

Ryzom - Bug # 1148

Status:	New	Priority:	Low
Author:	aquiles	Category:	
Created:	10/31/2010	Assignee:	
Updated:	08/15/2011	Due date:	
Subject:	Make MFC optional for 3ds max plugins		
Description	<p>Currently WITH_MFC is required to build the max plugins in order to view a scene out of 3ds max. This should be optional.</p> <p>CMake error: CMake Error at CMakeModules/PCHSupport.cmake:188 (SET_TARGET_PROPERTIES): set_target_properties Can not find target to add properties to: object_viewer_dll</p> <p>Call Stack (most recent call first): nel/tools/3d/plugin_max/nel_export/CMakeLists.txt:31 (ADD_NATIVE_PRECOMPILED_HEADER)</p>		

History

#1 - 08/15/2011 03:51 pm - kaetemi

lirc 3ds Max plugins require MFC anyways.

#2 - 08/15/2011 04:35 pm - kervalala

kaetemi wrote:

| *lirc 3ds Max plugins require MFC anyways.*

Are you sure ?

In the past, I'm almost sure I succeeded to compile them without MFC after commenting the part which launch object_viewer.

#3 - 08/15/2011 05:02 pm - kaetemi

I'm not sure.

#4 - 08/15/2011 05:19 pm - aquiles

yap i think thats why i opened the bug. i partly remember me looking in the code :)