Subject: stable branch compilation error
Posted by Klaus Götzen on Tue, 26 May 2009 13:58:44 GMT
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Hi all,

I'm not so familiar with the stable branch, therefore I might have done something wrong, but I failed to compile it.

What I did is to check it out with

svn co ..../stable

create a new build directory, do cmake inside and compile it as usually done with trunk. What I get is the following error:

....
[49%] Building CXX object mdt/CMakeFiles/Mdt.dir/MdtMC/PndGeoMdtPar.o
[49%] Building CXX object mdt/CMakeFiles/Mdt.dir/MdtMC/PndMdt.o
/u/kgoetzen/work/testfair9/stable/mdt/MdtMC/PndMdt.cxx:20:30: error: FairGeoG3Builder.h: No such file or directory
make[2]: *** [mdt/CMakeFiles/Mdt.dir/MdtMC/PndMdt.o] Error 1
make[1]: *** [mdt/CMakeFiles/Mdt.dir/all] Error 2
make: *** [all] Error 2

Does somebody have an idea why that happens?

Cheers and thanks,

  Klaus

Subject: Re: stable branch compilation error
Posted by StefanoSpataro on Tue, 26 May 2009 14:05:23 GMT
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Hi,
remove the #include FairGeoG3Builder.h from PndMdt.cxx
The file FairGeoG3Builder.h was removed from the base folder because obsolere, but maybe the code was not updated according to this modification (or betrer, the code was fixed in the trunk but not in the stable).
Maybe you will find the same error on other classes.

Subject: Re: stable branch compilation error
Posted by asanchez on Tue, 26 May 2009 14:06:03 GMT
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Hi Klaus, i think the class
FairGeoG3Builder.h has been removed some days ago from

trunk/ detector directories. Because it was obsolete.
Maybe the problem is related to this fact.

Maybe if you comment the line where it appears
it will compile.
best regrads.

ALicia

Subject: Re: stable branch compilation error
Posted by Klaus Götzen   on Tue, 26 May 2009 15:04:32 GMT
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Hi Stefano and Alicia,

thanks, I'm gonna try that. The point I'd like to make of course is then, that the stable branch is
intended to be always stable. When it doesn't compile from time to time we have a severe
problem!!

Cheers,
  Klaus

Subject: Re: stable branch compilation error
Posted by StefanoSpataro on Tue, 26 May 2009 15:17:43 GMT
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Hi,
the problem was not inside the pandaroot stable, but due to the changes inside the fairroot
stable (the pandaroot trunk is related to the fairrot stable, to change the trunk base classes you
are also changing the stable classes somehow).
Of course we should try to avoid this kind of errors.

Subject: Re: stable branch compilation error
Posted by Mohammad Al-Turany on Tue, 26 May 2009 15:26:11 GMT
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Hi,

First of all I corrected this problem and now it should work! this was due to the blind include of
FairG3GeoBuilder in many detectors! the funny thing non of these detectors has ever needed
this class or use it! this is the native G3 geometry which was never used in PANDA, except the
cut and paste there is obsoletely no logical explanation why it is there!

But this leads again to the discussion what is a Stable branch and who should do it? and
should we fix the external (fairbase for each stable revision) as we do for the release! in fact
that is why it crashes here. The pandaroot stable is connected to the head of fairbase release

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without revision number.

regards

Mohammad