Ryzom - Bug # 761

Status:	Closed	**Priority:**	Normal
Author:	sfb	**Category:**	Build
Created:	10/22/2009	**Assignee:**	sfb
Updated:	10/02/2010	**Due date:**	
Subject:	CMake: MAX Plugin is installed poorly.		
Description			

Via the CMake installer/packaging the MAX plugin is installed poorly (the plugins are all in bin) and there are a number of crucial pieces missing, chiefly the macroscripts.

History

#1 - 10/23/2009 02:50 pm - sfb

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r1859.

#2 - 10/28/2009 09:11 pm - sfb

- Status changed from Resolved to Closed

The 3DSMAX Plugin now installs into a "maxplugin" subdirectory. For installation the contents of this folder need only be copied to the MAX root folder. I have also used the installed directory to generate an NSIS installer of the MAX plugins. These will be posted on the Files section preceding the release announcement.

#3 - 09/29/2010 09:46 pm - kervala

- Project changed from NeL to Ryzom

- Category changed from Build to Build

- Target version deleted (Version 0.7.0)

#4 - 10/02/2010 11:48 am - kervala

- Target version set to Version 0.7.0