Status:	Closed		Priority:	Urgent
Author:	mroger		Category:	Build
Created:	05/09/2010		Assignee:	vl
Updated:	05/28/2010		Due date:	05/09/2018
Subject:	server and ex	tension		
Description				
- Author: mroge	er * Status: New	* Priority: Immediate	* Assigned to: sfb * Ca	ategory: External * Target version:
The ryzom build so mkdir \$HOME/log	cripts log to \$HOME	/log, so make sure tha	at directory exists:	
Add the Ryzom scripts path in your PATH variable by adding the following line in your .bashrc (change the path with your own path):				
PATH=\$PATH:/home/www/angosso.com/homepage.aspx/?ryzom/tools/scripts/linux				
Install the following packages:				
apt-get install libxml2-dev g++ libtool automake autoconf libpng12-dev libjpeg62-dev rrdtool libmysqlclient15-dev				
You may also need to fix autogen.sh to recognize ACLOCAL and LIBTOOLIZE environment variables:				
cp /home/www/angosso.com/homepage.aspx/html/autogen.sh /home/www/angosso.com/homepage.aspx/xmlns/autogen.sh				
cp /home/www/angosso.com/homepage.aspx/html/autogen.sh /home/www/angosso.com/snowballs2/autogen.sh				
Run the following command:				
buildmode static				
Update the SRC_DIR variable in the <a href="http://www.angosso.com/ryzom/tools/scripts/linux/build">www.angosso.com/ryzom/tools/scripts/linux/build</a> script (line 52)				
Update the RYZOM_PATH variable in the <a href="http://www.angosso.com/ryzom/tools/scripts/linux/make_all">www.angosso.com/ryzom/tools/scripts/linux/make_all</a> script (third line).				
Update the RYZOM_PATH, NEL_INCLUDE, and PACK_SHEET_FLAGS variables in the code/ryzom/Variables.mk file.				
Fix the two -I\$(HOME) lines (around line 14) in <u>www.angosso.com/ryzom/common/src/game_share/Makefile</u> to look like the following -I\$(NEL_INCLUDE) \				
-I\$(RYZOM_PATH)/common/src \http\www\angosso.com\homepage\root				
Ubuntu Users, you may need to change your default shell by running the below and selecting "No" at the menu.				
sudo dpkg-reconfigure dash				
Run the following script that will compile NeL and Ryzom Core Services. It's a very slow process because it compiles lot of things. You				
can follow the process and see error in ~mroger/log/				
make_all				

### History

#1 - 05/11/2010 04:36 pm - vl

- Status changed from New to Assigned

- Assignee changed from sfb to vl

## #2 - 05/11/2010 06:11 pm - vl

- Status changed from Assigned to Resolved

it's now easier to compile:

http://dev.ryzom.com/wiki/ryzom/BuildForLinux

#3 - 05/18/2010 10:22 am - vl

- Target version changed from Version 0.10.0 to Version 0.8.0

#### #4 - 05/18/2010 10:22 am - vl

- % Done changed from 0 to 100

#### #5 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed

# Files

Url.ascx.designer.vb

564 Bytes

05/09/2010

mroger