

## Doomsday Engine - Feature #2137

### C++11 cleanup: replace use of auto\_ptr

2015-11-28 23:26 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2015-11-28
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> 3rd party compatibility	
<b>Target version:</b> 1.15.6	
<b>Description</b> C++11 deprecates auto_ptr. In almost all places, the appropriate replacement is unique_ptr. Newer GCC versions in particular are very verbose when it comes to warning about deprecations.	

#### Associated revisions

##### Revision b70c42db - 2015-11-29 00:11 - skyjake

Cleanup: Replaced use of auto\_ptr

IssueID #2137

##### Revision 2f051baa - 2015-11-29 11:48 - skyjake

Cleanup: Replaced use of auto\_ptr

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#### History

##### #1 - 2015-11-28 23:26 - skyjake

- Priority changed from Normal to Low

##### #2 - 2015-11-28 23:26 - skyjake

- Target version set to 2.0 – Home UI & Packages

##### #3 - 2015-11-28 23:32 - skyjake

- Status changed from New to In Progress

##### #4 - 2015-11-29 00:12 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

Assimp still has some auto\_ptr usage, but that's not our problem.

##### #5 - 2015-11-29 11:49 - skyjake

- Target version changed from 2.0 – Home UI & Packages to 1.15.6