

## Ryzom - Bug # 1521

<b>Status:</b>	Rejected	<b>Priority:</b>	High
<b>Author:</b>	shackra	<b>Category:</b>	Build
<b>Created:</b>	01/28/2013	<b>Assignee:</b>	
<b>Updated:</b>	04/25/2013	<b>Due date:</b>	
<b>Subject:</b>	Error at Built target ryzom_clientsheets		
<b>Description</b>	<p>Something goes wrong with the Ryzom client... I'm getting the code from <a href="https://bitbucket.org/ryzom/ryzomcore">https://bitbucket.org/ryzom/ryzomcore</a></p> <pre>Linking CXX shared library ../../lib/libryzom_clientsheets.so [ 68%] Built target ryzom_clientsheets Scanning dependencies of target ryzom_client [ 68%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/weather_setup_client.cpp.o [ 68%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/lod_character_user_manager.cpp.o [ 68%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/release.cpp.o In file included from /build/src/ryzomcore/code/ryzom/common/src/game_share/time_weather_season/static_light_cycle.h:23:0,       from /build/src/ryzomcore/code/ryzom/common/src/game_share/time_weather_season/time_and_season.h:40,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/./time_client.h:31,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_in_scene_bubble.h:24,       from /build/src/ryzomcore/code/ryzom/client/src/3d_notes.h:23,       from /build/src/ryzomcore/code/ryzom/client/src/global.h:22,       from /build/src/ryzomcore/code/ryzom/client/src/release.cpp:39: /build/src/ryzomcore/code/nel/include/nel/georges/load_form.h:112:37: warning: multi-character character constant [-Wmultichar] In file included from /build/src/ryzomcore/code/ryzom/client/src/entity_cl.h:60:0,       from /build/src/ryzomcore/code/ryzom/client/src/character_cl.h:34,       from /build/src/ryzomcore/code/ryzom/client/src/player_cl.h:31,       from /build/src/ryzomcore/code/ryzom/client/src/user_entity.h:34,       from /build/src/ryzomcore/code/ryzom/client/src/entities.h:31,       from /build/src/ryzomcore/code/ryzom/client/src/release.cpp:43: /build/src/ryzomcore/code/ryzom/client/src/string_manager_client.h:344:26: warning: multi-character character constant [-Wmultichar] /build/src/ryzomcore/code/ryzom/client/src/string_manager_client.h:345:26: warning: multi-character character constant [-Wmultichar] In file included from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/luascript.h:24:0,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/reflect.h:24,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/interface_element.h:26,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/view_base.h:24,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/ctrl_base.h:23,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/interface_group.h:22,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_container.h:22,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_in_scene.h:24,       from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_in_scene_bubble.h:25,       from /build/src/ryzomcore/code/ryzom/client/src/3d_notes.h:23,       from /build/src/ryzomcore/code/ryzom/client/src/global.h:22,       from /build/src/ryzomcore/code/ryzom/client/src/release.cpp:39: /build/src/ryzomcore/code/ryzom/client/src/interface_v3/luascript.h:295:106: error: 'LUA_GLOBALSINDEX' was not declared in this scope In file included from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/luascript.h:374:0,</pre>		

```
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_object.h:24,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/reflect.h:24,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/interface_element.h:26,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/view_base.h:24,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/ctrl_base.h:23,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/interface_group.h:22,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_container.h:22,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_in_scene.h:24,  
from /build/src/ryzomcore/code/ryzom/client/src/interface_v3/group_in_scene_bubble.h:25,  
from /build/src/ryzomcore/code/ryzom/client/src/3d_notes.h:23,  
from /build/src/ryzomcore/code/ryzom/client/src/global.h:22,  
from /build/src/ryzomcore/code/ryzom/client/src/release.cpp:39:
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h: In member function 'void  
CLuaState::checkIndex(int)':
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h:45:2: error: 'LUA_GLOBALSINDEX' was not  
declared in this scope
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h: In member function 'size_t CLuaState::strlen(int)':
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h:246:33: error: 'lua_strlen' was not declared in this  
scope
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h: In member function 'bool CLuaState::equal(int,  
int)':
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h:345:41: error: 'lua_equal' was not declared in this  
scope
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h: In member function 'bool CLuaState::lessThan(int,  
int)':
```

```
/build/src/ryzomcore/code/ryzom/client/src/interface_v3/lu_helper_inline.h:379:44: error: 'lua_lessthan' was not declared in  
this scope
```

```
make[2]: *** [ryzom/client/src/CMakeFiles/ryzom_client.dir/release.cpp.o] Error 1
```

```
make[1]: *** [ryzom/client/src/CMakeFiles/ryzom_client.dir/all] Error 2
```

```
make: *** [all] Error 2
```

```
==> ERROR: A failure occurred in build().
```

```
Aborting...
```

```
==> ERROR: Build failed, check /mnt/building/root/build
```

```
==> ERROR: (libremakepkg): An unknown error has occurred. Exiting...
```

```
;) )
```

## History

### #1 - 01/28/2013 09:03 am - kervala

Please what Lua version are you using ?

Luabind and Ryzom are not compatible with Lua 5.2

### #2 - 03/01/2013 10:23 pm - shackra

kervala wrote:

```
Please what Lua version are you using ?
```

| *Luabind and Ryzom are not compatible with Lua 5.2*

Sorry, I didn't receive the notification that you updated my bug report.

Well, I'm using lua 5.2.1. Arch Linux folks have this problem too.

```
jorge [~] ~> LC_ALL=C pacman -Qi lua
Name      : lua
Version   : 5.2.1-3
URL       : http://www.lua.org/
Licenses  : MIT
Groups    : None
Provides  : None
Depends On : readline
Optional Deps : None
Required By : gnuplot libquvi libquvi-scripts lua-sql-mysql nmap wesnoth
Conflicts With : None
Replaces   : None
Installed Size : 1392.00 KiB
Packager   : Eric Belanger <eric@archlinux.org>
Architecture : x86_64
Build Date : Tue Dec 11 15:55:26 2012
Install Date : Thu Jan 10 13:15:43 2013
Install Reason : Explicitly installed
Install Script : No
Description : A powerful light-weight programming language designed for extending applications
```

jorge [~] ~>

any suggestion? D: (Downgrade is not possible!)

### #3 - 03/01/2013 10:40 pm - kerval

Lua 5.2.1 is a Lua 5.2 version :p Ryzom Core and Luabind are not compatible with Lua 5.2.x so you have 2 choices :

- implement Lua 5.2 compatibility for Luabind and Ryzom Core :p
- download and compile Lua 5.1.x from sources :)

shackra wrote:

| *kerval wrote:*

| *Please what Lua version are you using ?*

| *Luabind and Ryzom are not compatible with Lua 5.2*

| *Sorry, I didn't receive the notification that you updated my bug report.*

| *Well, I'm using lua 5.2.1. Arch Linux folks have this problem too.*

| *[...]*

any suggestion? D: (Downgrade is not possible!)

#### #4 - 03/02/2013 07:59 am - shackra

kervala wrote:

*Lua 5.2.1 is a Lua 5.2 version :p Ryzom Core and Luabind are not compatible with Lua 5.2.x so you have 2 choices :*

- implement Lua 5.2 compatibility for Luabind and Ryzom Core :p*
- download and compile Lua 5.1.x from sources :)*

*shackra wrote:*

*kervala wrote:*

*Please what Lua version are you using ?*

*Luabind and Ryzom are not compatible with Lua 5.2*

*Sorry, I didn't receive the notification that you updated my bug report.*

*Well, I'm using lua 5.2.1. Arch Linux folks have this problem too.*

*[...]*

*any suggestion? D: (Downgrade is not possible!)*

That's no cool my friend, no cool at all D:

Those users from Arch Linux and Parabola wouldn't be able to compile Ryzom for their distros :-/

and implementing Lua 5.2 in Ryzom Core looks like a neverending-task/a-big-change-on-the-source-code :S :(

#### #5 - 03/02/2013 11:08 am - kervala

Are you sure there is no Lua 5.1 anymore ?

Because I found that <https://www.archlinux.org/packages/extra/i686/lua51/>

shackra wrote:

*kervala wrote:*

*Lua 5.2.1 is a Lua 5.2 version :p Ryzom Core and Luabind are not compatible with Lua 5.2.x so you have 2 choices :*

- implement Lua 5.2 compatibility for Luabind and Ryzom Core :p*
- download and compile Lua 5.1.x from sources :)*

*shackra wrote:*

*kervala wrote:*

*Please what Lua version are you using ?*

*Luabind and Ryzom are not compatible with Lua 5.2*

*Sorry, I didn't receive the notification that you updated my bug report.*

*Well, I'm using lua 5.2.1. Arch Linux folks have this problem too.*

*[...]*

*any suggestion? D: (Downgrade is not possible!)*

*That's no cool my friend, no cool at all D:*

*Those users from Arch Linux and Parabola wouldn't be able to compile Ryzom for their distros :-/*

*and implementing Lua 5.2 in Ryzom Core looks like a neverending-task/a-big-change-on-the-source-code :S :(*

**#6 - 03/03/2013 01:01 am - shackra**

kervala wrote:

*Are you sure there is no Lua 5.1 anymore ?*

*Because I found that <https://www.archlinux.org/packages/extra/i686/lua51/>*

*shackra wrote:*

*kervala wrote:*

*Lua 5.2.1 is a Lua 5.2 version :p Ryzom Core and Luabind are not compatible with Lua 5.2.x so you have 2 choices :*

- implement Lua 5.2 compatibility for Luabind and Ryzom Core :p*
- download and compile Lua 5.1.x from sources :)*

*shackra wrote:*

*kervala wrote:*

*Please what Lua version are you using ?*

*Luabind and Ryzom are not compatible with Lua 5.2*

*Sorry, I didn't receive the notification that you updated my bug report.*

*Well, I'm using lua 5.2.1. Arch Linux folks have this problem too.*

*[...]*

*any suggestion? D: (Downgrade is not possible!)*

*That's no cool my friend, no cool at all D:*

*Those users from Arch Linux and Parabola wouldn't be able to compile Ryzom for their distros :-/*

*and implementing Lua 5.2 in Ryzom Core looks like a neverending-task/a-big-change-on-the-source-code :S :(*

indeed, I was wrong! there is a package called "lua51", I have to tell to Thaodan that he needs to change that dependency to lua51!

that change should fix the problem!

**#7 - 03/03/2013 01:27 am - Thaodan**

How say cmake to use lua51 instead lua without removing lua?

**#8 - 03/03/2013 09:45 pm - shackra**

Thaodan wrote:

| *How say cmake to use lua51 instead lua without removing lua?*

-DWITH\_LUA51=ON

**#9 - 04/25/2013 12:34 am - shackra**

This bug can be closed as well :)

**#10 - 04/25/2013 01:05 pm - kerval**

- *Status changed from New to Rejected*

Thanks ! Good to know :)