

## Ryzom - Feature # 1272

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	rti	<b>Category:</b>	Build
<b>Created:</b>	04/12/2011	<b>Assignee:</b>	kervala
<b>Updated:</b>	12/07/2011	<b>Due date:</b>	
<b>Subject:</b>	Build on GCC 4.6		
<b>Description</b>			
patch provided by naush:  <a href="http://pastebin.com/LFwHYkiF">http://pastebin.com/LFwHYkiF</a>			

### History

#1 - 04/14/2011 01:47 pm - rti

Patches provided by krop:

### patch 1

```
diff -r 52da4bd97b13 code/ryzom/common/src/game_share/mirror_prop_value.h
--- a/code/ryzom/common/src/game_share/mirror_prop_value.h    Wed Apr 13 19:58:41 2011 +0200
+++ b/code/ryzom/common/src/game_share/mirror_prop_value.h    Thu Apr 14 12:06:33 2011 +0200
@@ -23,6 +23,7 @@
#include "nel/misc/stream.h"
#include "mirrored_data_set.h"

+#include <cstdint>

/**
 * Read-only handler of a value of a property.
```

#### fixes:

```
In file included from /devel/ryzom/code/ryzom/common/src/game_share/fame.h:25:0,
                 from /devel/ryzom/code/ryzom/server/src/input_output_service/stdpch.h:67,
                 from /devel/ryzom/code/ryzom/server/src/input_output_service/stdpch.cpp:18:
/devel/ryzom/code/ryzom/common/src/game_share/mirror_prop_value.h: At global scope:
/devel/ryzom/code/ryzom/common/src/game_share/mirror_prop_value.h:1031:11: error: 'ptrdiff_t' does not name a type
/devel/ryzom/code/ryzom/common/src/game_share/mirror_prop_value.h:1059:11: error: 'ptrdiff_t' does not name a type
remake[2]: *** [ryzom/server/src/input_output_service/CMakeFiles/ryzom_ios_service_pch_dephelp.dir/stdpch.cpp.o] Error 1
CMakeFiles/Makefile2:10686: *** [ryzom/server/src/input_output_service/CMakeFiles/ryzom_ios_service_pch_dephelp.dir/all] Error 2

#0 ryzom/server/src/monitor_service/CMakeFiles/monitor_service_pch_dephelp.dir/all at /devel/ryzom/build/CMakeFiles/Makefile2:10686
#1 ryzom/server/src/monitor_service/CMakeFiles/pch_Generate_monitor_service.dir/all at /devel/ryzom/build/CMakeFiles/Makefile2:10721
#2 ryzom/server/src/monitor_service/CMakeFiles/monitor_service.dir/all at /devel/ryzom/build/CMakeFiles/Makefile2:10638
#3 all (.PHONY target)
```

### patch 2

```
--- a/code/ryzom/server/src/frontend_service/distance_prioritizer.h    Wed Apr 13 19:58:41 2011 +0200
+++ b/code/ryzom/server/src/frontend_service/distance_prioritizer.h    Thu Apr 14 12:27:42 2011 +0200
@@ -555,7 +555,7 @@
     if (entry.HasValue)
     {
#ifdef NL_DEBUG
-         if ( (propIndex==PROPERTY_SHEET) && (currentValue() != *((T*)&(entry.LastSent))) )
+         if ( (propIndex==CLFECOMMON::PROPERTY_SHEET) && (currentValue() != *((T*)&(entry.LastSent))) )
             LOG_WHAT_IS_SENT( "C%hu S%hu: sheet changes from %u to %u", TVPNodeServer::PrioContext.ClientId,
```

```

TVPNodeServer::PrioContext.Slot, (uint32)entry.LastSent, asUInt32<T>(currentValue()));
#endif
    return (currentValue() != *((T*)&(entry.LastSent)));
@@ -569,7 +569,7 @@
{
    // Not sent yet
    //ndebug( "No history yet for C%hu - slot %hu - prop %hu", TVPNodeServer::PrioContext.ClientHost->clientId(),
(uint16)TVPNodeServer::PrioContext.Slot, propIndex );
-    if ( propIndex==PROPERTY_SHEET )
+    if ( ( propIndex==CLFECOMMON::PROPERTY_SHEET )
    {
        CMirrorPropValueRO<T> currentValue( TheDataset, TVPNodeServer::PrioContext.EntityIndex, dsPropertyIndex );
        LOG_WHAT_IS_SENT( "C%hu S%hu: sheet initializes to %u", TVPNodeServer::PrioContext.ClientId,
TVPNodeServer::PrioContext.Slot, asUInt32<T>(currentValue()) );
@@ -625,7 +625,7 @@
        CMirrorPropValueRO<T> currentValue( TheDataset, TVPNodeServer::PrioContext.EntityIndex, dsPropertyIndex );

#ifdef NL_DEBUG
-    if ( (propIndex==PROPERTY_SHEET) && (currentValue() != *((T*)&(entry.LastSent))) )
+    if ( (propIndex==CLFECOMMON::PROPERTY_SHEET) && (currentValue() != *((T*)&(entry.LastSent))) )
        LOG_WHAT_IS_SENT( "C%hu S%hu: sheet changes from %u to %u", TVPNodeServer::PrioContext.ClientId,
TVPNodeServer::PrioContext.Slot, (uint32)entry.LastSent, asUInt32<T>(currentValue()) );
#endif

@@ -639,7 +639,7 @@
{
    // Not sent yet
    //ndebug( "No history yet for C%hu - slot %hu - prop %hu", TVPNodeServer::PrioContext.ClientHost->clientId(),
(uint16)TVPNodeServer::PrioContext.Slot, propIndex );
-    if ( propIndex==PROPERTY_SHEET )
+    if ( ( propIndex==CLFECOMMON::PROPERTY_SHEET )
    {
        CMirrorPropValueRO<T> currentValue( TheDataset, TVPNodeServer::PrioContext.EntityIndex, dsPropertyIndex );
        LOG_WHAT_IS_SENT( "C%hu S%hu: sheet initializes to %u", TVPNodeServer::PrioContext.ClientId,
TVPNodeServer::PrioContext.Slot, asUInt32<T>(currentValue()) );

```

fixes:

```

In file included from /devel/ryzom/code/ryzom/server/src/frontend_service/prio_sub.h:25:0,
    from /devel/ryzom/code/ryzom/server/src/frontend_service/frontend_service.h:37,
    from /devel/ryzom/code/ryzom/server/src/frontend_service/packet_history.cpp:27:
/devel/ryzom/code/ryzom/server/src/frontend_service/distance_prioritizer.h:572:22: error: 'PROPERTY_SHEET' was not declared in this scope
/devel/ryzom/code/ryzom/server/src/frontend_service/distance_prioritizer.h:572:22: note: suggested alternative:
/devel/ryzom/code/ryzom/common/src/game_share/entity_types.h:124:18: note: 'CLFECOMMON::PROPERTY_SHEET'

```

## #2 - 04/14/2011 01:48 pm - rti

- Subject changed from Build on GCC 4.6 (patch provided by naush) to Build on GCC 4.6

## #3 - 04/14/2011 02:28 pm - krop

Error:

```

In file included from /devel/ryzom/code/nel/include/nel/misc/common.h:41:0,

from /devel/ryzom/code/nel/include/nel/misc/rgba.h:23,
from /devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/qnel_widget.h:23,
from /devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:4:
/devel/ryzom/code/nel/include/nel/misc/string_common.h:205:6: warning: "SIZEOF_SIZE_T" is not defined [-Wundef]
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp: In constructor
'ZonePainterMainWindow::ZonePainterMainWindow(QWidget*)':
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:21:63: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'

```

```

/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:22:15: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:23:45: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:28:38: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:34:37: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:40:39: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'
/devel/ryzom/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp:46:37: error: invalid use of
incomplete type 'struct QMenu'
/usr/include/QtGui/qmainwindow.h:61:7: error: forward declaration of 'struct QMenu'
nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/depend.make:393: ***
[nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/zonePainter_main_window.cpp.o] Error 1

```

```

#0 nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/zonePainter_settings_page.cpp.o at
/devel/ryzom/build/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/depend.make:393
#1 lib/libovqt_plugin_zonePainter.so at
/devel/ryzom/build/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/build.make:376
#2 nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/build (.PHONY target)
remake[1]: *** [nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/CMakeFiles/ovqt_plugin_zonePainter.dir/all] Error 2

```

Fix:

```

--- a/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp Wed Apr 13 19:58:41 2011 +0200
+++ b/code/nel/tools/3d/object_viewer_qt/src/plugins/zonePainter/zonePainter_main_window.cpp Thu Apr 14 14:11:11 2011 +0200
@@ -3,6 +3,8 @@

```

```

#include "qnel_widget.h"
#include "painter_dock_widget.h"
+
+#include <QtGui/QMenu>

```

```

ZonePainterMainWindow::ZonePainterMainWindow(QWidget *parent) :
    QMainWindow(parent),

```

#### #4 - 04/18/2011 02:35 pm - krop

Error:

```

/devel/ryzom/code/ryzom/server/src/entities_game_service/phrase_manager/phrase_manager.h: At global scope:
/devel/ryzom/code/ryzom/server/src/entities_game_service/phrase_manager/phrase_manager.h:58:33: erreur: uninitialized const
'NoCyclicInfo' [-fpermissive]

```

/devel/ryzom/code/ryzom/server/src/entities\_game\_service/phrase\_manager/phrase\_manager.h:49:8: note: 'const struct CCyclicActionInfos'  
has no user-provided default constructor

(no fix yet)

**#5 - 05/23/2011 09:07 pm - Naush**

Tools are not fixed by the first patch, rti & krop fix Nel & client, and it is already committed, my patch fix only servers

they are two missing files :

```
code/ryzom/server/src/gpm_service/stdpch.h  
#include <stddef.h>
```

and

```
code/ryzom/server/src/gpm_service/stdpch.cpp  
#include "stdpch.h"
```

I let you add the license ;)

**#6 - 05/24/2011 11:44 am - kerval**

- Status changed from New to Assigned
- Assignee set to kerval
- % Done changed from 0 to 10

**#7 - 05/24/2011 01:41 pm - kerval**

- % Done changed from 10 to 50

**#8 - 05/24/2011 01:48 pm - kerval**

- Status changed from Assigned to Resolved
- % Done changed from 50 to 100

Applied in changeset r1487.

**#9 - 05/24/2011 01:48 pm - kerval**

- Target version set to Version 0.9.0

**#10 - 12/07/2011 02:35 pm - sfb**

- Status changed from Resolved to Closed