

## Ryzom - Bug # 911

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	AllenJB	<b>Category:</b>	Build
<b>Created:</b>	05/18/2010	<b>Assignee:</b>	
<b>Updated:</b>	01/08/2011	<b>Due date:</b>	
<b>Subject:</b>	Build: NelNS does not respect DESTDIR		
<b>Description</b>			
NelNS does not respect DESTDIR when installing.			
Discovered while creating a package for Gentoo Linux. The following is the log from the failed install phase:			
<pre>&gt;&gt;&gt; Install nelns-9999 into /var/tmp/portage/dev-games/nelns-9999/image/ category dev-games &gt;&gt;&gt; Working in BUILD_DIR: "/var/tmp/portage/dev-games/nelns-9999/work/ryzom/code/nelns_build" make -j2 --load-average=1.5 install DESTDIR=/var/tmp/portage/dev-games/nelns-9999/image/ [ 16%] [ 33%] Built target admin_executor_service Built target admin_service [ 41%] Built target naming_service [ 83%] Built target login_service [100%] Built target welcome_service Install the project... -- Install configuration: "Release" ACCESS DENIED mkdir: /usr/var CMake Error at cmake_install.cmake:36 (FILE):   file problem creating directory: /usr/var/log/nelns  make: *** [install] Error 1 * ERROR: dev-games/nelns-9999 failed: * Make install failed * * Call stack: * ebuild.sh, line 48: Called src_install * environment, line 3076: Called cmake-utils_src_install * environment, line 804: Called _execute_optionally 'src_install' * environment, line 274: Called enable_cmake-utils_src_install * environment, line 1211: Called die * The specific snippet of code: *   emake install DESTDIR="\${D}"    die "Make install failed"; * * If you need support, post the output of 'emerge --info =dev-games/nelns-9999', * the complete build log and the output of 'emerge -pqv =dev-games/nelns-9999'. * This ebuild is from an overlay named 'allenjb': '/usr/local/portage/' * The complete build log is located at '/var/log/portage/build/dev-games/nelns-9999:20100517-213724.log'. * The ebuild environment file is located at '/var/tmp/portage/dev-games/nelns-9999/temp/environment'. * S: '/var/tmp/portage/dev-games/nelns-9999/work/ryzom/code/nelns' ----- ACCESS VIOLATION SUMMARY ----- LOG FILE "/var/log/sandbox/sandbox-11496.log"  VERSION 1.0 FORMAT: F - Function called FORMAT: S - Access Status</pre>			

FORMAT: P - Path as passed to function  
FORMAT: A - Absolute Path (not canonical)  
FORMAT: R - Canonical Path  
FORMAT: C - Command Line

F: mkdir  
S: deny  
P: /usr/var  
A: /usr/var  
R: /usr/var  
C: /usr/bin/cmake -P cmake\_install.cmake  
-----

---

## History

**#1 - 05/18/2010 10:25 am - vl**

- Target version set to Version 0.8.0

**#2 - 05/18/2010 10:24 pm - AllenJB**

- File *nelns-destdir.patch* added

...and here's a patch I created that makes it work as desired.

**#3 - 01/08/2011 06:45 pm - kerval**

- Target version deleted (Version 0.8.0)

---

## Files

nelns-destdir.patch	547 Bytes	05/18/2010	AllenJB
---------------------	-----------	------------	---------