

You have chosen, or been chosen, to attempt the daring task of building openage.
If you have installed all the dependencies that are conveniently listed in
[doc/building.md], this `_might_` just work!

If it doesn't, consider reporting the issue/asking for help in `#sfttech` on `freenode.net`.

```
Testing /usr/bin/python3
Testing /usr/bin/python2.7
Testing /usr/bin/python3.5
Testing /usr/bin/python3.5m
-- Looking for suitable Python >=3.4 - Success: /usr/bin/python3
-- Checking python3 module PIL.Image - Success
-- Checking python3 module PIL.ImageDraw - Success
-- Checking python3 module numpy - Success
-- Checking python3 module pygments - Success
-- Checking utility program opusenc - Success
-- Could NOT find Doxygen (missing: DOXYGEN_EXECUTABLE)
CMake Warning at buildsystem/doxygen.cmake:50 (message):
  doxygen couldn't be found, you won't be able to generate docs
Call Stack (most recent call first):
  CMakeLists.txt:88 (doxygen_configure)
```

```
cpp library
  libopenage                                [213 sources] [15 generated]
-- Could NOT find GCCBacktrace (missing: GCCBacktrace_LIBRARY
GCCBacktrace_INCLUDE_DIR)
unavailable: backtrace
-- Could NOT find Gperftools (missing: GPERFTOOLS_LIBRARIES
GPERFTOOLS_INCLUDE_DIR)
unavailable: gperftools-profiler
```

```
cython module
  run                                     [embedded interpreter] [noinstall]
  openage.cabextract.lzxd
  openage.cabextract.cabchecksum          [standalone]
  openage.convert.slp
  openage.cppinterface.exctranslate
  openage.cppinterface.exctranslate_tests
  openage.cppinterface.pyobject
  openage.cppinterface.setup_checker
  openage.cvar.cvar
  openage.game.main_cpp
  openage.log.log_cpp
  openage.util.fslike.cpp
  openage.testing.cpp_testing
  openage.testing.misc_cpp
```

enabled options:
inotify

disabled options:
backtrace
gperftools-profiler
gperftools-tcmalloc

openage v0.3.0-547-g6592436

compiler | GNU 5.4.0
build type | Release
cxxflags | -Wall -Wextra -pedantic -std=c++14 -fdiagnostics-color=auto -Wsuggest-override
build type flags | -DNDEBUG -O3
build dir | /home/harold/openage/.bin/g++-release-Oauto-sanitize-none
install prefix | /usr/local
py install prefix | /usr/local/lib/python3.5/dist-packages

```
-- Configuring done
-- Generating done
-- Build files have been written to: /home/harold/openage/.bin/g++-release-Oauto-sanitize-none
harold@HaroldLinux2:~/openage$ make
[ 0%] Automatic moc for target libopenage
[ 1%] Linking CXX shared library libopenage.so
harold@HaroldLinux2:~/openage$ make run
[ 0%] Automatic moc for target libopenage
./run game
INFO launching engine with data directory './assets' and fps limit 0
INFO SDL audio subsystems initialized
INFO Using audio device: default [freq=48000, format=32784, channels=#, samples=2048]
INFO Font queried: DejaVu Serif:style=Book
INFO Font file: /usr/share/fonts/truetype/dejavu/DejaVuSerif.ttf
INFO Font queried: DejaVu Serif:style=Book
INFO Font file: /usr/share/fonts/truetype/dejavu/DejaVuSerif.ttf
INFO Initialized SDL video subsystems.
INFO Font queried: DejaVu Sans Mono:style=Book
INFO Font file: /usr/share/fonts/truetype/dejavu/DejaVuSansMono.ttf
INFO Loading time [engine]: 0.183 s
INFO Loading time [game]: 0.230 s
INFO Started JobManager with 2 worker threads
WARN [T1] file ./assets/converted/terrain/15001.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15002.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15017.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15007.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15014.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15000.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15004.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15005.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15009.slp.png is not there...
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WARN [T1] file ./assets/converted/terrain/15011.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15006.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15008.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15010.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15033.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15029.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15015.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15016.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15018.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15019.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15024.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15021.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15022.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15023.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15026.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15027.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15028.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15030.slp.png is not there...

WARN [T1] file ./assets/converted/terrain/15031.slp.png is not there...

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode00.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode01.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode02.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode03.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode04.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode05.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode06.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode07.docx

INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode08.docx

INFO [T1] loading game specification files... stand by, will be faster soon...

INFO [T1] Loading meta file: ./assets/converted/graphics/4331.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4517.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4699.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4700.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4824.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4825.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4705.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4703.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4521.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/429.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/427.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/428.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/426.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/430.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/424.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/425.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4199.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4516.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4702.slp.docx

INFO [T1] Loading meta file: ./assets/converted/graphics/4704.slp.docx

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WARN [T1] No sound file found for resource_id 88322, ignoring...
WARN [T1] No sound file found for resource_id 88523, ignoring...
WARN [T1] No sound file found for resource_id 88524, ignoring...
WARN [T1] No sound file found for resource_id 88520, ignoring...
WARN [T1] No sound file found for resource_id 88521, ignoring...
WARN [T1] No sound file found for resource_id 88522, ignoring...
WARN [T1] No sound file found for resource_id 88710, ignoring...
WARN [T1] No sound file found for resource_id 88711, ignoring...
WARN [T1] No sound file found for resource_id 88712, ignoring...
WARN [T1] No sound file found for resource_id 88713, ignoring...
WARN [T1] No sound file found for resource_id 88423, ignoring...
WARN [T1] No sound file found for resource_id 88424, ignoring...
WARN [T1] No sound file found for resource_id 88425, ignoring...
WARN [T1] No sound file found for resource_id 88426, ignoring...
WARN [T1] No sound file found for resource_id 88420, ignoring...
WARN [T1] No sound file found for resource_id 88421, ignoring...
WARN [T1] No sound file found for resource_id 88422, ignoring...
INFO [T1] Loading time [data]: 22.309 s
INFO [T2] Loading meta file: ./assets/converted/interface/hud0000.slp.docx
INFO [T2] Loading meta file: ./assets/converted/interface/scr5b.slp.docx
INFO [T2] Loading meta file: ./assets/textures/torn_paper_edge.docx
INFO name1 has civilisation Gaia
INFO name2 has civilisation British
INFO gaia has civilisation French
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO Create dynamic opus loader: length=52068, channels=1
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO Create dynamic opus loader: length=131518, channels=1
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO Create dynamic opus loader: length=105884, channels=1
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
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INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
INFO DYNRES: now in use
INFO CS=19200, MX=100
Traceback (most recent call last):
  File "run.py", line 15, in init run (/home/harold/openage/run.cpp:1055)
    main()
  File "/home/harold/openage/openage/__main__.py", line 97, in main
    return args.entrypoint(args, cli.error)
  File "/home/harold/openage/openage/game/main.py", line 47, in main
    return run_game(args, assets)
  File "openage/game/main_cpp.pyx", line 26, in openage.game.main_cpp.run_game
(/home/harold/openage/openage/game/main_cpp.cpp:1155)
    result = run_game_cpp(args_cpp)
  File "", line 0, in
  File "", line 0, in openage::run_game(openage::main_arguments const&)+0x55f
  File "", line 0, in openage::Engine::run()+0x1f
  File "", line 0, in openage::Engine::loop()+0x3c1
  File "", line 0, in openage::GameRenderer::on_draw()+0x4c
  File "", line 0, in openage::Terrain::draw(openage::Engine*, openage::RenderOptions*)+0x253
  File "", line 0, in openage::Texture::draw(openage::coord::tile, unsigned int, int, openage::Texture*,
int) const+0xb6
  File "", line 0, in openage::Texture::draw(int, int, unsigned int, bool, int, unsigned int,
openage::Texture*, int) const+0xfd
  File "", line 0, in openage::Texture::get_subtexture(int) const+0x16a
  File "", line 0, in openage::error::Error::Error(openage::log::message const&, bool, bool)+0x185
  File "", line 0, in openage::error::StackAnalyzer::analyze()+0x9f
  File "libopenage/texture.cpp", line 360, in const gamedata::subtexture*
openage::Texture::get_subtexture(int) const
    throw Error(MSG(err)) <<
openage.cppinterface.exctranslate.CPPEException: Unknown subtexture requested for texture
./assets/missing.png: -1145602496
Makefile:22: recipe for target 'run' failed
make: *** [run] Error 1
harold@HaroldLinux2:~/openage$ make
[ 0%] Automatic moc for target libopenage
harold@HaroldLinux2:~/openage$ make run
[ 0%] Automatic moc for target libopenage
./run game
INFO launching engine with data directory './assets' and fps limit 0
INFO SDL audio subsystems initialized
INFO Using audio device: default [freq=48000, format=32784, channels=#, samples=2048]
INFO Font queried: DejaVu Serif:style=Book

```

INFO Font file: /usr/share/fonts/truetype/dejavu/DejaVuSerif.ttf
INFO Font queried: DejaVu Serif:style=Book
INFO Font file: /usr/share/fonts/truetype/dejavu/DejaVuSerif.ttf
INFO Initialized SDL video subsystems.
INFO Font queried: DejaVu Sans Mono:style=Book
INFO Font file: /usr/share/fonts/truetype/dejavu/DejaVuSansMono.ttf
INFO Loading time [engine]: 0.155 s
INFO Loading time [game]: 0.200 s
INFO Started JobManager with 2 worker threads
WARN [T1] file ./assets/converted/terrain/15001.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15002.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15017.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15007.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15014.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15000.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15004.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15005.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15009.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15011.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15006.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15008.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15010.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15033.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15029.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15015.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15016.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15018.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15019.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15024.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15021.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15022.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15023.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15026.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15027.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15028.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15030.slp.png is not there...
WARN [T1] file ./assets/converted/terrain/15031.slp.png is not there...
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode00.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode01.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode02.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode03.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode04.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode05.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode06.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode07.docx
INFO [T1] Loading meta file: ./assets/converted/blendomatic/mode08.docx
INFO [T1] loading game specification files... stand by, will be faster soon...
INFO [T1] Loading meta file: ./assets/converted/graphics/4331.slp.docx
INFO [T1] Loading meta file: ./assets/converted/graphics/4517.slp.docx

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WARN [T1] No sound file found for resource_id 88211, ignoring...
WARN [T1] No sound file found for resource_id 88210, ignoring...
WARN [T1] No sound file found for resource_id 88212, ignoring...
WARN [T1] No sound file found for resource_id 88213, ignoring...
WARN [T1] No sound file found for resource_id 88220, ignoring...
WARN [T1] No sound file found for resource_id 88221, ignoring...
WARN [T1] No sound file found for resource_id 88222, ignoring...
WARN [T1] No sound file found for resource_id 88223, ignoring...
WARN [T1] No sound file found for resource_id 88224, ignoring...
WARN [T1] No sound file found for resource_id 88225, ignoring...
WARN [T1] No sound file found for resource_id 88226, ignoring...
WARN [T1] No sound file found for resource_id 88227, ignoring...
WARN [T1] No sound file found for resource_id 88228, ignoring...
WARN [T1] No sound file found for resource_id 88229, ignoring...
WARN [T1] No sound file found for resource_id 88323, ignoring...
WARN [T1] No sound file found for resource_id 88324, ignoring...
WARN [T1] No sound file found for resource_id 88320, ignoring...
WARN [T1] No sound file found for resource_id 88321, ignoring...
WARN [T1] No sound file found for resource_id 88322, ignoring...
WARN [T1] No sound file found for resource_id 88523, ignoring...
WARN [T1] No sound file found for resource_id 88524, ignoring...
WARN [T1] No sound file found for resource_id 88520, ignoring...
WARN [T1] No sound file found for resource_id 88521, ignoring...
WARN [T1] No sound file found for resource_id 88522, ignoring...
WARN [T1] No sound file found for resource_id 88710, ignoring...
WARN [T1] No sound file found for resource_id 88711, ignoring...
WARN [T1] No sound file found for resource_id 88712, ignoring...
WARN [T1] No sound file found for resource_id 88713, ignoring...
WARN [T1] No sound file found for resource_id 88423, ignoring...
WARN [T1] No sound file found for resource_id 88424, ignoring...
WARN [T1] No sound file found for resource_id 88425, ignoring...
WARN [T1] No sound file found for resource_id 88426, ignoring...
WARN [T1] No sound file found for resource_id 88420, ignoring...
WARN [T1] No sound file found for resource_id 88421, ignoring...
WARN [T1] No sound file found for resource_id 88422, ignoring...
INFO [T1] Loading time [data]: 6.514 s
INFO [T2] Loading meta file: ./assets/textures/torn_paper_edge.docx
INFO [T2] Loading meta file: ./assets/converted/interface/hud0000.slp.docx
INFO [T2] Loading meta file: ./assets/converted/interface/scr5b.slp.docx