

QGIS Application - Bug report #21432

branch 3.6 fails to build - src/core/qgsdistancearea.cpp:491:3: error: 'geod_inverseline' was not declared in this scope

2019-02-28 10:20 PM - vince ice

Status:	Closed	
Priority:	Normal	
Assignee:	Nyall Dawson	
Category:	Build/Install	
Affected QGIS version:	3.6.0	Regression?: No
Operating System:	Gentoo with kernel 4.14.65-gentoo	Easy fix?: No
Pull Request or Patch supplied:		Resolution: invalid
Crashes QGIS or corrupts data:		Copied to github as #: 29249
Description		
<p>Just tried to build branch 3.6.</p> <p>This is what I get:</p> <pre>[16%] Building CXX object src/core/CMakeFiles/qgis_core.dir/qgserror.cpp.o /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp: In member function 'double QgsDistanceArea::latitudeGeodesicCrossesAntimeridian(const QgsPointXY&, const QgsPointXY&, double&) const': /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:491:3: error: 'geod_inverseline' was not declared in this scope geod_inverseline(&line, &geod, p1y, p1x, p2y, p2x, GEOD_ALL); ^~~~~~ /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:491:3: note: suggested alternative: 'geod_inverse' geod_inverseline(&line, &geod, p1y, p1x, p2y, p2x, GEOD_ALL); ^~~~~~ geod_inverse /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:493:33: error: 'struct geod_geodesicline' has no member named 's13' const double totalDist = line.s13; ^~~ /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:494:34: error: 'struct geod_geodesicline' has no member named 's13' double intersectionDist = line.s13; ^~~ /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:517:31: error: 'struct geod_geodesicline' has no member named 's13' intersectionDist = line.s13 * 0.5; ^~~ /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp: In member function 'QVector<QVector<QgsPointXY> > QgsDistanceArea::geodesicLine(const QgsPointXY&, const QgsPointXY&, double, bool) const': /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:696:3: error: 'geod_inverseline' was not declared in this scope geod_inverseline(&line, &geod, pp1.y(), pp1.x(), pp2.y(), pp2.x(), GEOD_ALL); ^~~~~~ /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:696:3: note: suggested alternative: 'geod_inverse' geod_inverseline(&line, &geod, pp1.y(), pp1.x(), pp2.y(), pp2.x(), GEOD_ALL); ^~~~~~ geod_inverse /tmp/QGIS/QGIS/src/core/qgsdistancearea.cpp:697:33: error: 'struct geod_geodesicline' has no member named 's13' const double totalDist = line.s13; ^~~ make[2]: *** [src/core/CMakeFiles/qgis_core.dir/build.make:5066: src/core/CMakeFiles/qgis_core.dir/qgsdistancearea.cpp.o] Error 1 make[2]: *** Attesa per i processi non terminati.... make[1]: *** [CMakeFiles/Makefile2:316: src/core/CMakeFiles/qgis_core.dir/all] Error 2</pre>		

make: *** [Makefile:152: all] Error 2

History

#1 - 2019-02-28 11:20 PM - Nyall Dawson

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

This indicates that your proj version is too old -- you'll need to upgrade.

#2 - 2019-03-01 04:07 PM - vince ice

- Assignee set to Nyall Dawson

Nyall Dawson wrote:

This indicates that your proj version is too old -- you'll need to upgrade.

I'm sorry Nyall, I don't understand what you mean by too old. That's the code from git. Build fails with master as well. I couldn't find anything in the issues that points to this problem.

V

#3 - 2019-03-01 04:10 PM - Giovanni Manghi

vince ice wrote:

Nyall Dawson wrote:

This indicates that your proj version is too old -- you'll need to upgrade.

I'm sorry Nyall, I don't understand what you mean by too old. That's the code from git. Build fails with master as well. I couldn't find anything in the issues that points to this problem.

V

the proj library is a qgis dependency, is not part of qgis code.

#4 - 2019-03-01 05:53 PM - vince ice

Giovanni Manghi wrote:

vince ice wrote:

Nyall Dawson wrote:

This indicates that your proj version is too old -- you'll need to upgrade.

I'm sorry Nyall, I don't understand what you mean by too old. That's the code from git. Build fails with master as well. I couldn't find anything in the issues that points to this problem.

V

the proj library is a qgis dependency, is not part of qgis code.

Right! Sorry I wasted your time. It works now...

V