So I agree with Eric and tried to hide RSymbol, but turned out that was already done by him :p

Here you are the other (seemingly) okay struct to hide.

Signed-off-by: Urabe, Shyouhei <shyouhei@ruby-lang.org>

---

ChangeLog | 6 ++++
include/ruby/ruby.h | 10 --------
internal.h | 10 +++++++
3 files changed, 16 insertions(+), 10 deletions(-)
```c
#define RCOMPLEX(obj) (R_CAST(RComplex)(obj))
#define RSYMBOL(obj) (R_CAST(RSymbol)(obj))

struct RComplex {
    struct RBasic basic;
    const VALUE real;
    const VALUE imag;
};

#define RCOMPLEX(obj) (R_CAST(RComplex)(obj))
#define RCOMPLEX_SET_REAL(cmp, r) RB_OBJ_WRITE((cmp), &((struct RComplex *)(cmp))->real,(r))
#define RCOMPLEX_SET_IMAG(cmp, i) RB_OBJ_WRITE((cmp), &((struct RComplex *)(cmp))->imag,(i))

/* class.c */
void rb_class_subclass_add(VALUE super, VALUE klass);
void rb_class_remove_from_super_subclasses(VALUE);
```

Associated revisions
Revision 62bfc4f2 - 06/23/2014 04:41 AM - shyouhei (Shyouhei Urabe)

- include/ruby/ruby.h (struct RComplex): no longer. [Feature #9888]
  - include/ruby/ruby.h (RCOMPLEX): ditto.
  - include/ruby/ruby.h (RCOMPLEX_SET_REAL): deprecated. Will be deleted later.
  - include/ruby/ruby.h (RCOMPLEX_SET_IMAG): ditto.
- internal.h (struct RFloat): moved here.
- internal.h (RCOMPLEX): ditto.
- complex.c (rb_complex_set_real): do not use this.
- complex.c (rb_complex_set_imag): ditto.

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/trunk@46506 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

Revision 46506 - 06/23/2014 04:41 AM - shyouhei (Shyouhei Urabe)

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History

#1 - 06/02/2014 02:33 AM - nobu (Nobuyoshi Nakada)
Why keep RCOMPLEX_SET_REAL and RCOMPLEX_SET_IMAG public? They don't seem to be used anywhere else. At least, they have to have rb_ prefix.

#2 - 06/02/2014 10:26 AM - shyouhei (Shyouhei Urabe)
Nobuyoshi Nakada wrote:

Why keep RCOMPLEX_SET_REAL and RCOMPLEX_SET_IMAG public? They don't seem to be used anywhere else. At least, they have to have rb_ prefix.

If deleting now-public APIs are OK, I'd be happy to do so. Having rb_ prefix makes absolutely zero sense because they are for backward API compatibility.

#3 - 06/03/2014 12:48 AM - nobu (Nobuyoshi Nakada)
The prefix is to avoid potential name-clashes with other libraries.

#4 - 06/07/2014 10:45 AM - shyouhei (Shyouhei Urabe)
- Description updated

OK, lets just abandon them. Patch updated.

#5 - 06/07/2014 10:47 AM - shyouhei (Shyouhei Urabe)
- Description updated

#6 - 06/18/2014 12:24 PM - matz (Yukihiro Matsumoto)
Approved.

Matz.

#7 - 06/23/2014 04:41 AM - shyouhei (Shyouhei Urabe)
- Status changed from Open to Closed
- % Done changed from 0 to 100

Applied in changeset r46506.

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