

Audacious - Bug # 725

Status:	Closed	Priority:	Minor
Author:	John Lindgren	Category:	plugins/xsf
Created:	June 07, 2017	Assignee:	
Updated:	June 07, 2017	Due date:	
Affects version:			
Subject:	[xsf] Many warnings with GCC 7		
Description			
<p>The xsf plugin generates many warnings with GCC 7.1.1, such as:</p>			
<pre>desmume/MMU.cc: In function 'void MMU_clearMem()': desmume/MMU.cc:310:43: warning: 'memset' used with length equal to number of elements without multiplication by element size [-Wmemset-elt-size] memset(ARM9Mem.blank_memory, 0, 0x020000); ^</pre>			
<p>In file included from desmume/armcpu.h:26:0, from desmume/cp15.h:25, from desmume/arm_instructions.cc:25:</p>			
<pre>desmume/arm_instructions.cc: In function 'u32 OP_SBC_S_LSL_IMM(armcpu_t*)': desmume/arm_instructions.cc:1333:46: warning: '~' on an expression of type bool [-Wbool-operation] cpu->CPSR.bits.V = SIGNED_UNDERFLOW(v, (!cpu->CPSR.bits.C), tmp) SIGNED_UNDERFLOW(tmp, shift_op, cpu->R[REG_POS(i, 12)]);\</pre>			
<pre>desmume/bits.h:38:23: note: in definition of macro 'BIT31' #define BIT31(i) ((i)>>31) ^</pre>			
<pre>desmume/arm_instructions.cc:1333:25: note: in expansion of macro 'SIGNED_UNDERFLOW' cpu->CPSR.bits.V = SIGNED_UNDERFLOW(v, (!cpu->CPSR.bits.C), tmp) SIGNED_UNDERFLOW(tmp, shift_op, cpu->R[REG_POS(i, 12)]);\ ^~~~~~</pre>			
<pre>desmume/arm_instructions.cc:1343:6: note: in expansion of macro 'OP_SBCS' OP_SBCS(2, 4); ^~~~~~</pre>			
<pre>desmume/arm_instructions.cc:1333:46: note: did you mean to use logical not (!)?</pre>			
<p>These look like legitimate problems, and I'm not familiar enough with the code to implement a fix. We also have a very old fork of desmume while upstream has moved on (https://github.com/TASVideos/desmume).</p>			
<p>@nenolod: Thoughts? Do you have any interest in updating this plugin or at least fixing the warnings?</p>			

History

#1 - June 07, 2017 03:52 - John Lindgren

- % Done changed from 0 to 100
- Target version set to 3.9
- Assignee deleted (William Pitcock)
- Status changed from New to Closed

Never mind, I implemented some minimal/hopefully safe fixes.