

## Ryzom - Bug # 885

<b>Status:</b>	Closed	<b>Priority:</b>	Urgent
<b>Author:</b>	Kane	<b>Category:</b>	Build
<b>Created:</b>	05/11/2010	<b>Assignee:</b>	kervala
<b>Updated:</b>	05/28/2010	<b>Due date:</b>	
<b>Subject:</b>	luabind (On Windows Breaks Compiling)		
<b>Description</b>	<p>changeset 102 e69ec247b8a7</p> <p>Using this external: 593/external_stlport_lua51.7z</p> <p>Compiling the Client or Server I get the following issue this example is from the client but the server is exactly the same:</p> <pre>18&gt;lua_ihm.cpp 18&gt;D:\SOURCECODE\external\include\luabind/detail/ref.hpp(87) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/ref.hpp(88) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/ref.hpp(100) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(86) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(93) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(102) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;lua_helper.cpp 18&gt;D:\SOURCECODE\external\include\luabind/detail/ref.hpp(87) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/ref.hpp(88) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/ref.hpp(100) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(86) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(93) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;D:\SOURCECODE\external\include\luabind/detail/inheritance.hpp(102) : error C2065: 'you_must_not_use_assert__use_nl_assert__read_debug_h_file' : undeclared identifier 18&gt;list_sheet_base.cpp</pre>		

### History

#1 - 05/12/2010 06:19 am - Kane

**RC offered a fix not sure if its a hack or fix since I don't know much yet but here you go:**

For the C2065 error you can simply change "assert" to "nlassert" (not the included cassert) in the following files

inheritance.hpp

ref.hpp

policy.hpp

in your "C:\NEL\include\luabind\detail\" folder.

Afterward you just hit build solution in your VS2008 and it should work.

<http://dev.ryzom.com/boards/17/topics/1555#message-1558>

**#2 - 05/12/2010 09:13 am - kervala**

Or define NL\_MAP\_ASSERT in your project :p

**#3 - 05/12/2010 11:12 am - kervala**

- Status changed from *New* to *Assigned*

- Assignee set to *kervala*

**#4 - 05/12/2010 11:14 am - kervala**

- Status changed from *Assigned* to *Resolved*

- % Done changed from *0* to *100*

Applied in changeset r104.

**#5 - 05/12/2010 11:14 am - kervala**

- Target version set to *Version 0.8.0*

**#6 - 05/28/2010 05:23 pm - vl**

- Status changed from *Resolved* to *Closed*