

Ryzom - Bug # 885

Status:	Closed	Priority:	Urgent
Author:	Kane	Category:	Build
Created:	05/11/2010	Assignee:	kervala
Updated:	05/28/2010	Due date:	
Subject:	luabind (On Windows Breaks Compiling)		
Description	<p>changeset 102 e69ec247b8a7</p> <p>Using this external: 593/external_stlport_lua51.7z</p> <p>Compiling the Client or Server I get the following issue this example is from the client but the server is exactly the same:</p> <pre>18>lua_ihm.cpp 18>D:\SOURCECODE\external\include\luabind/detail/ref.hpp(87) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/ref.hpp(88) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/ref.hpp(100) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(86) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(93) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(102) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>lua_helper.cpp 18>D:\SOURCECODE\external\include\luabind/detail/ref.hpp(87) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/ref.hpp(88) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/ref.hpp(100) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(86) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(93) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(102) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18>list_sheet_base.cpp</pre>		

History

#1 - 05/12/2010 06:19 am - Kane

RC offered a fix not sure if its a hack or fix since I don't know much yet but here you go:

For the C2065 error you can simply change "assert" to "nlassert" (not the included cassert) in the following files

inheritance.hpp

ref.hpp

policy.hpp

in your "C:\NEL\include\luabind\detail\" folder.

Afterward you just hit build solution in your VS2008 and it should work.

<http://dev.ryzom.com/boards/17/topics/1555#message-1558>

#2 - 05/12/2010 09:13 am - kervala

Or define NL_MAP_ASSERT in your project :p

#3 - 05/12/2010 11:12 am - kervala

- Status changed from New to Assigned

- Assignee set to kervala

#4 - 05/12/2010 11:14 am - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r104.

#5 - 05/12/2010 11:14 am - kervala

- Target version set to Version 0.8.0

#6 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed