

Quassel IRC - Bug #306

Make quassel compile with msvc on windows

08/31/2008 04:20 AM - Hydrogen

Status:	Resolved	Start date:	
Priority:	High	Due date:	
Assignee:	Sputnick	% Done:	0%
Category:	General / Unspecified	Estimated time:	0.00 hour
Target version:	0.3.1	OS:	Any
Version:	0.13.1		
Description			
This is a fairly simple patch, just going to inline it because I'm too lazy to create a patchfile...			
Fix quassel build in msvc.			
The output directory in msvc for executables is not <code>\${CMAKE_BINARY_DIR}</code> , but rather <code>\${CMAKE_BINARY_DIR}/BUILDTYPE</code> . This causes the run of <code>genversion</code> to fail because its located in <code>\${CMAKE_BINARY_DIR}/Debug</code> , for example. This directory is in the path however, so we can just call it directly.			
There is the possibility of this introducing a security risk, as if <code>genversion</code> does not compile, and there is a harmful <code>genversion</code> somewhere further in <code>\$PATH</code> , it could be run. I'm not sure if this is truly an issue, however.			
----- CMakeLists.txt -----			
index 6f24251..277eb2b 100644			
@ -103,7 +103,7 @ include_directories(\${QT_INCLUDES})			
add_executable(genversion \${CMAKE_SOURCE_DIR}/src/common/genversion.cpp)			
target_link_libraries(genversion \${QT_LIBRARIES} \${QT_CORE_LIB_DEPENDENCIES})			
-add_custom_target(genversion_run ALL \${CMAKE_BINARY_DIR}/genversion			
+add_custom_target(genversion_run ALL genversion			
\${CMAKE_SOURCE_DIR} \${CMAKE_BINARY_DIR}/src/common/version.gen)			
add_dependencies(genversion_run genversion)			

Associated revisions

Revision bef2224798775ce371f85b225ef80b3b03197c83 - 09/02/2008 12:04 AM - Manuel Nickschas

Find `genversion.exe` on Wintendo. Fixes BR #306, thanks to Hydrogen and SaroEngels!

Revision bef22247 - 09/02/2008 12:04 AM - Manuel Nickschas

Find `genversion.exe` on Wintendo. Fixes BR #306, thanks to Hydrogen and SaroEngels!

Revision 8bc4fd53ce3dd42cde7263989cbc057925500fa8 - 09/02/2008 02:38 PM - Manuel Nickschas

Find `genversion.exe` on Wintendo. Fixes BR #306, thanks to Hydrogen and SaroEngels!

Revision 8bc4fd53 - 09/02/2008 02:38 PM - Manuel Nickschas

Find `genversion.exe` on Wintendo. Fixes BR #306, thanks to Hydrogen and SaroEngels!

History

#1 - 09/01/2008 11:58 PM - Hydrogen

Lets change that to the following... Thanks Saroengels for the hint :)

```
-add_custom_target(genversion_run ALL genversion
+get_target_property( GENVERSION_EXECUTABLE genversion LOCATION )
+add_custom_target(genversion_run ALL ${GENVERSION_EXECUTABLE}
```

#2 - 09/02/2008 12:07 AM - Sputnick

<http://git.quassel-irc.org/?p=quassel.git;a=commit;h=bef2224798775ce371f85b225ef80b3b03197c83>

Please let me know if it still doesn't work somewhere, as I can't test on MSVC currently. At least it seems not to cause problems on Linux :)