Doomsday Engine - Bug #437

No Linux Build Script

2007-03-13 02:53 - mattbro

Status:	Closed	**Start date:**	2007-03-13
Priority:	Normal	**% Done:**	100%
Assignee:	yagisan		
Category:			
Target version:			

Description

The install instructions for Linux are either out of date or else the scripts themselves are omitted. I suspect the latter. For example the COMPILING documentation says this:

1. Unpack the source tarball, if you haven't already done so.

2. Cd to the Build directory. Compiling under the Build directory
will keep the main source directories clean of any object files.
It also prevents conflicts in the Src/Common/ directory, which is
used in a slightly different way by each game.

3. Run "cmake ../" By default, everything will be installed under
FIXME. You might want to use e.g. FIXME.

However the required CMakeLists.txt file is nowhere to be found. There are a few of these in the plugins directory but none anywhere else. Thus one can not actually build doomsday using CMake as required. In fact there is no make or configure anywhere that I can see. Some clarification is needed.

[build]$ cmake ../
CMake Error: The source directory "/usr/src/deng-1.9.0-beta5.1/doomsday" does not appear to contain CMakeLists.txt.
Specify --help for usage, or press the help button on the CMake GUI.

Labels: Startup

History

#1 - 2007-03-13 09:35 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

Known bug. build scripts left out of tarball by mistake (linux developer on leave). either the cmakeslist.txt from svn can be used, or the next tarball will contain the build scripts.