

Ryzom - Bug # 876

Status:	Closed	Priority:	Normal
Author:	Nille02	Category:	Build
Created:	05/11/2010	Assignee:	sfb
Updated:	05/28/2010	Due date:	
Subject:	Nel driver_xaudio2 and driver_dsound failed to compile.		
Description			
The driver_xaudio2 and driver_dsound failed to compile since changeset 77			
Kompilieren...			
stdxaudio2.cpp			
Kompilieren...			
sound_driver_xaudio2.cpp			
c:\dev\ryzom\code\nel\src\sound\driver\xaudio2\music_channel_xaudio2.h(24) : fatal error C1083: Datei (Include) kann nicht geöffnet werden: "../music_channel.h": No such file or directory			
effect_xaudio2.cpp			
music_buffer_vorbis.cpp			
music_buffer.cpp			
music_channel_xaudio2.cpp			
c:\dev\ryzom\code\nel\src\sound\driver\xaudio2\music_channel_xaudio2.h(24) : fatal error C1083: Datei (Include) kann nicht geöffnet werden: "../music_channel.h": No such file or directory			
adpcm_xaudio2.cpp			
source_xaudio2.cpp			
listener_xaudio2.cpp			
buffer_xaudio2.cpp			
Code wird generiert...			
Kompilieren...			
stdsound.cpp			
Kompilieren...			
source_dsound.cpp			
sound_driver_dsound.cpp			
.\sound_driver_dsound.cpp(27) : fatal error C1083: Datei (Include) kann nicht geöffnet werden: ".nel/sound/driver/sound_driver.h": No such file or directory			
listener_dsound.cpp			
buffer_dsound.cpp			
Code wird generiert...			

History

#1 - 05/11/2010 12:18 am - Nille02

Build System is Windows 7 VS2008 SP1

#2 - 05/11/2010 01:31 am - Nille02

- File test.diff added

This solve my Problem

```

diff -r 8e918a0b7f91 code/nel/src/sound/driver/dsound/sound_driver_dsound.cpp
-- a/code/nel/src/sound/driver/dsound/sound_driver_dsound.cpp  Mon May 10 15:28:57 2010 -0500
+++ b/code/nel/src/sound/driver/dsound/sound_driver_dsound.cpp  Tue May 11 01:30:24 2010 +0200
@ -24,7 +24,7 @@
#endif
#define DIRECTSOUND_VERSION 0x0800

#include "nel/sound/driver/sound_driver.h"
#include "nel/sound/driver/sound_driver.h"
#include <cmath>;

diff r8e918a0b7f91 code/nel/src/sound/driver/xaudio2/music_channel_xaudio2.h
- a/code/nel/src/sound/driver/xaudio2/music_channel_xaudio2.h  Mon May 10 15:28:57 2010 -0500
+++ b/code/nel/src/sound/driver/xaudio2/music_channel_xaudio2.h  Tue May 11 01:30:24 2010 +0200
@ -21,7 +21,7 @
// STL includes
// NeL includes
#include "../music_channel.h"
#include "nel/sound/driver/music_channel.h"
// Project includes

```

@

#3 - 05/11/2010 09:55 am - kervala

- Status changed from New to Resolved
- Assignee set to sfb
- Target version set to Version 0.8.0
- % Done changed from 0 to 100

#4 - 05/11/2010 11:41 am - Nille02

- File full_patch.diff added

Add some more "fixes". This fix also the georges build.

Please move.

```

code\nel\src\sound\driver\dsound\buffer_dsound.h
code\nel\src\sound\driver\dsound\listener_dsound.h
code\nel\src\sound\driver\dsound\sound_driver_dsound.h
code\nel\src\sound\driver\dsound\source_dsound.h

```

to:

```

code\nel\include\nel\sound\driver\dsound\buffer_dsound.h
code\nel\include\nel\sound\driver\dsound\listener_dsound.h
code\nel\include\nel\sound\driver\dsound\sound_driver_dsound.h
code\nel\include\nel\sound\driver\dsound\source_dsound.h

```

I don't have moved the stddsound.h because its an precompiled header and i have no clue how to change it. If i remove the precompiled header id works but i think (hope) it has an reason.

#5 - 05/11/2010 05:35 pm - Kane

Just wanted to add this is still an on going issues here's what I get in errors now:

```
13>music_channel_xaudio2.cpp
```

```
13>.\music_channel_xaudio2.cpp(28) : fatal error C1083: Cannot open include file: 'nel/sound/driver/music_buffer.h': No such file or directory
```

```
13>adpcm_xaudio2.cpp
```

Things are getting better this was taken from

96 (0ab3d3e47271) default tip

#6 - 05/11/2010 09:34 pm - kerval

Nille02> We shouldn't move these headers because they are private to sound drivers :) It's the same case than for 3d driver, both files (.h and .cpp) are in nel/src/*/drivers

#7 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed

Files

test.diff	881 Bytes	05/11/2010	Nille02
full_patch.diff	5.9 kB	05/11/2010	Nille02