

QGIS Application - Bug report #7338

Build fails with "No rule to make target staged-plugins"

2013-03-12 10:58 AM - Radim Blazek

Status: Closed	
Priority: Low	
Assignee:	
Category: Build/Install	
Affected QGIS version: master	Regression?: No
Operating System:	Easy fix?: No
Pull Request or Patch supplied: No	Resolution: invalid
Crashes QGIS or corrupts data: No	Copied to github as #: 16321

Description

If cmake is configured with WITH_STAGED_PLUGINS=ON, build fails when building staged-plugins-on-build or if make staged-plugins-on-build is run directly with:

No rule to make target staged-plugins, needed by python/plugins/CMakeFiles/staged-plugins-on-build. Stop.

make staged-plugins however works well.

cmake version 2.8.2

Works well for others.

History

#1 - 2013-03-12 11:42 AM - Sandro Santilli

- Category set to Build/Install

It works for me with cmake version 2.8.7

I'm not sure I understood though:

are you saing that "make staged-plugins" works for you while "make staged-plugins-on-build" fails ?

(I don't know what's the difference between the two supposed to be)

#2 - 2013-03-12 12:02 PM - Radim Blazek

Sandro Santilli wrote:

I'm not sure I understood though:

are you saing that "make staged-plugins" works for you while "make staged-plugins-on-build" fails ?

Yes.

#3 - 2013-03-12 12:19 PM - Larry Shaffer

- File staged-plugins_cmake-patch.diff added

Hi Radim,

Looking at the [changelog for CMake since 2.8.2](#), it seems to have many fixes concerning targets. Can you upgrade CMake, as an initial possible fix? I've seen no problems with those targets on a Windows 7 VM still using Cmake 2.8.4, so that seems like the minimum to upgrade to, if you can.

Sandro Santilli wrote:

*I'm not sure I understood though:
are you saing that "make staged-plugins" works for you while "make staged-plugins-on-build" fails ?

(I don't know what's the difference between the two supposed to be)*

staged-plugins-on-build custom target has the ALL option set, and is keyed off of whether WITH_STAGED_PLUGINS is ON or TRUE, and it has staged-plugins as a dependency. *staged-plugins* is not part of ALL target, but should be created every time CMake generates the Makefiles (but not built). In Radim's case, it appears that *staged-plugins* is being built as a dependency, but *staged-plugins-on-build* isn't finding it (though it shouldn't be built unless it has found it, which is the perplexing part).

The only thing I can think of for a fix now is to move the *staged-plugins-on-build* target to a point after the plugins have populated the *staged-plugins* target with custom commands (see attached patch: attachment:staged-plugins_cmake-patch.diff). Before that, where the *staged-plugins-on-build* is now, the *staged-plugins* target **is empty**. This is where I think an older CMake may be having a problem.

#4 - 2016-10-10 05:03 PM - Nyal Dawson

- Resolution set to invalid
- Status changed from Open to Closed

Closing due to lack of feedback, and substantial changes since this was filed

Files

staged-plugins_cmake-patch.diff	1.86 KB	2013-03-12	Larry Shaffer
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