

# Image Component Library - Bug #503

## Runtime linking fails

2017-02-28 20:14 - Timo Korthals

<b>Status:</b>	Closed	<b>Start date:</b>	2017-02-28
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Christof Elbrechter	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			

### Description

It is recommended to set CMAKE\_PREFIX\_PATH, so that find commands find the proper sources. In my case, linkage was done against tons of third-party shipped libraries when not set. So none of the build executables were actually runnable.

Index: CMakeLists.txt

```
-----  
--- CMakeLists.txt      (revision 4627)  
+++ CMakeLists.txt      (working copy)  
@@ -235,8 +235,10 @@  
ELSEIF(APPLE)  
  SET(ARCH_DEPENDENT_INCLUDE_PATHS "")  
  SET(PKG_SEARCH_PATHS "/usr;/usr/local")  
+ LIST(APPEND CMAKE_PREFIX_PATH "/usr;/usr/local")  
ELSE(WIN32)  
  SET(PKG_SEARCH_PATHS "/usr;/usr/local")  
+ LIST(APPEND CMAKE_PREFIX_PATH "/usr;/usr/local")  
IF(ICL_64BIT)  
  SET(ARCH_DEPENDENT_LIB_PATHS "lib/x86_64-linux-gnu;lib/intel64")  
  SET(ARCH_DEPENDENT_INCLUDE_PATHS "include/x86_64-linux-gnu")
```

### History

#1 - 2017-11-22 22:47 - Alexander Neumann

- Status changed from New to Closed

Did this is [fix-cmake-prefix](#). I am not sure if this will influence builds for the standard directory of "/vol/ni". But since you use 'Append' it should be possible to prefix CMAKE\_PREFIX\_PATH with any custom path. If the compilations succeeds on the build slaves I will merge the change into 'master'. Thanks!