

Ryzom - Bug # 1387

Status:	Patched	Priority:	Normal
Author:	Krolock	Category:	Tools: Build Gamedata
Created:	11/01/2011	Assignee:	
Updated:	03/03/2012	Due date:	
Subject:	Wrong includes in some max plugins		
Description	<p>3ds max 2012 changed in huge amount the include file and folder structure. Hence, the max plugins had to be adopted to support also 3ds max SDK 2012. Unfortunately a wrong include of the file functions.h changed the source code in that way, someone doesn't receive any compiler error. But using the plugins in 3ds max does not export the c++ coded functions to max script. Max script throws an error: function or object undefined.</p> <p>The added patch fixes the source code to the right include and all plugins work as expected</p>		

History

#1 - 03/02/2012 10:29 pm - kaetemi

- Status changed from New to Patched

If it doesn't compile anymore, then complain.

#2 - 03/02/2012 11:40 pm - kervalala

Is this patch compatible with previous 3dsmax versions ?

If not, couldn't we use some defines to check MAXSDK and use right includes ?

#3 - 03/02/2012 11:46 pm - kaetemi

@kervalala: It already does that.

#4 - 03/03/2012 10:04 am - kervalala

kaetemi wrote:

| @kervalala: It already does that.

Ah yes, you're right :) Sorry.

Files

max_plugins.patch	1.7 kB	11/01/2011	Krolock
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