

## Ryzom - Bug # 837

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	jeremyhu	<b>Category:</b>	Build
<b>Created:</b>	05/06/2010	<b>Assignee:</b>	vl
<b>Updated:</b>	05/28/2010	<b>Due date:</b>	
<b>Subject:</b>	Don't use configure to set architecture variables, use the compiler		
<b>Description</b>			
<p>nel/include/nel/misc/mutex.h should check <code>x86_64</code> rather than use a configure check for <code>HAVE_X86_64</code> ... this also takes a step to supporting fat binaries</p> <pre>gsed -i 's:HAVE_X86_64: __x86_64__:' nel/include/nel/misc/mutex.h</pre>			

### History

#### #1 - 05/11/2010 04:41 pm - vl

- Status changed from *New* to *Resolved*
- Assignee set to *vl*
- % Done changed from *0* to *100*

The code with `HAVE_X86_64` has been removed so this issue doesn't exist anymore

#### #2 - 05/18/2010 10:21 am - vl

- Target version set to *Version 0.8.0*

#### #3 - 05/28/2010 05:23 pm - vl

- Status changed from *Resolved* to *Closed*