



Jenkins

glex

default

#33

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Console Output

```
Started by upstream project "glex" build number 33
originally caused by:
  Started by timer
Building in workspace /var/lib/jenkins/jobs/glex/workspace/default
> git rev-parse --is-inside-work-tree # timeout=10
Fetching changes from the remote Git repository
> git config remote.origin.url https://github.com/Gunn3r1995/glex # timeout=10
Fetching upstream changes from https://github.com/Gunn3r1995/glex
> git --version # timeout=10
> git -c core.askpass=true fetch --tags --progress
https://github.com/Gunn3r1995/glex +refs/heads/*:refs/remotes/origin/*
Checking out Revision 4ae34563f3e80e0a8b8b0b28729b978301b1e292
(refs/remotes/origin/master)
> git config core.sparsecheckout # timeout=10
> git checkout -f 4ae34563f3e80e0a8b8b0b28729b978301b1e292
> git rev-list 8aa91a8dd594bad5c9d61bc32bcf9405d40ef01a # timeout=10
[default] $ /bin/sh -xe /tmp/hudson2925249315893812863.sh
+ autoreconf -i
+ ./configure
checking for a BSD-compatible install... /bin/install -c
checking whether build environment is sane... yes
checking for a thread-safe mkdir -p... /bin/mkdir -p
checking for gawk... gawk
checking whether make sets $(MAKE)... yes
checking whether make supports nested variables... yes
checking build system type... x86_64-unknown-linux-gnu
checking host system type... x86_64-unknown-linux-gnu
checking how to print strings... printf
checking for style of include used by make... GNU
```

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checking for gcc... gcc
checking whether the C compiler works... yes
checking for C compiler default output file name... a.out
checking for suffix of executables...
checking whether we are cross compiling... no
checking for suffix of object files... o
checking whether we are using the GNU C compiler... yes
checking whether gcc accepts -g... yes
checking for gcc option to accept ISO C89... none needed
checking whether gcc understands -c and -o together... yes
checking dependency style of gcc... gcc3
checking for a sed that does not truncate output... /bin/sed
checking for grep that handles long lines and -e... /bin/grep
checking for egrep... /bin/grep -E
checking for fgrep... /bin/grep -F
checking for ld used by gcc... /bin/ld
checking if the linker (/bin/ld) is GNU ld... yes
checking for BSD- or MS-compatible name lister (nm)... /bin/nm -B
checking the name lister (/bin/nm -B) interface... BSD nm
checking whether ln -s works... yes
checking the maximum length of command line arguments... 1572864
checking how to convert x86_64-unknown-linux-gnu file names to x86_64-unknown-
linux-gnu format... func_convert_file_noop
checking how to convert x86_64-unknown-linux-gnu file names to toolchain format...
func_convert_file_noop
checking for /bin/ld option to reload object files... -r
checking for objdump... objdump
checking how to recognize dependent libraries... pass_all
checking for dlltool... no
checking how to associate runtime and link libraries... printf %s\n
checking for ar... ar
checking for archiver @FILE support... @
checking for strip... strip
checking for ranlib... ranlib
checking command to parse /bin/nm -B output from gcc object... ok
checking for sysroot... no
checking for a working dd... /bin/dd
checking how to truncate binary pipes... /bin/dd bs=4096 count=1
checking for mt... no
checking if : is a manifest tool... no
checking how to run the C preprocessor... gcc -E
checking for ANSI C header files... yes
checking for sys/types.h... yes
checking for sys/stat.h... yes
checking for stdlib.h... yes
checking for string.h... yes
checking for memory.h... yes
checking for strings.h... yes
checking for inttypes.h... yes
checking for stdint.h... yes
checking for unistd.h... yes
checking for dlfcn.h... yes
checking for objdir... .libs
checking if gcc supports -fno-rtti -fno-exceptions... no
checking for gcc option to produce PIC... -fPIC -DPIC
checking if gcc PIC flag -fPIC -DPIC works... yes
checking if gcc static flag -static works... no
checking if gcc supports -c -o file.o... yes
checking if gcc supports -c -o file.o... (cached) yes
checking whether the gcc linker (/bin/ld -m elf_x86_64) supports shared
libraries... yes
checking whether -lc should be explicitly linked in... no
checking dynamic linker characteristics... GNU/Linux ld.so
checking how to hardcode library paths into programs... immediate
checking whether stripping libraries is possible... yes
```

```

checking if libtool supports shared libraries... yes
checking whether to build shared libraries... yes
checking whether to build static libraries... yes
checking for g++... g++
checking whether we are using the GNU C++ compiler... yes
checking whether g++ accepts -g... yes
checking dependency style of g++... gcc3
checking how to run the C++ preprocessor... g++ -E
checking for ld used by g++... /bin/ld -m elf_x86_64
checking if the linker (/bin/ld -m elf_x86_64) is GNU ld... yes
checking whether the g++ linker (/bin/ld -m elf_x86_64) supports shared
libraries... yes
checking for g++ option to produce PIC... -fPIC -DPIC
checking if g++ PIC flag -fPIC -DPIC works... yes
checking if g++ static flag -static works... no
checking if g++ supports -c -o file.o... yes
checking if g++ supports -c -o file.o... (cached) yes
checking whether the g++ linker (/bin/ld -m elf_x86_64) supports shared
libraries... yes
checking dynamic linker characteristics... (cached) GNU/Linux ld.so
checking how to hardcode library paths into programs... immediate
checking for Boost headers version >= 0.0.0... yes
checking for Boost's header version... 1_58
checking for the toolset name used by Boost for g++... configure: WARNING: could
not figure out which toolset name to use for g++

checking boost/program_options.hpp usability... yes
checking boost/program_options.hpp presence... yes
checking for boost/program_options.hpp... yes
checking for the Boost program_options library... yes
checking glm/glm.hpp usability... yes
checking glm/glm.hpp presence... yes
checking for glm/glm.hpp... yes
checking for pkg-config... /bin/pkg-config
checking pkg-config is at least version 0.9.0... yes
checking for gl... yes
checking for glew... yes
checking for sdl2... yes
checking that generated files are newer than configure... done
configure: creating ./config.status
config.status: creating Makefile
config.status: creating src/Makefile
config.status: creating shaders/Makefile
config.status: creating config.h
config.status: config.h is unchanged
config.status: executing depfiles commands
config.status: executing libtool commands
+ make
make all-recursive
make[1]: Entering directory '/var/lib/jenkins/jobs/glex/workspace/default'
Making all in shaders
make[2]: Entering directory '/var/lib/jenkins/jobs/glex/workspace/default/shaders'
make[2]: Nothing to be done for 'all'.
make[2]: Leaving directory '/var/lib/jenkins/jobs/glex/workspace/default/shaders'
Making all in src
make[2]: Entering directory '/var/lib/jenkins/jobs/glex/workspace/default/src'
debase=`echo main.o | sed 's|[^/]*$|.deps/&;s|\.o$||'`; \
g++ -DHAVE_CONFIG_H -I. -I.. -DGL_GLEXT_PROTOTYPES -DGL3_PROTOTYPES -std=c++11 -
I/usr/include/libdrm -I/usr/include/GL -I/usr/include/libdrm -D_REENTRANT -
I/usr/include/SDL2 -g -O2 -MT main.o -MD -MP -MF $debase.Tpo -c -o main.o
main.cc &&\
mv -f $debase.Tpo $debase.Po
/bin/sh ../libtool --tag=CXX --mode=link g++ -g -O2 -o shaderexample main.o
GameWorld.o GameAssetManager.o CubeAsset.o -lGL -lGLEW -lGLU -lGL -lSDL2 -
lpthread -lboost_program_options

```

```
libtool: link: g++ -g -O2 -o shaderexample main.o GameWorld.o GameAssetManager.o
CubeAsset.o -lGLEW -lGLU -lGL -lSDL2 -lpthread -lboost_program_options
make[2]: Leaving directory '/var/lib/jenkins/jobs/glex/workspace/default/src'
make[2]: Entering directory '/var/lib/jenkins/jobs/glex/workspace/default'
make[2]: Leaving directory '/var/lib/jenkins/jobs/glex/workspace/default'
make[1]: Leaving directory '/var/lib/jenkins/jobs/glex/workspace/default'
Finished: SUCCESS
```

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