

Ryzom - Bug # 1452

Status:	Rejected	Priority:	Normal
Author:	dfighter	Category:	Build
Created:	03/25/2012	Assignee:	kervala
Updated:	06/19/2014	Due date:	
Subject:	Ryzom client cannot be built without STLport		
Description			
<p>As the title says, I can't build the Ryzom client without STLport because I get the following error message.</p> <pre>1>LINK : fatal error LNK1104: cannot open file 'stlportd_statix.lib'</pre> <p>So I took the initiative and tried to track the problem down by enabling full message logging for the linker and it seems it's LuaBind that causes it.</p> <pre>1> Searching E:\projects\ryzom\src\external_stlport\lib\luabind_d.lib: 1> Found "void __cdecl luabind::open(struct lua_State *)" (?open@luabind@YAXPAUlua_State@@@Z) 1> Referenced in lua_helper.obj 1> Loaded luabind_d.lib(open.obj) 1>Processed /DEFAULTLIB:stlportd_statix.lib</pre> <p>Also taken a look at the library and indeed "/DEFAULTLIB:stlportd_statix.lib" seems to be in the binary.</p>			

History

#1 - 03/25/2012 09:27 am - dfighter

Oh yea forgot to include some details.

I am building with Visual Studio 2008 professional on Windows 7 enUS professional.

Thanks in advance!

#2 - 03/25/2012 10:24 am - kervala

I suppose you unchecked WITH_STLPORT but did you check what is your LUABIND_LIBRARIES variable ?

You're still using STLPort because "E:\projects\ryzom\src\external_stlport\lib\luabind_d.lib" is not normal.

I succeeded to compile both with and without STLport, you just need to clear/fix your bad variables in cache.

#3 - 03/25/2012 04:36 pm - dfighter

- File CMakeCache.txt added

Well yes I have WITH_STLPORT unchecked ofc, but I don't seem to have a LUABIND_LIBRARIES variable in my cache.

However I have

??

//Path to a library.

LUABIND_LIBRARY_DEBUG:FILEPATH=E:/projects/ryzom/src/external_stlport/lib/luabind_d.lib

//Path to a library.

LUABIND_LIBRARY_RELEASE:FILEPATH=E:/projects/ryzom/src/external_stlport/lib/luabind.lib

??

Actually let me attach my entire cache, maybe you can make some sense of it.

#4 - 03/25/2012 04:44 pm - kaetemi

You shouldn't be using the stlport-built externals without stlport.

#5 - 03/25/2012 06:32 pm - dfighter

Well kaetemi, unfortunately using the externals without stlport didn't help either.

That is if I am trying the right one (<http://sourceforge.net/projects/ryzom/files/external.7z/download>)

#6 - 03/25/2012 06:34 pm - kerval

Kaetemi is right, there are 2 different externals, one with STLport and another without. There is a reason for that : a C++ library compiled with STLport can't be linked against something else using MS STL without generating conflicts.

Now you need to clean your CMake cache or edit path to C++ libraries.

#7 - 03/25/2012 06:58 pm - dfighter

Yes I know that now Kerval, and even tried to use the external without STLport, and yet it failed with the very same error message.

I cleaned my CMake build folder as well so it doesn't make any sense now.

Btw even in the externals without STLport archive, the luabind libraries contain that STLport reference :S

#8 - 03/25/2012 08:43 pm - kerval

Hum, I checked with an hex editor and it seems like external.7z provides bad 32 bits version of luabind libraries :(They effectively reference STLport namespace. 64 bits versions are fine though.

So I would have to recompile them soon (and, in the same occasion, update them and provide VC++ 2010 versions).

#9 - 03/25/2012 09:14 pm - dfighter

Alright thanks in advance Kerval, I will keep using the STLport version for now then :)

#10 - 06/19/2014 02:27 am - kaetemi

- Status changed from New to Rejected

Files
