

## Ryzom - Bug # 848

|                    |  |                  |        |
|--------------------|--|------------------|--------|
| <b>Status:</b>     | New  | <b>Priority:</b> | Normal |
| <b>Author:</b>     | AllenJB  | <b>Category:</b> | Build  |
| <b>Created:</b>    | 05/07/2010   | <b>Assignee:</b> |        |
| <b>Updated:</b>    | 01/08/2011   | <b>Due date:</b> |        |
| <b>Subject:</b>    | Linux: code/nel/src/Rules.mk refers to "../gen_deps.sh", which does not exist  |                  |        |
| <b>Description</b> | line 51 of code/nel/src/Rules.mk refers to "../gen_deps.sh", which does not exist. Changing this to "gen_deps.sh" fixes the issue. |                  |        |

### History

#### #1 - 05/07/2010 10:41 pm - AllenJB

Seems I misdiagnosed the issue. It's being caused in by the value of RYZOM\_PATH in code/ryzom/Variables.mk.

Currently investigating whether this file is generated. But changing the value definitely resolves the issue I had.

The log output for this issue was:

- BUILD NELNS SUCCESS !

- BUILD NELNS INSTALL SUCCESS !

/bin/sh: /home/allen/code/ryzom/gen\_deps.sh: No such file or directory

make<sup>2</sup>: \* [update] Error 127

make<sup>1</sup>: [game\_share-update] Error 2

make: \*\* [update] Error 2

#### #2 - 05/09/2010 02:47 pm - thorbjorn

The problem here might be that the file code/ryzom/gen\_deps.sh uses DOS instead of UNIX line endings. This doesn't really work for shell scripts.

#### #3 - 05/18/2010 10:25 am - vl

- Target version set to Version 0.8.0

#### #4 - 01/08/2011 06:43 pm - kervalva

- Target version deleted (Version 0.8.0)