

Emulator - Emulator Issues #6840

Fix locale issues in shaders generators properly

11/27/2013 05:56 PM - NeoBrainX

Status:	Accepted	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	Yes
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	
Description			
<p>Something is broken about our shader generators. degasus felt like working around issues by randomly changing unrelated code and instead of fixing the issue properly in revision 045efdfc3e558f1152b116574d92015f27e396fa.</p> <p>Meanwhile, Rodolfo has come up with his own fix in revision 15b6d75b775eec17a5b8e05362f2e0ad6d7750e0 but seems to have no interest in upstreaming that change. I don't know if that change is a proper fix or just a hack as well.</p> <p>Given that people seem to be okay with the idiocy that is currently happening in TextureConversionShader (instead of using "%f" in printf, degasus used "%d.0"...) I don't expect anyone to care about this issue, but it's something that should be fixed because.. ffs do I even need to explain this?</p>			

History

#1 - 11/27/2013 07:11 PM - rodolfoosvaldobogado

Neobrain: is not a lack of interest is a lack of time, just now i'm in the final stages of a project an a little bussy. It will be interesting that someone else review my changes and if the changes are righth i will merge them to master.

#2 - 11/28/2013 01:37 AM - degasus

Maybe we should also take a look at this function:

<https://code.google.com/p/dolphin-emu/source/browse/Source/Core/Common/Src/StringUtil.cpp#32>

It's the last one which uses locale at all. So it's likely broken, too.

#3 - 11/28/2013 02:27 AM - rodolfoosvaldobogado

that specific function is not broken because the locale generated with the old code is still usefull for *_l functions

#4 - 04/08/2014 10:03 AM - delroth

- Priority set to Urgent

#5 - 09/20/2014 10:51 PM - JMC4789

Any updates on this issue whatsoever?

#6 - 09/20/2014 11:08 PM - rodolfoosvaldobogado

this issue is fixed in ishiiruka, but i don't know if its needed in master as i didn't see any place in master where locale is needed

#7 - 09/20/2014 11:12 PM - NeoBrainX

- *Milestone deleted (Current)*

- *Priority changed from Urgent to Normal*

Not much of a point in blocking releases over this, since it's mostly a "can we stop having stupid workarounds in our code?"-issue ...