

Ryzom - Bug # 761

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|--------------------|---|------------------|--------|
| Status: | Closed | Priority: | Normal |
| Author: | sfb | Category: | Build |
| Created: | 10/22/2009 | Assignee: | sfb |
| Updated: | 10/02/2010 | Due date: | |
| Subject: | CMake: MAX Plugin is installed poorly. | | |
| Description | Via the CMake installer/packaging the MAX plugin is installed poorly (the plugins are all in bin) and there are a number of crucial pieces missing, chiefly the macroscripts. | | |

History

#1 - 10/23/2009 02:50 pm - sfb

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

Applied in changeset r1859.

#2 - 10/28/2009 09:11 pm - sfb

- Status changed from Resolved to Closed

The 3DSMAX Plugin now installs into a "maxplugin" subdirectory. For installation the contents of this folder need only be copied to the MAX root folder. I have also used the installed directory to generate an NSIS installer of the MAX plugins. These will be posted on the Files section preceding the release announcement.

#3 - 09/29/2010 09:46 pm - kerval

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

#4 - 10/02/2010 11:48 am - kerval

- Target version set to Version 0.7.0