inVRs - Bug #22
r2105 breaks build of 3DPhysics module on windows

07/06/2010 05:51 PM - Johannes Zarl-Zierl

Status:	Closed		**Start date:**	07/06/2010
Priority:	Normal		**Due date:**	
Assignee:	Johannes Zarl-Zierl		**% Done:**	0%
Category:	3DPhysics Module		**Estimated time:**	0.00 hour
Target version:	V1.0 Alpha6 release			
Resolution:				

Description

Revision 2105 uses a symlink construct to enable correct #include directives in the 3DPhysics header files.

Currently, the header files in 3DPhysics work during build time, but need additional include directories set when building an application against the installed version of inVRs. Revision 2105 allows those headers to use #include statements, which work during build-time AND afterwards.

Symlinks are not handled by subversion on the windows-platform, so this fix breaks building the 3DPhysics module on Windows.

Possible Workarounds:

(A) Replace the file "src/inVRs/Modules/3DPhysics/includepathwrapper/inVRs/tools/libraries/oops"
    by a symbolic link (supported by NTFS since Windows Vista) to the directory
    "tools/libraries/oops/include/oops/"

(B) If (A) does not work, copy the directoy of "tools/libraries/oops/include/oops/"
    into the directory "src/inVRs/Modules/3DPhysics/includepathwrapper/inVRs/tools/libraries"

Associated revisions

Revision 2110 - 07/13/2010 05:10 PM - Johannes Zarl-Zierl

Allow 3DPhysics header-files to work both in-tree and in the installed state in a platform-independent way (fixes #22).

History

#1 - 07/13/2010 05:12 PM - Johannes Zarl-Zierl

- Status changed from In Progress to Resolved

fixed in Revision 2110

#2 - 07/13/2010 05:13 PM - Johannes Zarl-Zierl

- Status changed from Resolved to Closed

wrong status... should be: closed