

LArSoft - Bug #18868

new warning from gcc 6.4.0 in larreco TrackFinder

02/01/2018 12:29 PM - Lynn Garren

Status:	Resolved	Start date:	02/01/2018
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:	Reconstruction	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Occurs In:	v06_67_00	Co-Assignees:	
Experiment:	LArSoft		

Description

TrackFinder Track3DKalmanSPS_module.cc defines uniqueSpptIt, but does not use the variable. This is picked up as a warning and treated as an error by gcc 6.4. Since it appears that the definition has side effects, this code should be reviewed and fixed by the experts.

```
art::PtrVector<recob::SpacePoint>::iterator uniqueSpptIt =
std::set_union(spacepointssExcise.begin(), spacepointssExcise.end(),
               spacepointssExcise.begin(), spacepointssExcise.end(),
```

As a workaround, "cet_add_compiler_flags(CXX -Wno-unused-but-set-variable)" has been added to TrackFinder/CMakeLists.txt

Associated revisions

Revision cd77cd54 - 02/01/2018 02:41 PM - Gianluca Petrillo

Remove unused variable.

This solves issue #18868.

History

#1 - 02/01/2018 12:32 PM - Lynn Garren

- Occurs In v06_67_00 added

- Occurs In deleted (v06_66_00)

#2 - 02/01/2018 02:32 PM - Gianluca Petrillo

- Category set to Reconstruction

- Status changed from New to Resolved

- % Done changed from 0 to 90

I have verified that the result of the incriminated line can be discarded with no side effects.

#3 - 02/01/2018 02:40 PM - Gianluca Petrillo

Ops, I should clarify: the new code should look like:

```
std::set_union(spacepointssExcise.begin(), spacepointssExcise.end(),
               spacepointssExcise.begin(), spacepointssExcise.end(),
               spacepointssExcise.begin()
               );
```

so only the part on the first line, `art::PtrVector<recob::SpacePoint>::iterator uniqueSpptIt =`, is superfluous.

#4 - 02/01/2018 02:53 PM - Gianluca Petrillo

The fix was pushed into `develop` branch of `larreco`.

#5 - 02/01/2018 02:53 PM - Gianluca Petrillo

- % Done changed from 90 to 100

