

## Doomsday Engine - Bug #532

### Compiler Errors

2008-10-04 02:34 - mrdoommaster

<b>Status:</b> Closed	<b>Start date:</b> 2008-10-04
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b>	
<p>I'm compiling using Visual Studio 9. I'm running Windows XP x86 Professional. I did a checkout of trunk r5905.</p> <p>Below is a list of only a few of the countless number of compiler errors &amp; warnings I'm receiving:</p> <pre>c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(950) : warning C4311: 'type cast' : pointer truncation from 'mobj_t **' to 'unsigned long' c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(968) : warning C4311: 'type cast' : pointer truncation from 'mobj_t **' to 'unsigned long' c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(1334) : error C2065: 'lights' : undeclared identifier c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(1334) : warning C4047: '=' : 'vlight_t **' differs in levels of indirection from 'int' c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(1347) : error C2065: 'lights' : undeclared identifier c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(1347) : error C2109: subscript requires array or pointer type c:\it\personal\deng\doomsday\engine\portable\src\r_things.c(1420) : error C2065: 'lights' : undeclared identifier</pre>	
<b>Labels:</b> Build System	

### History

#### #1 - 2008-10-05 12:39 - danij

This is a known issue that will be resolved imminently.

#### #2 - 2008-10-07 15:10 - danij

Fixed in svn.