

Ryzom - Bug # 1095

Status:	Rejected	Priority:	Normal
Author:	icecoldmoon	Category:	
Created:	09/20/2010	Assignee:	
Updated:	09/20/2010	Due date:	
Subject:	I have installed lua5.1.4 and luabind		
Description	<p>I have installed lua5.1.4 and luabind, After compile luabind, it generate a ".dylib" file, and a "luabind.a" after compile lua5.1.4. I don't know how to include ".h" file and the lib file in my project using xcode. this is what i have done,but it seems not work properly.</p> <p>in project-->Edit project Settings-->build: Header search paths: include the .h file. Library Search paths: include the lib file.</p> <p>in my program: #include <lua.hpp></p> <p>lua.hpp: extern "c"{ #include "lua.h" #include"luaLib.h" #include"luaLib.h" } #include <luabind/luabind.hpp></p> <p>it seems Compile and link work well, but if I add: " lua_State *L; void main(){ ... luaopen_io(L); luabind::open(L); ... } "</p> <p>then there has some link errors:</p> <p>Undefined symbols: "luaopen_io(lua_State*)", referenced from: luaClass::abcc(lua_State*) in LuaClass.o ld: symbol(s) not found collect2: ld returned 1 exit status</p> <p>Undefined symbols: "luabind::open(lua_State*)", referenced from:</p>		

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luaClass::abcc(lua_State*) in LuaClass.o
ld: symbol(s) not found
collect2: ld returned 1 exit status
it seems the lib files have not been add into my project,
in VC project, I can use
#pragma comment(lib,"xxx.lib")
to add lib files into my project, and does anyone can tell me how it implement in MAC project?

plase help....
```

History

#1 - 09/20/2010 09:20 am - kerval

That's not a bug, you're simply using a not tested project generation from CMake. Please use the [forum](#) or [contact the community](#)

You should follow this [tutorial](#) to create Makefiles under Mac OS X.

Your error comes because you didn't link to lua.

#2 - 09/20/2010 09:20 am - kerval

- *Status changed from New to Rejected*