

Ryzom - Bug # 1494

Status:	New	Priority:	Low
Author:	Leonheart	Category:	
Created:	09/22/2012	Assignee:	
Updated:	09/23/2012	Due date:	
Subject:	wrong path to version.hpp vc9.7		
Description	<p>Hi guys just found a Bug in the Cmake List for vc9.7 Cmake looks for the version.hpp under ...include/boost/boost</p> <p>it should be include/boost/ took me a hell of a time to find it. The problem lies somewhere in the code under ...nel/src/sound somewhere there is a wrong directory path. I can't find it in the moment though</p> <p>I just placed another boost folder inside. Compiling works fine</p>		

History

#1 - 09/22/2012 02:31 pm - kervala

Hi,

Thanks for your report!

Please could you provide more details ?

What error do you have while compiling what ?

For information, only Luabind is depending on boost which is used by Ryzom client, so I found suspect NeL Sound depends on boost.

#2 - 09/23/2012 06:40 pm - Leonheart

I have followed the Instructions for Cmake to compile the Core (Server Client tools and so on) After putting in the dependencies (boost Vorbis and so on) the error only error i couldn't fix directly with putting in the path to boost was the Problem mentiond earlier i have worked around the problem with the Method i mentiond above.

Guys do me a Favor and Mind my english it has been a hell lot of a time since i had to use it to this extent^^