QGIS Application - Feature request #4704
set OSG plugins dir at compilation

2011-12-27 06:51 AM - William Kyngesburye

Status:	Closed		
Priority:	High		
Assignee:	Pirmin Kalberer		
Category:	C++ plugins/Globe		
Pull Request or Patch supplied:	Yes	**Resolution:**	fixed
Easy fix?:	No	**Copied to github as #:**	14588

Description

When packaging QGIS on OS X, for the globe plugin the OSG frameworks and plugins are bundled in the QGIS app. The globe plugin then needs to know where to find the OSG plugins. The attached patch seems to work, though I haven't done much testing. There may also be a better way to configure it (ie with cmake). Set QGIS_OSGPLUGIN_SUBDIR in the shell environment before running make. This var works like all the other QGIS_*_SUBDIR vars in the main cmakelists.txt.

History

#1 - 2011-12-27 06:56 AM - Giovanni Manghi

- Pull Request or Patch supplied changed from No to Yes

#2 - 2012-04-15 10:21 AM - Giovanni Manghi

- Target version set to Version 2.0.0

#3 - 2012-04-15 12:37 PM - William Kyngesburye

- Resolution set to fixed

- Target version changed from Version 2.0.0 to Version 1.8.0

I forgot I had this request here. I applied this as a part of my OSG bundling update: commit:4ecd56886c (master) and commit:e3f33b3808 (release-1_8). As a small variation to my original patch, it only applies to OS X.

#4 - 2012-04-16 05:31 AM - Paolo Cavallini

- Status changed from Open to Closed

Files

globe_plugin.cpp.patch	802 Bytes	2011-12-27	William Kyngesburye