

## Ryzom - Feature # 464

<b>Status:</b>	Closed	<b>Priority:</b>	Low
<b>Author:</b>	kervalva	<b>Category:</b>	NeL: General
<b>Created:</b>	03/31/2009	<b>Assignee:</b>	kervalva
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Support 64bits compilation under Windows		
<b>Description</b>			
<p>Most code is compiling under Visual C++ with a 64 bits compiler but assembler keyword <code>__asm</code> is not recognized anymore and some Win32 API types are different in 64 bits.</p> <p>This feature must add a x64 platform in NeL projects and fix compilation problems.</p> <p>We could optimize missing asm code later (with external .asm files or intrinsics).</p>			

### History

#### #1 - 04/03/2009 11:23 am - vl

- Status changed from New to Validated
- Assignee set to kervalva

#### #2 - 04/03/2009 11:23 am - kervalva

- Status changed from Validated to Assigned

#### #3 - 04/07/2009 08:45 pm - kervalva

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

Applied in changeset r1288.

#### #4 - 05/19/2009 04:19 pm - kervalva

- Status changed from Resolved to Closed

#### #5 - 09/29/2010 09:29 pm - kervalva

- Project changed from NeL to Ryzom
- Category changed from Build to Build
- Target version deleted (Version 0.7.0)

#### #6 - 09/30/2010 02:39 pm - kervalva

- Category changed from Build to NeL: General
- Target version set to Version 0.7.0