

Doomsday Engine - Bug #2111

Build system patches for cross-compilation

2015-08-24 23:22 - johnnywho

Status: Closed	Start date: 2015-08-24
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Defect	
Target version: 1.15.3	

Description

The current build system of doomsday engine hardcodes certain things and needs modifications in order to work in a cross compilation environment (i.e. <http://www.exherbo.org/>).

For instance, in a cross compilation environment pkg-config could be prefixed. Moreover, DENG_BASE_DIR should be set by the user.

I am attaching 2 relevant minor patches (applied to 1.14.0).

Associated revisions

Revision 3fab79aa - 2015-08-27 15:09 - skyjake

Builder|qmake: Facilitate cross-compiling with customizable variables

Added variable for pkg-config binary (PKG_CONFIG), and allowed setting DENG_BASE_DIR manually.

IssueID #2111

History

#1 - 2015-08-25 07:34 - skyjake

- Tags changed from BuildSystem, qmake, cross to qmake, Builder, CrossCompiling

#2 - 2015-08-25 09:51 - skyjake

- Category changed from Regression to Defect

- Assignee set to skyjake

- Target version set to 1.15.3

#3 - 2015-08-27 14:55 - skyjake

- Description updated

#4 - 2015-08-27 14:56 - skyjake

- Status changed from New to In Progress

#5 - 2015-08-27 15:03 - skyjake

- % Done changed from 0 to 50

#6 - 2015-08-27 15:49 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 50 to 100

Please check whether [3fab79aabfbc](#) works for you as expected. I applied the PKG_CONFIG variable in all the subprojects and dep_*.pri files.

#7 - 2015-10-24 14:20 - skyjake

- Status changed from Resolved to Closed

Files

base-dir-set-externally.patch	651 Bytes	2015-08-24	johnnywho
pkg-config-on-cross.patch	3.06 KB	2015-08-24	johnnywho