

QGIS Application - Bug report #5517
spatialindex includes in subfolder, not found by qgis

2012-04-29 07:52 PM - William Kyngesburye

Status:	Closed	
Priority:	Normal	
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 #: 15119
Description		
<p>The standard spatialindex installation places its headers in a subfolder of \$prefix/include, ie /usr/local/include/spatialindex/. The cmake FindSpatialitindex does not check for this, but I'm not sure if that is broken, as I am installing in a non-standard location.</p> <p>But, qgsspatialindex.cpp also does not include from the subfolder. A leftover from when spatialindex was included in the source and didn't have the subfolder. Changing the qgsspatialindex.cpp include to:</p> <pre>#include <spatialindex/SpatialIndex.h></pre> <p>fixes the include problem. The findspatialindex.cmake probably needs a similar fix.</p>		

History

#1 - 2012-04-30 12:41 AM - Jürgen Fischer

SPATIALINDEX_INCLUDE_DIR is the directory where SpatialIndex.h is, so FindSpatialindex.cmake should set it to /usr/local/include/spatialindex in your case - and #include "SpatialIndex.h" should work just fine.

#2 - 2012-04-30 06:46 AM - William Kyngesburye

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

Ah. But then spatialindex has a bug. I looked at all its internal headers included by spatialindex.h, and they are indeed local off the subfolder. Except Point.h, it causes the include error I saw with this:

```
#include <spatialindex/tools/Tools.h>
```

If you install spatialindex in a standard location like /usr/local you probably won't see an error because /usr/local/include will likely also be in your compile command.

So, invalid QGIS bug. Over to spatialindex folks...