

Ryzom - Support # 1247

Status:	Closed	Priority:	Normal
Author:	VagabondEx	Category:	
Created:	01/26/2011	Assignee:	
Updated:	01/26/2011	Due date:	
Subject:	Building		
Description			
<p>I'm trying to build the sources, and I get this error:</p> <pre>[45%] Built target pch_Generate_ryzom_client Linking CXX executable ..\..\bin\ryzom_client_r.exe CMakeFiles/ryzom_client.dir/interface_v3/ctrl_text_button.cpp.obj : fatal error LNK1136: invalid or corrupt file LINK failed. with 2 NMAKE : fatal error U1077: "d:\applications\CMake 2.8\bin\cmake.exe" : return code '0xffffffff' Stop.</pre> <p>I use Visual Studio C++ Lite 10 instead of 9, otherwise everything is as it is specified on the wiki. This is a command line build with manual "cmake .." and "nmake" from the build dir.</p> <p>Please, help me to solve this problem. I've already tried updating from the hg repo and building it from the scratch, but I get the same problem.</p>			

History

#1 - 01/26/2011 11:57 am - rti

What do you mean with "building from scratch"? Did you really clean all object files before rebuilding?

If not, try to delete ctrl_text_button.cpp.obj and run nmake again (this way the corrupted file should be recreated, linking could work afterwards).

BTW: Those problem should better be discussed in the Help Forums (<http://dev.ryzom.com/projects/ryzom/boards/17>). Issues are meant to define development tasks.

#2 - 01/26/2011 01:22 pm - VagabondEx

Thank you, I'll try that. And sorry for asking here, I'll move to the forums now.

#3 - 01/26/2011 01:27 pm - rti

- Status changed from New to Closed

You're welcome. Good luck. No problem. See you on the boards :)