

ET: Legacy Development - Bug #223

Fix OpenBSD issues

01.03.2013 10:12 - IR4T4

Status:	New	% Done:	0%
Priority:	Normal		
Assignee:			
Category:	General		
Target version:	ALL		
OS:	*BSD	Arch:	
Description			
It seems macro ' __linux__ ' is not active on OpenBSD - see http://www.dev.etlegacy.com/projects/etlegacy/repository/revisions/1b7d0d9ce3aa4d496679b296974fdcf719e7d09d/diff/src/game/g_lua.h			
1. There are some locations in the code where the ' __linux__ ' macro is used only! (simple text search in /src ' __linux__ ')			
2. There is ' __FreeBSD_kernel__ ' (q_platform.c 185) and ' __BSD__ ' (net_ip.c 1562) defined. Isn't this the same?			
Related issues:			
Related to ET: Legacy Development - Bug # 877: Serverbuild on FreeBSD		Fixed	27.08.2015

History

#1 - 01.03.2013 10:13 - IR4T4

- Description updated

#2 - 16.05.2013 11:14 - IR4T4

- Target version changed from 2.71rc2 to 2.78

#3 - 28.08.2013 13:41 - Jacker

Why wont we just add:

```
#if defined('__BSD__') || defined('__FreeBSD_kernel__')
#ifndef __linux__
#define __linux__
#endif
#endif
```

? Without the ' signs ofc..

I know its an ugly solution but, still prettyer than quadrillion new macros..

#4 - 29.08.2013 10:32 - IR4T4

Jacker wrote:

Why wont we just add:

```
#if defined('__BSD__') || defined('__FreeBSD_kernel__')
#ifndef __linux__
#define __linux__
#endif
#endif
```

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I'm not sure if we can do that w/o modifying more in q_platform.h. '___BSD___' macro (which is kind of opposite case of macro '___linux___' is not active on OpenBSD) doesn't seem available on all BSD platforms - we set it explicitly in current line 258 of q_platform.h.

#5 - 14.12.2013 19:07 - Radegast

- OS set to Linux

#6 - 27.03.2014 19:37 - IR4T4

- OS changed from Linux to *BSD

#7 - 27.08.2015 17:39 - IR4T4

- Related to Bug #877: Serverbuild on FreeBSD added

#8 - 27.08.2015 17:40 - IR4T4

- Description updated

#9 - 11.10.2015 10:34 - IR4T4

- Target version changed from 2.78 to ALL