value that is never used

[src/Nemo3D.cpp:3733]: (style) Variable 'timeSpaceFaceToFace' is assigned a value that is never used

[src/Nemo3D.cpp:4430]: (style) Variable 'inside' is assigned a value that is never used

[src/Nemo3D.cpp:593]: (warning) Member variable 'CNmPoly::m_pre_Ray' is not initialized in the constructor.

[src/Nemo3D.cpp:3227]: (error) Uninitialized variable: polySpace

[src/NmList.cpp:12]: (warning) Member variable 'CNmList::m_Scan' is not initialized in the constructor.

[src/NmList.cpp:163]: (warning) Member variable 'CNmListStr::m_Scan' is not initialized in the constructor.

[src/NmList.cpp:475]: (warning) Member variable 'CNmListUint::m_Scan' is not initialized in the constructor.

[src/NmList.h:34]: (style) Unused private function 'CNmList::_AddAfter'

[src/NmList.h:80]: (style) Unused private function 'CNmListStr::_AddAfter'

[src/NmList.h:126]: (style) Unused private function 'CNmListUint::_AddAfter'

[src/NmStr.cpp:446]: (warning) 'operator=' should check for assignment to self

[src/NmStr.cpp:455]: (warning) 'operator=' should check for assignment to self

[src/NmStr.cpp:258]: (error) Mismatching allocation and deallocation: buf

[src/NmTimer.cpp:17]: (warning) Member variable 'CNmTimer::m_Timer' is not initialized in the constructor.

[src/NmVec2.cpp:55]: (warning) Member variable 'CNmVec2::x' is not initialized in the constructor.

[src/NmVec2.cpp:55]: (warning) Member variable 'CNmVec2::y' is not initialized in the constructor.

[src/NmVec3.cpp:258]: (style) Variable 'tmp' is assigned a value that is never used

[src/NmVec3.cpp:266]: (style) Variable 'tmp' is assigned a value that is never used

[src/NmVec3.cpp:274]: (style) Variable 'tmp' is assigned a value that is never used

[src/NmVec3.cpp:59]: (warning) Member variable 'CNmVec3::x' is not initialized in the constructor.

[src/NmVec3.cpp:59]: (warning) Member variable 'CNmVec3::y' is not initialized in the constructor.

[src/NmVec3.cpp:59]: (warning) Member variable 'CNmVec3::z' is not initialized in the constructor.

[src/Preferences.cpp:24]: (warning) Member variable 'CPreferences::m_FrameTransparency' is not initialized in the constructor.

[src/Preferences.cpp:24]: (warning) Member variable 'CPreferences::m_FrameAAS' is not initialized in the constructor.

[src/Preferences.cpp:24]: (warning) Member variable 'CPreferences::m_Fov' is not initialized in the constructor.

[src/Preferences.cpp:24]: (warning) Member variable 'CPreferences::m_IsQuake3' is not initialized in the constructor.

[src/Preferences.cpp:73]: (warning) scanf without field width limits can crash with huge input data

[src/Preferences.cpp:80]: (warning) scanf without field width limits can crash with huge input data

[src/Preferences.cpp:99]: (warning) scanf without field width limits can crash with huge input data

[src/Preferences.cpp:106]: (warning) scanf without field width limits can crash with huge input data

[src/Preferences.cpp:113]: (warning) scanf without field width limits can crash with huge input data

[src/Preferences.cpp:120]: (warning) scanf without field width limits can crash with huge input data

[src/Q3AMapSetup.cpp:30]: (warning) Member variable 'CQ3AMapSetup::tex128' is not initialized in the constructor.

[src/Q3AMapSetup.cpp:30]: (warning) Member variable 'CQ3AMapSetup::tex256' is not initialized in the constructor.

[src/Q3AMapSetup.cpp:30]: (warning) Member variable 'CQ3AMapSetup::m_edX' is not initialized in the constructor.

[src/Q3AMapSetup.cpp:30]: (warning) Member variable 'CQ3AMapSetup::m_edY' is not initialized in the constructor.

[src/Q3AMapSetup.cpp:30]: (warning) Member variable 'CQ3AMapSetup::m_edH' is not initialized in the constructor.

[src/RadiantMap.cpp:301]: (style) The scope of the variable 'dwNewPair' can be reduced

[src/Tab1Dlg.cpp:165]: (style) C-style pointer casting

[src/Tab1Dlg.cpp:166]: (style) C-style pointer casting

[src/Tab1Dlg.cpp:167]: (style) C-style pointer casting

[src/Tab1Dlg.cpp:261] → [src/Tab1Dlg.cpp:255]: (style) Found duplicate branches for if and else.

[src/Tab1Dlg.cpp:442]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab2Dlg.cpp:152]: (style) C-style pointer casting

[src/Tab2Dlg.cpp:153]: (style) C-style pointer casting

[src/Tab2Dlg.cpp:154]: (style) C-style pointer casting

[src/Tab2Dlg.cpp:184]: (style) C-style pointer casting

[src/Tab3Dlg.cpp:113]: (style) C-style pointer casting

[src/Tab3Dlg.cpp:114]: (style) C-style pointer casting

[src/Tab3Dlg.cpp:115]: (style) C-style pointer casting

[src/Tab3Dlg.cpp:510]: (style) C-style pointer casting

[src/Tab3Dlg.cpp:80]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:104]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:123]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:335]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:391]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:410]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:425]: (style) Variable 'pDoc' is assigned a value that is never used

[src/Tab3Dlg.cpp:23]: (warning) Member variable 'CTab3Dlg::m_IndexGot' is not initialized in the constructor.

[src/Tab4Dlg.cpp:96]: (style) C-style pointer casting

[src/Tab4Dlg.cpp:26]: (warning) Member variable 'CTab4Dlg::m_Md3Selected' is not initialized in the constructor.

[src/Texture.cpp:45]: (error) Possible null pointer dereference: m_glData - otherwise it is redundant to check if m_glData is null at line 41

[src/Texture.cpp:37]: (warning) Member variable 'CTexture::m_Locked' is not assigned a value in 'CTexture::operator='

[src/Texture.cpp:37]: (warning) Member variable 'CTexture::next' is not assigned a value in 'CTexture::operator='

[src/TextureList.cpp:20]: (warning) Member variable 'CTextureList::m_Scanner' is not initialized in the constructor.

[src/TextureMan.cpp:209]: (style) C-style pointer casting

```
[src/TextureMan.cpp:210]: (style) C-style pointer casting
[src/TextureMan.cpp:211]: (style) C-style pointer casting
[src/TextureMan.cpp:74]: (style) Variable 'pDoc' is assigned a value that is never used
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_vk' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_vz' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_vs' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_vt' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_vcol' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_steps' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_step' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_Color' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_bFlat' is not initialized in the constructor.
[src/Tris.cpp:21]: (warning) Member variable 'CTris::m_bSlope' is not initialized in the constructor.
[src/EasyGenDoc.cpp:1756]: (style) The function 'LoadBMPImage' is never used
[src/Nemo3D.cpp:3961]: (style) The function 'u2d_VecCompare_All' is never used
[src/Nemo3D.cpp:4863]: (style) The function 'u3d_RayIntersection' is never used
[src/Nemo3D.cpp:5589]: (style) The function 'u3d_EdgeIntersect' is never used
[src/Nemo3D.cpp:5541]: (style) The function 'u3d_PointInsideFace' is never used
```