

## Ryzom - Bug # 1310

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	dfighter	<b>Category:</b>	Build
<b>Created:</b>	06/03/2011	<b>Assignee:</b>	kervala
<b>Updated:</b>	12/07/2011	<b>Due date:</b>	
<b>Subject:</b>	Broken build with VS 2k8 nmake		
<b>Description</b>			
<p>Hi there, the build seems to be broken with VS 2k8 nmake</p> <pre>e:\projects\ryzom_new\ryzom\code\build&gt;nmake</pre> <p>Microsoft (R) Program Maintenance Utility Version 9.00.30729.01 Copyright (C) Microsoft Corporation. All rights reserved.</p> <p>Scanning dependencies of target nelmisc_pch_dephelp [ 0%] Building CXX object nel/src/misc/CMakeFiles/nelmisc_pch_dephelp.dir/stdmisc.cpp.obj stdmisc.cpp E:\projects\ryzom_new\ryzom\code\nel\src\misc\stdmisc.cpp : fatal error C1083: C annot open precompiled header file: 'E:/projects/ryzom_new/ryzom/code/build/nel/ src/misc/stdmisc.pch': No such file or directory NMAKE : fatal error U1077: 'e:\PROGRA~2\MICROS~2.0\VC\bin\cl.exe' : return code '0x2' Stop. NMAKE : fatal error U1077: "'e:\Program Files (x86)\Microsoft Visual Studio 9.0\ VC\BIN\nmake.exe'" : return code '0x2' Stop. NMAKE : fatal error U1077: "'e:\Program Files (x86)\Microsoft Visual Studio 9.0\ VC\BIN\nmake.exe'" : return code '0x2' Stop.<pre>e:\projects\ryzom_new\ryzom\code\build&gt;</pre><p>My CMake cache <a href="http://pastebin.com/ATcMwidz">http://pastebin.com/ATcMwidz</a></p><p>However with VS2k8 IDE it builds fine, so only nmake seems to be affected.</p></p>			

### History

#1 - 06/03/2011 09:26 am - kervala

- Status changed from New to Assigned

- Target version set to Version 0.9.0

You're right, thanks :)

The flags to use PCH were added to PCH creation themselfn, so they couldn't find them.

I just removed these flags.

That's working with nmake now.

**#2 - 06/09/2011 11:00 am - kerval**

- *Status changed from Assigned to Resolved*

- *% Done changed from 0 to 100*

Applied in changeset r1580.

**#3 - 06/09/2011 11:00 am - kerval**

Applied in changeset r1581.

**#4 - 12/07/2011 02:34 pm - sfb**

- *Status changed from Resolved to Closed*