

## Exiv2 - Bug #994

### CMake: wrong build rule for svn\_version.h

09 Oct 2014 15:04 - Jehan Pagès

<b>Status:</b>	Closed	<b>Start date:</b>	09 Oct 2014
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Robin Mills	<b>% Done:</b>	100%
<b>Category:</b>	build	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.25		
<b>Description</b>			
<p>Well I seem to be in a bad luck with this svn_version.h! Last time, it was another issue with the same file. :-)</p> <p>Anyway so in src/CMakeLists.txt, there is the following rule lines 151-152: CONFIGURE_FILE( \${CMAKE_CURRENT_SOURCE_DIR}/svn_version.h.in \${CMAKE_CURRENT_BINARY_DIR}/svn_version.h @ONLY)</p> <p>Well that's not good since there is no file named svn_version.h.in in the source code, and no other rule to make such a file. I guess there was a change lately in the way svn_version.h is generated and you forgot to fix the CMake build. The solution I found is to replace it with:</p> <pre>ADD_CUSTOM_COMMAND(OUTPUT \${CMAKE_BINARY_DIR}/src/svn_version.h COMMAND \${CMAKE_SOURCE_DIR}/src/svn_version.sh)</pre> <p>I also change the line 160-161: SET( LIBEXIV2_HDR  \${LIBEXIV2_HDR} \${CMAKE_BINARY_DIR}/src/svn_version.h )</p> <p>Otherwise the build system tries to find the header in the source tree, not in the build tree.</p> <p>Finally I got a problem that I could not solve, src/version.hpp has an include and it cannot find svn_version.h: /home/jehan/dev/crossbuild/w64/exiv2-trunk/exiv2/version.hpp:44:25: fatal error: svn_version.h: No such file or directory #include "svn_version.h"</p> <p>Even modifying INCLUDE_DIRECTORIES this way won't fix the problem: INCLUDE_DIRECTORIES(\${CMAKE_CURRENT_BINARY_DIR} \${CMAKE_BINARY_DIR}/src)</p> <p>And I got stuck (I know autotools much better than CMake). I just moved the header to the build root for workaround for now, but obviously I know you'll find the real fix. :-)</p>			
<b>Related issues:</b>			
Related to Exiv2 - Bug #991: Windows build broken (CMake+svn_version.sh)		<b>Closed</b>	<b>13 Sep 2014</b>

#### Associated revisions

##### Revision 3374 - 11 Oct 2014 15:54 - Robin Mills

#994 Adding src/svn\_version.h.in - apologies to Daniel for not committing this, and to Jehan for the inconvenience.

##### Revision 4453 - 31 Aug 2016 18:08 - Robin Mills

#994 Update svn\_version.h using svn info 'Last Changed Rev' instead of 'Changed'. This enables exiv2 -vVg svn to identify build branch or trunk.

##### Revision 4454 - 31 Aug 2016 18:09 - Robin Mills

#994 Update svn\_version.h using svn info 'Last Changed Rev' instead of 'Changed'. This enables exiv2 -vVg svn to identify build branch or trunk.

#### History

##### #1 - 11 Oct 2014 12:10 - Daniel Kaneider

It seems that Robin forgot to commit the .in file from the patch in issue [#993](#). The other parts of the CMake file are correct, svn\_version.h is supposed to be in the binary directory.

##### #2 - 11 Oct 2014 15:46 - Robin Mills

I've just discovered this also. Adding svn\_version.h has caused a LOT of problems. More trouble than it's worth. I don't know why svn\_version.h.in

wasn't committed. I'll do that now. I have to say that I don't understand what's wrong with `svn_version.sh` to generate/update this little file. The CMake solution is much more complicated than my original design.

Anyway, thanks for giving me a head's up about this.

Robin

### #3 - 11 Oct 2014 16:29 - Robin Mills

- Status changed from New to Assigned

- Assignee set to Robin Mills

- Target version set to 0.25

Fix submitted: [r3374](#)

Thanks for the team work here. Good Job, guys. Apologies to Jehan for the inconvenience. Apologies to Daniel for not submitting `svn_version.h.in`. I was aware of `svn_version.h.in` and can't explain how it did not get added when I dealt with your patch. I am human and make mistakes!

I've done a successful out of source build/test on Linux and Mac. Cygwin's not linking correctly - seems to be failing to find `xmportsdk/libxmp.a`. I'll investigate later.

I'm developing a build server using Jenkins and it's visible at `exiv2.dyndns.org:8080`. This issue demonstrates why Jenkins is valuable. The build matrix of Exiv2 is now quite large and running build/tests on every commit will draw my attention quickly to this kind of defect. I'm working on this ... remember this isn't a full time job ... it's meant to be a hobby!

### #4 - 11 Oct 2014 19:55 - Robin Mills

- Status changed from Assigned to Resolved

False alarm: Cygwin build is OK. I have a new Windows7 VM and it is not building correctly. The "old" Vista VM does build/test OK with `./configure` and CMake (both Out-of-source and not out-of-source). I'm going to mark this "resolved". I'm not going to log an issue concerning Windows7 as I believe that's a local issue on my build machine.

### #5 - 07 Nov 2014 17:52 - Jehan Pagès

Does not look like I have the capability to reopen this ticket. So I'll just write a message, hoping it will be seen. :-)

So today I tried a new build with updated tree. The `svn_version.h.in` is here. That's good. But the second problem is still there:

```
In file included from /home/jehan/dev/crossbuild/w64/exiv2-trunk/exiv2/types.hpp:48:0,
from /home/jehan/dev/crossbuild/w64/exiv2-trunk/exiv2/basicio.hpp:34,
from /home/jehan/dev/crossbuild/w64/exiv2-trunk/exiv2/exiv2.hpp:34,
from /home/jehan/dev/src/exiv2-trunk/samples/addmodel.cpp:5:
/home/jehan/dev/crossbuild/w64/exiv2-trunk/exiv2/version.hpp:44:25: fatal error: svn_version.h: No such file or directory
#include "svn_version.h"
^
compilation terminated.
```

I have to move the `svn_version.h` manually to root to have this work.

### #6 - 07 Nov 2014 17:53 - Jehan Pagès

Oh and by the way, no problem for the whole hobby part. I don't complain. That's Free Software and I'm happy to contribute too. :-)

### #7 - 07 Nov 2014 17:55 - Jehan Pagès

Oh and another problem with the ``make install``! Still the same file:

```
CMake Error at src/cmake_install.cmake:55 (FILE):
file INSTALL cannot find
"/home/jehan/dev/src/exiv2-trunk/src/svn_version.h".
Call Stack (most recent call first):
cmake_install.cmake:49 (INCLUDE)
```

Obviously in my case since my build root is different from my source root. Are you doing all your builds from the source root by any chance? If so, that's why you may miss these kind of build bugs. :-)

### #8 - 14 Nov 2014 05:31 - Robin Mills

- Status changed from Resolved to Assigned

Jehan

Thanks for updating this. And apologies for the trouble this is causing you. I regret adding SVN support stuff to the trunk as it has caused lots of unintended trouble.

I'm on vacation at the moment and get home November 18. I'll fix it. Thanks for speaking up about this.

Robin

**#9 - 30 Nov 2014 08:23 - Robin Mills**

- *Status changed from Assigned to Resolved*

Fix submitted: [r3396](#). I've updated (and renamed) [#993](#).

**#10 - 08 May 2015 16:13 - Robin Mills**

- *% Done changed from 0 to 100*

**#11 - 21 Jun 2015 16:41 - Andreas Huggel**

- *Status changed from Resolved to Closed*