

Doomsday Engine - Bug #1799

Project ERROR: Missing dependency: Open Asset Import Library

2014-05-07 16:18 - eunbolt

Status:	Closed	Start date:	2014-05-07
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description			
Version of doomsday source [dave@theHostess doomsday-centos-server]\$ git describe --tags build1220-1-g519cba5 qmake version and qmake options [dave@theHostess qm]\$ /usr/local/Trolltech/Qt-4.8.5/bin/qmake -r ../doomsday/doomsday.pro CONFIG+=deng_notools CONFIG+=deng_host I get this error Reading /home/dave/Src/doomsday-centos-server/doomsday/libgui/libgui.pro [/home/dave/Src/doomsday-centos-server/qm/libgui] Project ERROR: Missing dependency: Open Asset Import Library			

History

#1 - 2014-05-10 09:58 - skyjake

- Tags set to SDK

#2 - 2014-05-10 09:58 - skyjake

- Status changed from New to Closed

#3 - 2014-05-10 09:59 - skyjake

The Open Asset Import Library is a new dependency that will be used in 1.15. Like Qt and SDL, you have to make sure it is available prior to building Doomsday.

At the moment it looks like we will be using a modified version of the library, so you should check out the instructions in the [repository readme](#).

The library is also included in the Doomsday repository as a Git submodule, under *doomsday/external/assimp*/. If using this, one can build it in-tree under that subdir, and use CONFIG+=deng_extassimp when building Doomsday.