

## Doomsday Engine - Bug #1037

### [qmake] No check for required X11 extensions

2012-05-07 23:14 - legluondunet

<b>Status:</b>	Closed	<b>Start date:</b>	2012-05-07
<b>Priority:</b>	Low	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.9.8 Candidate		
<b>Description</b>			
Hello,			
I try to compile doomsday from last git snapshot and I obtain this error:			
<pre>displaymode_x11.o: In function `DisplayMode_Native_SetColorTransfer': displaymode_x11.cpp:(.text+0xe9): undefined reference to `XF86VidModeGetGammaRampSize' displaymode_x11.cpp:(.text+0x19e): undefined reference to `XF86VidModeSetGammaRamp' displaymode_x11.o: In function `DisplayMode_Native_Init': displaymode_x11.cpp:(.text+0x213): undefined reference to `XRRGetScreenInfo' displaymode_x11.cpp:(.text+0x22f): undefined reference to `XRRConfigSizes' displaymode_x11.cpp:(.text+0x270): undefined reference to `XRRConfigRates' displaymode_x11.cpp:(.text+0x32e): undefined reference to `XRRConfigTimes' displaymode_x11.cpp:(.text+0x374): undefined reference to `XRRConfigCurrentConfiguration' displaymode_x11.cpp:(.text+0x3a0): undefined reference to `XRRConfigCurrentRate' displaymode_x11.cpp:(.text+0x3f9): undefined reference to `XRRFreeScreenConfigInfo' displaymode_x11.o: In function `DisplayMode_Native_Change': displaymode_x11.cpp:(.text+0x4e5): undefined reference to `XRRGetScreenInfo' displaymode_x11.cpp:(.text+0x501): undefined reference to `XRRConfigSizes' displaymode_x11.cpp:(.text+0x550): undefined reference to `XRRConfigRates' displaymode_x11.cpp:(.text+0x60e): undefined reference to `XRRConfigTimes' displaymode_x11.cpp:(.text+0x660): undefined reference to `XRRConfigRates' displaymode_x11.cpp:(.text+0x794): undefined reference to `XRRSetScreenConfigAndRate' displaymode_x11.cpp:(.text+0x7e8): undefined reference to `XRRFreeScreenConfigInfo' displaymode_x11.o: In function `DisplayMode_Native_GetColorTransfer': displaymode_x11.cpp:(.text+0xb55): undefined reference to `XF86VidModeQueryExtension' displaymode_x11.cpp:(.text+0xbc4): undefined reference to `XF86VidModeGetGammaRampSize' displaymode_x11.cpp:(.text+0xcfd): undefined reference to `XF86VidModeGetGammaRamp' displaymode_x11.o: In function `RRInfo::~RRInfo()': displaymode_x11.cpp:(.text._ZN6RRInfoD2Ev[_ZN6RRInfoD5Ev]+0x12): undefined reference to `XRRFreeScreenConfigInfo' collect2: ld a retourné 1 code d'état d'exécution make<sup>1</sup>: * [doomsday] Erreur 1 make<sup>1</sup>: quittant le répertoire « /home/legluondunet/Bureau/Ordi/Jeux/Dooms-Like/doomsday_rep/doomsday/engine » make: * [sub-engine-make_default-ordered] Erreur 2</pre>			
thanks for your help.			
<b>Labels:</b> Build System			

### History

#### #1 - 2012-05-08 03:22 - skyjake

Added the appropriate checks to engine.pro.

#### #2 - 2012-08-13 01:05 - skyjake

You can do one of two things:

- 1) Install the XVideoMode86 and XRandR extensions (find the suitable dev packages).
- 2) Add `deng_nodisplaymode` to your CONFIG to disable this functionality in the engine.