# Doomsday Engine - Bug #1984

## Fedora (Linux) : error: unknown type name 'libcommon_config_t'

2015-02-28 00:16 - toxicshadow

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|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2015-02-28 |
| **Priority:** | Normal | | **% Done:** | 100% |
| **Assignee:** | skyjake | | | |
| **Category:** | Defect | | | |
| **Target version:** | | | | |

**Description**

gcc -c -pipe -std=c99 -fms-extensions -I/usr/include/assimp -O2 -g -pipe -Wall -Werror=format-security -Wp,-D_FORTIFY_SOURCE=2 -fstack-protector-strong --param=ssp-buffer-size=4 -grecord-gcc-switches -m64 -mtune=generic -O2 -D_REENTRANT -Werror-implicit-function-declaration -fdiagnostics-show-option -fPIC -DNDEBUG -DDENG_64BIT_HOST -DUNIX -DDENG_X11 -DDENG_BASE_DIR="\"/mnt/games/native_games/doomsday/share/doomsday/\"" -DDENG_LIBRARY_DIR="\"/mnt/games/native_games/doomsday/lib/doomsday/\"" -DDENG_NO_FIXED_ASM -DDENG_NO_RANGECHECKING -D__JDOOM__ -DQT_NO_DEBUG -DQT_NETWORK_LIB -DQT_CORE_LIB -DQT_SHARED -I/usr/lib64/qt4/mkspecs/linux-g++ -I../../../plugins/doom -I/usr/include/QtCore -I/usr/include/QtNetwork -I/usr/include -I../../../api -I../../../libcore/include -I../../../libdoomsday/include -I../../../liblegacy/include -I../../../plugins/common/include -I/portable/include -I../../../external/lzss/portable/include -I../../../libgui/include -I../../../plugins/doom/include -I/mnt/games/native_games/games_source/deng-code/doomsday/temp_build/plugins/doom/. -I../../../plugins/doom -I. -o hu_pspr.o ../../../plugins/common/src/hu_pspr.c
In file included from ../../../plugins/doom/include/jdoom.h:36:0,
from ../../../plugins/common/src/hu_pspr.c:33:
../../../plugins/doom/include/../../doom/include/d_config.h:79:5: error: unknown type name 'libcommon_config_t'
libcommon_config_t common;
^
../../../plugins/common/src/hu_pspr.c: In function 'HU_PSpriteYOffset':
../../../plugins/common/src/hu_pspr.c:92:29: error: request for member 'plrViewHeight' in something not a structure or union
float offy = (cfg.common.plrViewHeight - DEFAULT_PLAYER_VIEWHEIGHT) * 2;
^
../../../plugins/common/src/hu_pspr.c:110:49: error: request for member 'statusbarScale' in something not a structure or union
offy -= (float) (ST_HEIGHT) * cfg.common.statusbarScale - 16;
^
Makefile:564: recipe for target 'hu_pspr.o' failed

**This appears to be the same as bug 1933...**

I have downloaded the master source from GIT twice using the following qmake each time:

qmake-qt4 -r ../doomsday.pro PREFIX=/mnt/games/native_games/doomsday CONFIG+=deng_notools

Was there a final solution to this issue? I can see that libcommon_config_t exists in config.h which is called from d_config.h_ which is called from jdoom.h.

The makefile seems to suggest that it is including the correct directory...

Bit stuck on this one. Any ideas?

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**Associated revisions**

**Revision d7e16225 - 2015-02-28 19:44 - skyjake**

All Games|libcommon: Include path for config.h

Perhaps a more specific path helps with this issue.

IssueID #1984

**Revision 9d85dd9e - 2015-02-28 19:54 - skyjake**

All Games|libcommon: Include path for config.h

Perhaps a more specific path helps with this issue.

## History

**#1 - 2015-02-28 00:42 - toxicshadow**

**Update:** Modified d_config.h, d_config.h (in doom64) and h_config.h to use the absolute path for #include "config.h" and the build completes fine.

Doomsday now runs and plays as expected.

I can only assume it is something to do with the includes in the make file....                                                                              2/2

**#2 - 2015-02-28 07:23 - skyjake**

*- Status changed from New to In Progress*

*- Assignee set to skyjake*

**#3 - 2015-02-28 07:27 - skyjake**

There must be a config.h on the include path that gets priority over libcommon's config.h. I'll make the #include use a more specific path.

**#4 - 2015-02-28 19:58 - skyjake**

*- Tags changed from linux, fedora, build, libcommon_config_t to Linux, Builder, libcommon, GCC*

*- Category set to Defect*

*- Status changed from In Progress to Resolved*

*- % Done changed from 0 to 100*

**#5 - 2015-02-28 19:59 - skyjake**

Please check if 9d85dd9e compiles correctly (does for me).

**#6 - 2015-03-01 19:28 - skyjake**

*- Tags changed from linux, Builder, libcommon, GCC to Builder, libcommon, GCC*

**#7 - 2015-03-01 19:28 - skyjake**

*- Tags changed from Builder, libcommon, GCC to Builder, libcommon, GCC, Linux*

**#8 - 2015-03-02 22:04 - toxicshadow**

Confirmed that it builds and runs successfully with the latest build.

Thanks.

**#9 - 2015-03-03 06:34 - skyjake**

*- Status changed from Resolved to Closed*

**#10 - 2015-05-05 20:10 - skyjake**

*- Tags changed from Builder, libcommon, GCC, linux to Builder, libcommon, GCC, Linux*