

## Ryzom - Support # 1528

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	thannatos	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	05/13/2013	<b>Assignee:</b>	
<b>Updated:</b>	05/14/2013	<b>Due date:</b>	
<b>Subject:</b>	No clear way to download the 64bits application for GNU/Linux		
<b>Description</b>			
<p>Hello,</p> <p>When you run Ubuntu, thanks to the PPA, it's easy to get the amd64 executable, but for others distros such as Fedora, there is nothing : no link in any documentation, nothing in the download page, nothing on sourceforge, and the manuals are outdated and only mention the Ryzom DVD...</p> <p>Please add amd64 builds for GNU/Linux.</p> <p>Goodbye.</p>			

### History

#### #1 - 05/14/2013 01:23 pm - kervala

The official Ryzom client is only available as a 32 bits static executable under Linux.

Everyone is welcome to package Ryzom Core client for his preferred distribution, that's what I did for Ubuntu :)

#### #2 - 05/14/2013 06:20 pm - thannatos

So bad... Learn how to build rpm was in my TODO list, but I won't be able to package a such huge game into a rpm before a long time...

So, I'll try to convert the debs into rpm thanks to alien, maybe it will work... But I guess we don't have always an up to date version of the core if we use the PPA instead of the official build right ?

Thanks

#### #3 - 05/14/2013 06:36 pm - kervala

The binaries on PPA are using the same data than official build, that are downloaded using wget and patched with rsync. Debian/Ubuntu packages only contains the game client, the default configuration file and the script to patch data, so they are relatively small :)