

Doomsday Engine - Bug #2441

[3.0] build deps libraries are installed in different subdir (not found by executable)

2021-01-11 20:28 - thesourcehim

Status:	Closed	Start date:	2021-01-11
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	Build system and tools		

Description

When using 'make install' command after build (with custom install prefix), almost all libraries go to lib64 subdirectory (on 64bit machine), but lib_Foundation, libassimp, libgltf go to lib subdirectory and the executable can not find them there without explicitly setting LD_LIBRARY_PATH environment variable.

I think either those 3 libs should go to the same directory as other libs or lib subdir should also be added to runtime search path during linking.

History

#1 - 2021-01-13 21:44 - skyjake

Pushed [bd6d6670bfa4aa35](#), but haven't tested it yet.

#2 - 2021-01-13 21:46 - skyjake

- Subject changed from *Linux: build deps libraries are installed in different subdir (not found by executable)* to *[3.0] build deps libraries are installed in different subdir (not found by executable)*

- Category set to Defect

- Status changed from *New* to *In Progress*

- Target version changed from *3.0* to *Build system and tools*

#3 - 2021-01-14 07:54 - thesourcehim

Works great with latest git now, thank you.

#4 - 2021-01-14 20:08 - skyjake

- Status changed from *In Progress* to *Closed*

- % Done changed from *0* to *100*