

## Ryzom - Bug # 954

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	sfb	<b>Category:</b>	Client: General
<b>Created:</b>	06/02/2010	<b>Assignee:</b>	
<b>Updated:</b>	06/05/2010	<b>Due date:</b>	
<b>Subject:</b>	Make all client sheets code a common library.		
<b>Description</b>			
<p>At least one tool (sheets_packer) uses the client_sheets library directly but also requires the following source files directly from the client:</p> <ul style="list-style-type: none"><li>- code/ryzom/client/src/continent_manager_build.cpp</li><li>- code/ryzom/client/src/continent_manager_build.h</li><li>- code/ryzom/client/src/sheet_manager.cpp</li><li>- code/ryzom/client/src/sheet_manager.h</li></ul> <p>Move these four files to client_sheets. There is the possibility that more tools and applications will arise that load the client sheets directly and thus may need these loaders as well.</p> <p>Optional:</p> <ul style="list-style-type: none"><li>- Move client_sheets entirely to code/ryzom/common/src.</li><li>- Move client_sheets code into a unique namespace.</li></ul>			

### History

#1 - 06/05/2010 08:44 pm - vl

packed\_sheet are just a file caching system. Instead of loading thousand of xml files (sheets), it (client or services) generates a binary with only information it needs. if the packed\_sheets doesn't exist or is not up to date, it create/update the cache.

we don't need a tool that generate these files, it's the client or service system to do it.