

OpenRTM-aist (C++) - バグ #3979

fluentbit_stream ビルド向けのライブラリパス不足

2017/03/08 16:07 - takahashi

ステータス:	終了	開始日:	2017/03/08
優先度:	通常	期日:	2017/03/10
担当者:	takahashi	進捗率:	100%
カテゴリ:		予定工数:	0.00時間
対象バージョン:			
説明			
自動ビルド環境で発覚。 ライブラリパスが不足しており、fluentbit をホストにインストールしていない環境ではビルドエラーになる。			

関係しているリビジョン

リビジョン 2958 - 2017/03/08 16:08 - takahashi

[build] Add lacked library path for fluentbit_stream. refs #3979

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リビジョン 3101 - 2017/12/10 09:12 - n-ando

merged changes from trunk/OpenRTM-aist r2956-2964, r2968-2973, r2977 during 2017-03:

[build,->RELENG_1_2] Add lacked include path for fluentbit_stream. refs #3974

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[compat,build,->RELENG_1_2] vc15 (vc2017) has been supported.

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[compat,->RELENG_1_2] Links of rtmCamera and rtmManipulator have been added to OpenRTMConfig.cmake. refs #3889

[compat,bugfix,->RELENG_1_2] Dependency on the library has been changed due to a build error in vc 2008.

[compat,bugfix,->RELENG_1_2] Fixed r2962.

[compat,bugfix,->RELENG_1_2] Modified slntool.py

[compat,bugfix,->RELENG_1_2] Modified librtmCamera.vcproj.yaml and librtmManipulator.vcproj.yaml.

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[compat,bugfix,->RELENG_1_2] Modified cmakeconfgen.py

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[build,->RELENG_1_2] Update mbedtls include path (2.4.1->2.4.2)

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履歴

#1 - 2017/03/08 16:09 - takahashi

- ステータスを新規から解決に変更
- 進捗率を0から100に変更

[r2958](#) で修正済み .

#2 - 2017/08/30 11:42 - n-ando

- ステータスを解決から終了に変更

<http://redmine.openrtm.org/issues/3999>