QGIS Application - Bug report #229
Assignments used as truth value in qgsproject.cpp

2006-08-06 06:21 PM - Mateusz Loskot -

Status:	Closed			
Priority:	Low			
Assignee:	Gary Sherman			
Category:	Project Loading/Saving			
Affected QGIS version:		**Regression?:**	No	
Operating System:	Linux	**Easy fix?:**	No	
Pull Request or Patch supplied:		**Resolution:**	fixed	
Crashes QGIS or corrupts data:		**Copied to github as #:**	10288	

Description

I'm not sure what's the idea behind conditional statements in qgsproject.cpp file, in lines: 126, 204 and 274 where following comparisons are used:

```
    }
    else if ( nextProperty = currentProperty->find( keySequence.first() ) )
    {
```

but for me this seems to be a bug.

Probably, this statement should look like:

```
    }
    else if (( nextProperty == currentProperty->find( keySequence.first() ) ))
    {
```

or

```
    }
    else if ( 0 == (nextProperty = currentProperty->find( keySequence.first() ) ) )
    {
```

Additional note, I see the code around those lines is mostly a copy-paste, may be it's reasonable to put it to a separate class or function.

History

#1 - 2006-08-11 02:52 AM - Gavin Macaulay -

- Resolution set to fixed

- Status changed from Open to Closed

Appled to head