

## Ryzom - Bug # 1297

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Naush	<b>Category:</b>	Build
<b>Created:</b>	05/20/2011	<b>Assignee:</b>	kervala
<b>Updated:</b>	10/03/2012	<b>Due date:</b>	
<b>Subject:</b>	CMake - improper detection architecture under linux		
<b>Description</b>			
On both linux 32bits & 64bits, g++ flags <code>-DHAVE_X86</code> & <code>-DHAVE_X86_64</code> are missing			
It's have probably been introduce in cset 72f92eec5717			

### History

#### #1 - 05/20/2011 09:19 pm - kervala

The problem with previous versions was it was checking the host architecture not the target one, so cross compilation was broken.

Now it's checking the size of void\* to detect a 32 or 64 bits architecture.

But, currently, I can't check under Linux because I reinstalled my PC.

#### #2 - 05/20/2011 09:25 pm - Naush

Yep I see the trick. having cross compilation is great things

for the moment removing

```
| IF
```

Works on i686 & x86\_64 architecture, don't know if it's works for you

#### #3 - 05/20/2011 09:30 pm - kervala

- Status changed from New to Assigned
- Assignee set to kervala
- Estimated time set to 1.00

Thanks. It seems like CMAKE\_SYSTEM\_PROCESSOR is empty sometimes, I will comment out it for the moment. We'll be able to add more checks later for other platforms.

#### #4 - 05/20/2011 09:40 pm - kervala

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r1475.

**#5 - 05/24/2011 11:43 am - kervalala**

- *Target version set to Version 0.9.0*

**#6 - 12/07/2011 02:36 pm - sfb**

- *Status changed from Resolved to Closed*