

## Ryzom - Bug # 1387

|                    |  |                  |                       |
|--------------------|--|------------------|-----------------------|
| <b>Status:</b>     | Patched  | <b>Priority:</b> | Normal                |
| <b>Author:</b>     | Krolock  | <b>Category:</b> | Tools: Build Gamedata |
| <b>Created:</b>    | 11/01/2011   | <b>Assignee:</b> |                       |
| <b>Updated:</b>    | 03/03/2012   | <b>Due date:</b> |                       |
| <b>Subject:</b>    | Wrong includes in some max plugins   |                  |                       |
| <b>Description</b> | <p>3ds max 2012 changed in huge amount the include file and folder structure. Hence, the max plugins had to be adopted to support also 3ds max SDK 2012. Unfortunately a wrong include of the file functions.h changed the source code in that way, someone doesn't receive any compiler error. But using the plugins in 3ds max does not export the c++ coded functions to max script. Max script throws an error: function or object undefined.</p> <p>The added patch fixes the source code to the right include and all plugins work as expected</p> |                  |                       |

### History

**#1 - 03/02/2012 10:29 pm - kaetemi**

- Status changed from New to Patched

If it doesn't compile anymore, then complain.

**#2 - 03/02/2012 11:40 pm - kervalala**

Is this patch compatible with previous 3dsmax versions ?

If not, couldn't we use some defines to check MAXSDK and use right includes ?

**#3 - 03/02/2012 11:46 pm - kaetemi**

@kervalala: It already does that.

**#4 - 03/03/2012 10:04 am - kervalala**

kaetemi wrote:

| @kervalala: It already does that.

Ah yes, you're right :) Sorry.

### Files

|                   |        |            |         |
|-------------------|--------|------------|---------|
| max_plugins.patch | 1.7 kB | 11/01/2011 | Krolock |
|-------------------|--------|------------|---------|