

Doomsday Engine - Bug #1990

Qt 4 incompatibility in ResourceSystem::initSprites()

2015-03-10 08:17 - skyjake

Status: Closed	Start date: 2015-03-10
Priority: Urgent	% Done: 100%
Assignee: danij	
Category: Defect	
Target version:	

Description

Build 1528 fails when compiling with Qt 4.7, because QMap::firstKey() is not available.

This loop could be written in a way that doesn't modify newSprites:

```
int lastFrame = -1;
while(!newSprites.isEmpty())
{
    int frame = newSprites.firstKey();
    // Insert dummy sprites to fill any gaps in the frame set.
    for(int i = lastFrame + 1; i < frame; ++i)
    {
        group.sprites << new Sprite;
    }

    group.sprites << newSprites.take(frame);
    lastFrame = frame;
}
```

One could simply for()/foreach() over newSprites, accessing the map iterator's key() and value().

Even if one would want to modify newSprites, there's QMapIterator that doesn't require firstKey().

Associated revisions

Revision 86aca9f0 - 2015-03-10 17:51 - danij

Refactor|ResourceSystem: Cleaned up Sprite frame set construction

IssueID #1990

History

#1 - 2015-03-10 08:17 - skyjake

- Description updated

#2 - 2015-03-10 08:19 - skyjake

- Description updated

#3 - 2015-03-10 16:01 - danij

- Status changed from New to In Progress

#4 - 2015-03-10 17:51 - danij

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#5 - 2015-03-13 08:41 - skyjake

- Status changed from Resolved to Closed

#6 - 2015-06-08 10:48 - skyjake

- Target version deleted (49)