Ryzom - Bug # 1148

Status:	New	**Priority:**	Low
Author:	aquiles	**Category:**	
Created:	10/31/2010	**Assignee:**	
Updated:	08/15/2011	**Due date:**	
Subject:	Make MFC optional for 3ds max plugins		

Description

Currently WITH_MFC is required to build the max plugins in order to view a scene out of 3ds max. This should be optional.

CMake error:
CMake Error at CMakeModules/PCHSupport.cmake:188 (SET_TARGET_PROPERTIES):
  set_target_properties Can not find target to add properties to:
  object_viewer_dll
Call Stack (most recent call first):
  nel/tools/3d/plugin_max/nel_export/CMakeLists.txt:31 (ADD_NATIVE_PRECOMPILED_HEADER)

History

#1 - 08/15/2011 03:51 pm - kaetemi

Iirc 3ds Max plugins require MFC anyways.

#2 - 08/15/2011 04:35 pm - kervala

kaetemi wrote:

> *Iirc 3ds Max plugins require MFC anyways.*

Are you sure ?

In the past, I'm almost sure I succeeded to compile them without MFC after commenting the part which launch object_viewer.

#3 - 08/15/2011 05:02 pm - kaetemi

I'm not sure.

#4 - 08/15/2011 05:19 pm - aquiles

yap i think thats why i opened the bug. i partly remember me looking in the code :)