

Castor3D - Bogue #1689

GCC 4.9

01/01/2015 02:48 PM - dragonjoker59

Status:	Fermé	Start date:	01/01/2015
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	1.00 hour
Target version:	0.8.0	Spent time:	0.50 hour
Lien forum:			
Description			
Problème de compilation : prendre en compte le flag -c++1y			

History

#1 - 08/23/2015 02:58 AM - dragonjoker59

- Target version changed from 304 to 0.8.0

#2 - 08/27/2015 10:13 AM - dragonjoker59

- Status changed from Résolu to Fermé