

Ryzom - Bug # 589

Status:	Rejected	Priority:	Normal
Author:	rti	Category:	
Created:	05/29/2009	Assignee:	
Updated:	10/16/2010	Due date:	
Subject:	CMake Mac Build and DYLD loading adjustments		
Description			
<p>This patch includes everything that i had to change to get r1575 to build and run snowballs client on mac os using macports</p> <ul style="list-style-type: none">- added /opt/local/ pathes in some cmake find modules (for macports)- removed -lrt flag for mac builds, needed functions are in libSystem.dylib according to this post http://lists.apple.com/archives/unix-porting/2008/Oct/msg00001.html- added the png include path variable in lots on cmakelists- added the .dyld library file ending in dynloadlib.cpp for mac systems- adjusted the al include path in stdopenal.h for mac systems- some adjustments for the opengl driver build config- added nelnet to the logic build config- added driver/sound_driver.cpp driver/buffer.cpp to sound source list			

History

#1 - 08/11/2009 02:50 pm - sfb

- Category set to Misc
- Target version set to 0.8.0

Assigning this patch to go in with 0.8.0.

#2 - 05/10/2010 09:31 pm - rti

This issue can be deleted.

I recreated new (and smaller) patches for the ryzom repository.

See #871 #872 #873

#3 - 09/29/2010 09:42 pm - kervalva

- Project changed from NeL to Ryzom
- Category deleted (Misc)
- Target version deleted (0.8.0)

#4 - 10/16/2010 12:33 am - rti

- Status changed from New to Rejected

already done.

Files

mac_cmake_fixes_for_r1575.txt

21.8 kB

05/29/2009

rti