

Ryzom - Bug # 1453

Status:	Closed	Priority:	Normal
Author:	GelluleX	Category:	OS: Mac
Created:	03/31/2012	Assignee:	kervala
Updated:	05/11/2012	Due date:	
Subject:	Compilations issues with OSX / Xcode 4.3.2		
Description	I had to do the following (see attached patch) to make compilation of changeset: 2053:d1590736279a go through. I can go through the details if you wish.		
Related issues:	duplicates Ryzom - Bug # 1448: Compilation with CLang Closed 03/09/2012		

History

#1 - 04/07/2012 11:13 am - kervala

Thanks a lot for your patches !

I have access to a Mac mini with Xcode 4.3.2 and I'm able to check your patches now :)

By the way, I'm applying your patches on issue #1448 because it's not related to Xcode but Clang. So if you want to compile Ryzom with Clang under Windows or Linux, it'll be the same problems.

#2 - 04/07/2012 11:31 am - kervala

- Status changed from New to Assigned
- Assignee set to kervala

#3 - 04/07/2012 11:32 am - kervala

- Status changed from Assigned to Resolved
- Target version set to Version 0.9.0
- % Done changed from 0 to 100

#4 - 04/09/2012 02:34 am - GelluleX

Fair enough! Happy to help.

#5 - 04/09/2012 11:05 am - kervala

Btw I think I'll use Clang instead of GCC under Linux, because Clang is faster :)

#6 - 05/11/2012 04:36 pm - sfb

- Status changed from Resolved to Closed

Files

fixesForXCode4.3.2.diff	13.1 kB	03/31/2012	GelluleX
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