Robotics Service Bus - Bug #423
Fix Boost Compile/Link behavior

07/15/2011 11:40 AM - M. Rolf

Status:	Resolved		**Start date:**	07/15/2011
Priority:	Normal		**Due date:**	
Assignee:	J. Wienke		**% Done:**	100%
Category:	C++		**Estimated time:**	0.00 hour
Target version:				

Description

If the configured boost-uuid path contains a full boost installation (instead of just UUID),
RSB is completely compiled against this boost-installation, but linked to the standard
boost installation.

Test configuration on Lucid:
standard boost 1.40 in /usr
full boost 1.42 in /usr/local/boost1.42
Configured BOOSTUUID_INCLUDE_DIRS=/usr/local/boost1.42/include

Result:
Compiled (entirely) against 1.42
Linked against 1.40

=> Nothing works

Probable fix: permutate -I directives for compilation?
In any way it needs to compile and link against same location

Associated revisions

Revision fed419c0 - 09/23/2011 03:13 PM - J. Wienke

be sure that our configure paths ha ve precedence over system ones

refs #423

History

#1 - 09/12/2011 04:57 PM - J. Wienke

- Status changed from New to In Progress

- Assignee set to J. Wienke

I don't see a real solution to this, except that we now provide an internal uuid version.

If we exchange the -I drectives we get the same error the other way around. Suddenly boost.uuid will be used from the boost location that contains
uuid and not your custom boost.uuid version. This is the drawback of the linux scheme with a common prefix for multiple programs.

#2 - 09/12/2011 04:57 PM - J. Wienke

- Category changed from Configuration to C++

#3 - 09/23/2011 03:14 PM - J. Wienke

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

I now at least ensure that custom paths have precedence over syste paths. Moreover the include order should already be boost, boost.uuid... Hence, boost should be take from the first path not the uuid one.