

Bad Diff vs Good Diff

Bad Diff

Here's an example of a diff that contains style changes at the same time as a functional change.
Can you find the needle in the haystack:

spawn_points/spawn_point_manager.gd

```
@@ -1,46 +1,44 @@
1 1 class_name SpawnPointManager
2 - extends RefCounted
3 -
4 - const CHARACTER_CONTROLLER: PackedScene = preload("uid://dt23di0pc42kv")
5 + extends RefCounted
6 +
7 + const CHARACTER_CONTROLLER: PackedScene = preload("uid://dt23di0pc42kv")
8 +
9 +
10 10 var _scene_root: Node
11 11 var _spawn_points: Array[SpawnPoint] = []
12 12
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16 16 ## Hide or show the spawn points.
17 17
18 18 func set_spawn_points_visible(visible: bool) -> void:
19 19     for spawn_point in _spawn_points:
20 20         spawn_point.visible = visible
21 21
22 22
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24 24
25 25 ## Find all [SpawnPoint] objects in the given scene, and store them in an array.
26 26 func update_spawn_points_array(scene_root: Node) -> void:
27 27     _spawn_points.clear()
28 28     _spawn_points.clear()
29 29     _scene_root = scene_root
30 30     if _scene_root:
31 31         _collect_spawn_points(_scene_root)
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39 39 ## Spawn a character at the given spawn point.
40 40 func spawn_character(spawn_point_index: int = 0) -> CharacterController:
41 41     if (
42 42         not _spawn_points
43 43         or spawn_point_index < 0
44 44         or spawn_point_index > len(_spawn_points) - 1
45 45     ):
46 46         return
47 47
48 48 func spawn_character(spawn_point_index: int = 1) -> CharacterController:
49 49     if (not _spawn_points or spawn_point_index < 0 or spawn_point_index > len(_spawn_points) - 1)
50 50         return
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```

Good luck finding what changed. Could you approve that code review saying you understand what happened with a straight face?

And that's a simple example, it gets much worse.

Good Diff

Here's the exact same functional change without the style changes:

```
spawn_points/spawn_point_manager.gd
@@ -1,46 +1,46 @@
1 1 class_name SpawnPointManager
2 2 extends RefCounted
3 3
4 4 const CHARACTER_CONTROLLER: PackedScene = preload("uid://dt23di0pc42kv")
5 5
6 6 var _scene_root: Node
7 7 var _spawn_points: Array[SpawnPoint] = []
8 8
9 9
10 10 ## Hide or show the spawn points.
11 11 func set_spawn_points_visible(visible: bool) -> void:
12 12     for spawn_point in _spawn_points:
13 13         spawn_point.visible = visible
14 14
15 15
16 16 ## Find all [SpawnPoint] objects in the given scene, and store them in an array.
17 17 func update_spawn_points_array(scene_root: Node) -> void:
18 18     _spawn_points.clear()
19 19     _scene_root = scene_root
20 20     if _scene_root:
21 21         _collect_spawn_points(_scene_root)
22 22
23 23
24 24 ## Spawn a character at the given spawn point.
25 25 - func spawn_character(spawn_point_index: int = 0) -> CharacterController:
26 26 + func spawn_character(spawn_point_index: int = 1) -> CharacterController:
27 27     if (
28 28         not _spawn_points
29 29         or spawn_point_index < 0
30 30         or spawn_point_index > len(_spawn_points) - 1
31 31     ):
32 32         return
33 33     var character: CharacterController = CHARACTER_CONTROLLER.instantiate()
34 34     _scene_root.add_child.call_deferred(character)
35 35     character.global_transform = _spawn_points[0].global_transform
36 36     return character
37 37
38 38
39 39 func _collect_spawn_points(node: Node) -> void:
40 40     # If this node is a SpawnPoint, add it to the array.
41 41     if node is SpawnPoint:
42 42         _spawn_points.append(node)
43 43
44 44     # Recursively check children.
45 45     for child in node.get_children():
46 46         _collect_spawn_points(child)
```

Not only does this make way more sense to look at, but it also ensures that there will be far fewer merge conflicts because your changes only touch one area of the code.

Revision #3

Created 2025-12-28 13:25:36 PST by xury

Updated 2025-12-28 14:01:55 PST by xury