

BornAgain - Bug #2152

Project build fail if OpenGL is not accessible

17 Sep 2018 12:11 - dmitry

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|---|----------|------------------------|-------------|
| Status: | Resolved | Start date: | 17 Sep 2018 |
| Priority: | Low | Due date: | |
| Assignee: | wuttke | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | | |
| Description | | | |
| 1. To enable OpenGL it is required to install the following packages: | | | |
| mesa-common-dev libglu1-mesa-dev | | | |
| These packages are not described as third-party dependencies in installation instructions for Linux, although they are mentioned on https://wiki.qt.io/Install_Qt_5_on_Ubuntu | | | |
| Tested with Qt 5.11 installed via online installer on Ubuntu 16.04 | | | |
| Without these packages CMake throws the message | | | |
| OpenGL was not found. Switching 3D support off: BORNAGAIN_OPENGL=OFF. | | | |
| After that the build process fails with complains on GUI/ba3d and GUI/Views/RealSpaceWidgets | | | |

History

#1 - 24 Jun 2020 18:19 - wuttke

- Status changed from Backlog to Sprint

- Assignee set to wuttke

#2 - 18 Sep 2020 22:50 - wuttke

- Status changed from Sprint to Resolved

Resolved since long