

Doomsday Engine - Bug #2272

Build Error - ByteSwapper.h

2018-05-26 10:12 - caseyac

Status:	Rejected	Start date:	2018-05-26
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description			
Dear Developer, This may be related to Bug #2268 but the errors are different and the fail occurs at a different file. A build fail occurs when attempting to build doomsday-2.1.0-build2686 on a PowerPC Cyrus-Plus board, which is based upon a 64-bit Freescale P5020. Many thanks for looking into this!			
Build Fail:			
<pre>[21%] Building CXX object sdk/libgui/assimp/code/CMakeFiles/assimp.dir/glTFImporter.cpp.o In file included from /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset.h:65:0, from /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFImporter.cpp:55: /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset.inl: In member function 'void glTF::Asset::ReadBinaryHeader(Assimp::IOStream&)': /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'ByteSwap' has not been declared # define AI_SWAP4(p) ByteSwap::Swap4(&(p)) ^ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset.inl:906:5: note: in expansion of macro 'AI_SWAP4' AI_SWAP4(header.version); ^~~~~~ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'ByteSwap' has not been declared # define AI_SWAP4(p) ByteSwap::Swap4(&(p)) ^ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset.inl:912:5: note: in expansion of macro 'AI_SWAP4' AI_SWAP4(header.sceneFormat); ^~~~~~ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'ByteSwap' has not been declared # define AI_SWAP4(p) ByteSwap::Swap4(&(p)) ^ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset.inl:917:5: note: in expansion of macro 'AI_SWAP4' AI_SWAP4(header.length); ^~~~~~ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'ByteSwap' has not been declared # define AI_SWAP4(p) ByteSwap::Swap4(&(p)) ^ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset.inl:918:5: note: in expansion of macro 'AI_SWAP4' AI_SWAP4(header.sceneLength); ^~~~~~ /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl: In member function 'void glTF::AssetWriter::WriteBinaryData(Assimp::IOStream*, size_t)': /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'ByteSwap' has not been declared # define AI_SWAP4(p) ByteSwap::Swap4(&(p))</pre>			

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^
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:397:9: note
: in expansion of macro 'AI_SWAP4'
    AI_SWAP4(header.version);
    ^~~~~~
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'B
yteSwap' has not been declared
#   define AI_SWAP4(p) ByteSwap::Swap4(&(p))
    ^
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:400:9: note
: in expansion of macro 'AI_SWAP4'
    AI_SWAP4(header.length);
    ^~~~~~
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'B
yteSwap' has not been declared
#   define AI_SWAP4(p) ByteSwap::Swap4(&(p))
    ^
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:403:9: note
: in expansion of macro 'AI_SWAP4'
    AI_SWAP4(header.sceneLength);
    ^~~~~~
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/ByteSwapper.h:217:24: error: 'B
yteSwap' has not been declared
#   define AI_SWAP4(p) ByteSwap::Swap4(&(p))
    ^
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:406:9: note
: in expansion of macro 'AI_SWAP4'
    AI_SWAP4(header.sceneFormat);
    ^~~~~~
In file included from /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAsset
Writer.h:87:0,
    from /home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFImport
ter.cpp:57:
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl: In instant
iation of 'rapidjson::Value& glTF::(anonymous)::MakeValue(rapidjson::Value&, float (&)[N], rapidjs
on::MemoryPoolAllocator<>&) [with unsigned int N = 4; rapidjson::Value = rapidjson::GenericValue<r
apidjson::UTF8<> >]':
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:162:81:   r
equired from here
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:59:31: warn
ing: comparison between signed and unsigned integer expressions [-Wsign-compare]
    for (int i = 0; i < N; ++i) {
        ~~~^
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl: In instant
iation of 'rapidjson::Value& glTF::(anonymous)::MakeValue(rapidjson::Value&, float (&)[N], rapidjs
on::MemoryPoolAllocator<>&) [with unsigned int N = 16; rapidjson::Value = rapidjson::GenericValue<
rapidjson::UTF8<> >]':
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:243:73:   r
equired from here
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:59:31: warn
ing: comparison between signed and unsigned integer expressions [-Wsign-compare]
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl: In instant
iation of 'rapidjson::Value& glTF::(anonymous)::MakeValue(rapidjson::Value&, float (&)[N], rapidjs
on::MemoryPoolAllocator<>&) [with unsigned int N = 3; rapidjson::Value = rapidjson::GenericValue<r
apidjson::UTF8<> >]':
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:248:83:   r
equired from here
/home/casey/doomsday-2.1.0-build2686/doomsday/external/assimp/code/glTFAssetWriter.inl:59:31: warn
ing: comparison between signed and unsigned integer expressions [-Wsign-compare]
make[2]: *** [sdk/libgui/assimp/code/CMakeFiles/assimp.dir/build.make:1259: sdk/libgui/assimp/code
/CMakeFiles/assimp.dir/glTFImporter.cpp.o] Error 1
make[1]: *** [CMakeFiles/Makefile2:592: sdk/libgui/assimp/code/CMakeFiles/assimp.dir/all] Error 2
make: *** [Makefile:152: all] Error 2
casey@Utopia:~/doomsday-2.1.0-build2686/build$

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History

#1 - 2019-11-26 13:54 - skyjake

- *Status changed from New to Rejected*

Closing this issue now because the build error is in an external software library.

In the future, Doomsday can use Assimp as a system-provided library, so it should alleviate build issues like this.