**QGIS Application - Bug report #13680**

**compile fails attempting to generate qgsversion.h**

2015-10-26 07:41 PM - William Kyngesburye

| Status: | Closed |
| Priority: | Normal |
| Assignee: | |
| Category: | Build/Install |
| **Affected QGIS version:** | master |
| **Operating System:** | OS X |
| **Pull Request or Patch supplied:** | No |
| **Crashes QGIS or corrupts data:** | No |
| **Regression?:** | No |
| **Easy fix?:** | No |
| **Resolution:** | |
| **Copied to github as #:** | 21712 |

### Description

In QGIS 2.10, qgsversion was set wrong (empty), but at least it was set. Now in 2.12 (release) it causes compilation to fail with:

```
fatal: Not a git repository (or any of the parent directories): .git
make[2]: *** [qgsversion.h] Error 128
make[1]: *** [CMakeFiles/version.dir/all] Error 2
```

It looks like the problem is that cmake is misidentifying the release source as a git repository, then it uses git to try to generate the version string, instead of the "exported" it should be.

```
FIND_FILE(GIT_MARKER index PATHS ${CMAKE_SOURCE_DIR}/.git)
```

According to the cmake docs, PATHS adds to a set of standard paths find_file looks in, and it ends up finding the "index" header in GEOS. To make it only look in the source/.git for the marker, add the NO_DEFAULT_PATH flag to find_file, like:

```
FIND_FILE(GIT_MARKER index NO_DEFAULT_PATH PATHS ${CMAKE_SOURCE_DIR}/.git)
```

### Associated revisions

**Revision 9a081df1 - 2016-02-14 08:43 PM - Jürgen Fischer**

```
fix git marker detection (fixes #13680)
```

### History

**#1 - 2015-11-07 11:26 AM - Giovanni Manghi**

- Target version deleted (Version 2.12)

**#2 - 2016-02-14 11:44 AM - Jürgen Fischer**

- Status changed from Open to Closed

Fixed in changeset commit:"9a081df1059cabd77c7ddfbba5828a977731dade".

---

2021-05-09