

Ryzom - Bug # 1367

Status:	Closed	Priority:	Normal
Author:	GelluleX	Category:	OS: Mac
Created:	09/26/2011	Assignee:	sfb
Updated:	12/07/2011	Due date:	
Subject:	Compile error in glext.h, on OSX 10.7		
Description	<p>Compiling on OSX 10.7, I get the following build error:</p> <p>In file included from /ryzom/code/nel/src/3d/driver/opengl/driver_opengl.h:38, from //ryzom/code/nel/src/3d/driver/opengl/driver_opengl.cpp:18: /ryzom/code/nel/src/3d/driver/opengl/mac/glext.h:4854: error: conflicting declaration 'typedef unsigned int GLhandleARB' /System/Library/Frameworks/OpenGL.framework/Headers/gltypes.h:98: error: 'GLhandleARB' has a previous declaration as 'typedef void* GLhandleARB' make[2]: *** [nel/src/3d/driver/opengl/CMakeFiles/nel_drv_opengl.dir/driver_opengl.cpp.o] Error 1 make[1]: *** [nel/src/3d/driver/opengl/CMakeFiles/nel_drv_opengl.dir/all] Error 2 make: *** [all] Error 2</p>		

History

#1 - 12/06/2011 10:52 pm - sfb

GelluleX,

Could you be so kind as to test a patch for me?

Change code/nel/src/3d/driver/opengl/mac/glext.h line 4854 from this:

to this:

```
1#if defined(MAC_OS_X_VERSION_10_7)
2typedef void *GLhandleARB;
3#else
4typedef unsigned int GLhandleARB;
5#endif
```

Thank you!

#2 - 12/07/2011 10:03 am - GelluleX

Works for me. I had something almost equivalent:

```
#if !defined(MAC_OS_X_VERSION_10_7)
typedef unsigned int GLhandleARB;
```

#endif

#3 - 12/07/2011 01:16 pm - sfb

Ah! Good! I'll put that in today.

#4 - 12/07/2011 02:54 pm - sfb

- *Status changed from New to Resolved*
- *% Done changed from 0 to 100*

Applied in changeset commit:02b48470740e.

#5 - 12/07/2011 02:57 pm - sfb

- *Assignee set to sfb*
- *Target version set to Version 0.9.0*

Since I applied the patch I suppose I should claim it.

#6 - 12/07/2011 02:57 pm - sfb

- *Status changed from Resolved to Closed*