

Ryzom - Bug # 1462

Status:	Closed	Priority:	Low
Author:	shackra	Category:	Build
Created:	04/13/2012	Assignee:	kervala
Updated:	06/10/2012	Due date:	
Subject:	Build fails under GNU/Linux because Luabind		
Description			
<p>I was updating my Ryzom Client rebuilding it from the sources, but I got an error at 85%. I got lua 5.1.5-1, luabind 0.9.1-2 and luasocket 2.0.2-5 installed in my Parabola GNU/Linux-libre system right now.</p> <pre>uname -a</pre> <p>Linux Abril 3.3.0-1-LIBRE #1 SMP PREEMPT Mon Mar 19 17:07:51 UTC 2012 x86_64 Intel(R) Core(TM) i3 CPU M 330 @ 2.13GHz GenuineIntel GNU/Linux</p> <pre>jorge@Abril:~/MYAUR/ryzom/code/build\$ cmake -DWITH_NEL_TESTS=OFF -DWITH_NEL_SAMPLES=OFF -DWITH_NEL_TOOLS=OFF -DWITH_RYZOM_SERVER=OFF -WITH_RYZOM_TOOLS=ON -DWITH_STATIC=ON -WITH_RYZOM=ON -WITH_QT=ON -WITH_DRIVER_OPENGL=ON -WITH_DRIVER_OPENAL=ON -WITH_NEL=ON</pre>			

History

#1 - 04/13/2012 01:26 am - shackra

- File *build_output_complete.txt* added

Here is the complete build output... see attached

#2 - 04/13/2012 09:06 am - kervala

Sorry, but your build log is not complete :(Please could you post only the end with the error (or from 10 lines before the error) ?

#3 - 04/13/2012 08:39 pm - shackra

kervala wrote:

Sorry, but your build log is not complete :(Please could you post only the end with the error (or from 10 lines before the error) ?

I attached the complete log above, but, anyway, there is the end of the logs:

```
[ 83%] [ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/main_loop.cpp.o  
Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/behaviour_context.cpp.o  
/home/jorge/MYAUR/ryzom/code/ryzom/client/src/login_patch.cpp: In member function 'void CPatchManager::init(const std::vector<std::basic_string<char> >&, const string&, const string&)':
```

```

/home/jorge/MYAU/ryzom/code/ryzom/client/src/login_patch.cpp:257:49: warning: integer overflow in expression [-Woverflow]
In file included from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.h:34:0,
    from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:56:
/home/jorge/MYAU/ryzom/code/ryzom/client/src/entity_cl.h: In member function 'void CCharacterCL::applyBehaviourFlyingHPs(const
CBehaviourContext&, const MBEHAV::CBehaviour&, const std::vector<double>&)':
/home/jorge/MYAU/ryzom/code/ryzom/client/src/entity_cl.h:990:100: warning: 'deltaHPColor.NLMISC::CRGBA::A' may be used uninitialized
in this function [-Wmaybe-uninitialized]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:4525:10: note: 'deltaHPColor.NLMISC::CRGBA::A' was declared here
In file included from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.h:34:0,
    from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:56:
/home/jorge/MYAU/ryzom/code/ryzom/client/src/entity_cl.h:990:100: warning: 'deltaHPColor.NLMISC::CRGBA::B' may be used uninitialized
in this function [-Wmaybe-uninitialized]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:4525:10: note: 'deltaHPColor.NLMISC::CRGBA::B' was declared here
In file included from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.h:34:0,
    from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:56:
/home/jorge/MYAU/ryzom/code/ryzom/client/src/entity_cl.h:990:100: warning: 'deltaHPColor.NLMISC::CRGBA::G' may be used uninitialized
in this function [-Wmaybe-uninitialized]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:4525:10: note: 'deltaHPColor.NLMISC::CRGBA::G' was declared here
In file included from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.h:34:0,
    from /home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:56:
/home/jorge/MYAU/ryzom/code/ryzom/client/src/entity_cl.h:990:100: warning: 'deltaHPColor.NLMISC::CRGBA::R' may be used uninitialized
in this function [-Wmaybe-uninitialized]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/character_cl.cpp:4525:10: note: 'deltaHPColor.NLMISC::CRGBA::R' was declared here
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/weather.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/ground_fx_manager.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/libwww.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/streamable_entity.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/stage.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/time_client.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/debug_client.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/sound_manager.cpp.o
[ 83%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/impulse_decoder.cpp.o
In file included from /home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.cpp:25:0:
/home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.h: In constructor
'CSoundManager::CSoundManager(NLMISC::IProgressCallback)':
/home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.h:357:13: warning: 'CSoundManager::_UserEntitySoundLevel' will be
initialized after [-Wreorder]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.h:348:20: warning: 'CSoundManager::TMapIdToSource
CSoundManager::_Sources' [-Wreorder]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.cpp:108:1: warning: when initialized here [-Wreorder]
/home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.cpp: In member function 'void
CSoundManager::removeSource(CSoundManager::TSourceId)':
/home/jorge/MYAU/ryzom/code/ryzom/client/src/sound_manager.cpp:745:20: warning: converting to non-pointer type 'unsigned int' from
NULL [-Wconversion-null]
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/attached_fx.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/door_manager.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/continent_manager_build.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/sheet_manager.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/app_bundle_utils.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/motion/user_controls.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/group_compas.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/dbctrl_sheet.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/view_bitmap_combo.cpp.o

```

```

[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/group_in_scene_bubble.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/dbgroup_combo_box.cpp.o
[ 84%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/interface_ddx.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/inventory_manager.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/item_consumable_effect.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/character_3d.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/group_header.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/register_interface_elements.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/interface_3d_scene.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/group_list.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/group_html_webig.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/dbview_bar3.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/ctrl_quad.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/bot_chat_page_trade.cpp.o
[ 85%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/view_base.cpp.o
[ 86%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/action_handler_game.cpp.o
[ 86%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/animal_position_state.cpp.o
[ 86%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/lua_helper.cpp.o
/home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/animal_position_state.cpp: In member function 'virtual CEntityCL*
CNamedEntityPositionState::getEntity()':
/home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/animal_position_state.cpp:258:22: warning: converting 'false' to pointer type
'CEntityCL*' [-Wconversion-null]
In file included from /usr/local/include/luabind/wrapper_base.hpp:31:0,
    from /usr/local/include/luabind/back_reference.hpp:27,
    from /usr/local/include/luabind/class.hpp:93,
    from /usr/local/include/luabind/luabind.hpp:28,
    from /home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/lua_helper.cpp:43:
/usr/local/include/luabind/detail/call_member.hpp:319:1: error: missing binary operator before token "("
In file included from /usr/local/include/luabind/back_reference.hpp:27:0,
    from /usr/local/include/luabind/class.hpp:93,
    from /usr/local/include/luabind/luabind.hpp:28,
    from /home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/lua_helper.cpp:43:
/usr/local/include/luabind/wrapper_base.hpp:92:1: error: missing binary operator before token "("
[ 86%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/skill_change_callback.cpp.o
In file included from /usr/local/include/luabind/function.hpp:10:0,
    from /usr/local/include/luabind/class.hpp:94,
    from /usr/local/include/luabind/luabind.hpp:28,
    from /home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/lua_helper.cpp:43:
/usr/local/include/luabind/detail/call_function.hpp:326:1: error: missing binary operator before token "("
In file included from /usr/local/include/luabind/detail/constructor.hpp:12:0,
    from /usr/local/include/luabind/class.hpp:96,
    from /usr/local/include/luabind/luabind.hpp:28,
    from /home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/lua_helper.cpp:43:
/usr/local/include/luabind/wrapper_base.hpp:92:1: error: missing binary operator before token "("
In file included from /usr/local/include/luabind/class.hpp:107:0,
    from /usr/local/include/luabind/luabind.hpp:28,
    from /home/jorge/MYAUR/ryzom/code/ryzom/client/src/interface_v3/lua_helper.cpp:43:
/usr/local/include/luabind/detail/call_member.hpp:319:1: error: missing binary operator before token "("
[ 86%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/group_map.cpp.o
[ 86%] Building CXX object ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/yubo_chat.cpp.o
make[2]: *** [ryzom/client/src/CMakeFiles/ryzom_client.dir/interface_v3/lua_helper.cpp.o] Error 1
make[2]: *** Waiting for unfinished jobs....
make[1]: *** [ryzom/client/src/CMakeFiles/ryzom_client.dir/all] Error 2

```

```
make: *** [all] Error 2
jorge@Abril:~/MYAUR/ryzom/code/build$
```

#4 - 04/13/2012 08:46 pm - kerval

That's related to your luabind (that's not an official package apparently).

Please what luabind version are you using ?

#5 - 04/13/2012 08:50 pm - kerval

You could compile a recent version using :

```
hg clone http://hg.kerval.net/packaging
cd packaging/luabind
mkdir build
cd build
cmake .. -DWITH_STATIC=ON
make
sudo make install
```

#6 - 04/15/2012 02:42 am - csolisr

- *File ryzombugluabind.txt added*

A little issue with that - Luabind is not compiling for me (see attachment). Feel free to add this as a new bug report elsewhere, I could not find a bug tracker specific to the Luabind project.

#7 - 04/15/2012 10:59 am - kerval

Thanks, I see that "#elif BOOST_PP_ITERATION_FLAGS() == 1" is not correctly interpreted by your compiler.

Could you give me your version of GCC please ?

Edit: I suspect it doesn't find the correct boost version

The problem is it doesn't find the macro BOOST_PP_ITERATION_FLAGS() but it's defined in boost since 2004 !

#8 - 04/15/2012 11:04 am - kerval

- *Description updated*

#9 - 04/15/2012 11:16 am - Botanic

I am having a issue with luabind as well i took a screenshot <http://img857.imageshack.us/img857/3166/98271967.png>

#10 - 04/15/2012 04:29 pm - kervalá

Botanic wrote:

I am having a issue with luabind as well i took a screenshot <http://img857.imageshack.us/img857/3166/98271967.png>

I'm sorry, but I'm not the Luabind developer.

If you want to use a recent Luabind version, you need a recent boost version :)

I'm using luabind version on my repository with more recent libraries (boost, lua, etc...) under all OSes (Windows, Ubuntu and Mac OS X) so I have no issue with it.

If you want to build it with older boost versions, you'll have to compile it yourself with the corresponding version.

#11 - 04/15/2012 07:08 pm - shackra

kervalá wrote:

Thanks, I see that "#elif BOOST_PP_ITERATION_FLAGS() == 1" is not correctly interpreted by your compiler.

Could you give me your version of GCC please ?

Edit: I suspect it doesn't find the correct boost version

The problem is it doesn't find the macro BOOST_PP_ITERATION_FLAGS() but it's defined in boost since 2004 !

both my self and CSolir (is a friend with the same GNU/Linux-libre distro!) so **our GCC** is

```
jorge@Abril:~$ LC_ALL=C gcc -v
Using built-in specs.
COLLECT_GCC=gcc
COLLECT_LTO_WRAPPER=/usr/lib/gcc/x86_64-unknown-linux-gnu/4.7.0/lto-wrapper
Target: x86_64-unknown-linux-gnu
Configured with: /build/src/gcc-4.7-20120407/configure --prefix=/usr --libdir=/usr/lib --libexecdir=/usr/lib --mandir=/usr/share/man
--infodir=/usr/share/info --with-bugurl=https://bugs.archlinux.org/ --enable-languages=c,c++,ada,fortran,go,lto,obj-c++ --enable-shared
--enable-threads=posix --with-system-zlib --enable-__cxa_atexit --disable-libunwind-exceptions --enable-clocale=gnu --disable-libstdc++-pch
--enable-libstdc++-time --enable-gnu-unique-object --enable-linker-build-id --with-ppl --enable-cloog-backend=isl --enable-lto --enable-gold
--enable-lld=default --enable-plugin --with-plugin-lld=ld.gold --with-linker-hash-style=gnu --disable-multilib --disable-libssp
--disable-build-with-cxx --disable-build-poststage1-with-cxx --enable-checking=release
Thread model: posix
gcc version 4.7.0 20120407 (prerelease) (GCC)
jorge@Abril:~$
```

here is **my** boost packages installed on GNU **my** system:

```
jorge@Abril:~$ LC_ALL=C pacman -Ss boost
extra/boost 1.49.0-1.1 [installed]
```

Free peer-reviewed portable C++ source libraries - Development
extra/boost-libs 1.49.0-1.1 [installed]
Free peer-reviewed portable C++ source libraries - Runtime
community/boost-build 2.0_m12-3 [installed]
Boost build system
jorge@Abril:~\$

#12 - 04/15/2012 08:14 pm - kerval

- *Category deleted (Build)*
- *Priority changed from High to Low*

Sorry, but that's not related to Ryzom Core at all. It seems like Luabind is not compatible with GCC 4.7 or GCC 4.7 has some bugs, and we can't do anything about it.

Edit: Perhaps could you try to add :

```
#include <boost/preprocessor.hpp>
```

before

```
# include <boost/preprocessor/control/if.hpp>
```

in luabind/detail/call_member.hpp

#13 - 04/25/2012 01:00 am - shackra

I did the changes, but it keep failing at 86% :(

#14 - 04/25/2012 09:23 am - kerval

Please could you post a new log with your error at 86% ?

#15 - 04/26/2012 01:52 am - shackra

- *File new_ryzom_86percent_crash_log.txt added*

yes, I attach it in this answer!

btw, I'm trying contact the Luabind developers for any fix to Luabind and Gcc4.7

#16 - 05/20/2012 03:22 pm - blorby

- *File luabind-fix-boost-1.49-gcc-precompiler-issue.patch added*
- *File luabind-0.9.1.ebuild added*

I fix the mentioned issue in luabind by adding a new level of #if #endif macros. This should also fix your compilation issue
Here is the patch, using this with luabind 0.9.1 i could compile ryzom on gentoo

I also add the luabind ebuild just in case.

#17 - 05/21/2012 10:09 am - kerval

blorby wrote:

*I fix the mentioned issue in luabind by adding a new level of #if #endif macros. This should also fix your compilation issue
Here is the patch, using this with luabind 0.9.1 i could compile ryzom on gentoo

I also add the luabind ebuild just in case.*

Thanks a lot for your patch :)

I applied it on my Hg : <http://hg.kerval.net/packaging/>

shackra> Please could you notice us if it worked for you ? Thanks.

#18 - 05/22/2012 03:21 am - shackra

kerval wrote:

blorby wrote:

*I fix the mentioned issue in luabind by adding a new level of #if #endif macros. This should also fix your compilation issue
Here is the patch, using this with luabind 0.9.1 i could compile ryzom on gentoo

I also add the luabind ebuild just in case.*

Thanks a lot for your patch :)

I applied it on my Hg : <http://hg.kerval.net/packaging/>

shackra> Please could you notice us if it worked for you ? Thanks.

sorry but, I'm confused, where is the source code to compile? there is a lot of directories and source code files :(

#19 - 05/22/2012 09:43 am - kerval

shackra wrote:

kerval wrote:

blorby wrote:

I fix the mentioned issue in luabind by adding a new level of #if #endif macros. This should also fix your compilation issue

Here is the patch, using this with luabind 0.9.1 i could compile ryzom on gentoo

I also add the luabind ebuild just in case.

Thanks a lot for your patch :)

I applied it on my Hg : <http://hg.kervala.net/packaging/>

shackra> Please could you notice us if it worked for you ? Thanks.

sorry but, I'm confused, where is the source code to compile? there is a lot of directories and source code files :(

You just need to go to "luabind" directory and compile with :

```
hg clone http://hg.kervala.net/packaging/  
cd packaging/luabind  
mkdir build  
cd build  
cmake .. -DCMAKE_INSTALL_PREFIX=/usr  
make  
sudo make install
```

#20 - 05/22/2012 07:03 pm - shackra

YO!

Luabind receive the Shackra's it-works approval seals for both Parabola GNU/Linux-libre and Archlinux with GCC 4.7 :D
thanks Blorby :)

#21 - 05/22/2012 07:08 pm - kervala

shackra wrote:

YO!

Luabind receive the Shackra's it-works approval seals for both Parabola GNU/Linux-libre and Archlinux with GCC 4.7 :D
thanks Blorby :)

Cool, thanks a lot for confirming :)

Great job Blorby :)

#22 - 05/26/2012 06:33 am - shackra

Why the compiling keeps failing? :(

#23 - 05/26/2012 09:14 am - kerval

Still the same error at the same location ?

#24 - 05/26/2012 08:03 pm - shackra

kerval wrote:

| *Still the same error at the same location ?*

yes sir!

I even compile your luabind and install it, but it didn't work either :(

#25 - 06/08/2012 10:12 pm - shackra

btw, I have a little problem with the Blorby patch:

```
jorge@Abril:/usr/local/include/luabind$ sudo patch --ignore-whitespace -Np2 -i luabind-fix-boost-1.49-gcc-precompiler-issue.patch
Contraseña:
patching file detail/call_function.hpp
Hunk #1 FAILED at 323.
Hunk #2 FAILED at 440.
2 out of 2 hunks FAILED -- saving rejects to file detail/call_function.hpp.rej
patching file detail/call_member.hpp
Hunk #1 FAILED at 316.
Hunk #2 FAILED at 360.
2 out of 2 hunks FAILED -- saving rejects to file detail/call_member.hpp.rej
patching file wrapper_base.hpp
Hunk #1 FAILED at 89.
Hunk #2 succeeded at 189 with fuzz 2 (offset 1 line).
1 out of 2 hunks FAILED -- saving rejects to file wrapper_base.hpp.rej
jorge@Abril:/usr/local/include/luabind$
```

Maybe I'm applying the patch in the wrong place, but, anyway...

#26 - 06/09/2012 09:56 am - kerval

You shouldn't apply the patch on installed files because you need to recompile libraries too.

You should download exactly the same version as blorby (luabind 0.9.1) and apply patch to it, then compile it and install it.

Btw if you apply this patch on my luabind version, it'll fail because it's already applied :p

#27 - 06/09/2012 11:26 pm - shackra

kerval wrote:

You shouldn't apply the patch on installed files because you need to recompile libraries too.

You should download exactly the same version as blorby (luabind 0.9.1) and apply patch to it, then compile it and install it.

Btw if you apply this patch on my luabind version, it'll fail because it's already applied :p

Actually, I find out the patch was already applied by Archlinux's luabind maintainer two~ months ago. fail!

So, I decided to deleted **your** luabind version in /usr/local/include and guess what happened!

Linking CXX executable ../../bin/ryzom_client

[100%] Built target ryzom_client

yup, all the time the problem was the files on /usr/local/include/luabind, the cmake's rules(?) was using that files instead of the luabind in /usr/include/luabind. Like 2~ months without playing Ryzom and was because this little problem!!

I think we can close this bug now...

btw, I have some questions regarding Ryzom's compilation. I want to be the package maintainer of Ryzom in Parabola GNU/Linux-libre, so, I'll be on forums posting my doubts.

see ya!

#28 - 06/10/2012 09:39 am - kerval

- Category set to Build

- Status changed from New to Closed

- Assignee set to kerval

- Target version set to Version 0.9.0

- % Done changed from 0 to 100

Thanks for noticing us :)

Files

build_output_complete.txt	137 kB	04/13/2012	shackra
ryzombugluabind.txt	2.6 kB	04/15/2012	csolisr
new_ryzom_86percent_crash_log.txt	136.4 kB	04/26/2012	shackra
luabind-fix-boost-1.49-gcc-precompiler-issue.patch	1.5 kB	05/20/2012	blorby
luabind-0.9.1.ebuild	931 Bytes	05/20/2012	blorby