

## Packages - Porting #2948

### [blender]: FTBS for 32-bit arches

2020-12-21 01:11 PM - bill-auger

<b>Status:</b>	forwarded upstream	<b>% Done:</b>	0%
<b>Priority:</b>	broken		
<b>Assignee:</b>	bill-auger		
<b>Category:</b>			
<b>Description</b>			
<p>i compiled the latest blender release for i686 - it seems to be working properly, although i had to make a very crude and possibly naughty change to the source (see: the block below # FIXME: error: implicit declaration of function 'atomic_add_and_fetch_uint64')</p> <p><a href="https://git.parabola.nu/abslibre.git/commit/?id=c2c0afc386592358eb78fa90e02f8b248080ff95">https://git.parabola.nu/abslibre.git/commit/?id=c2c0afc386592358eb78fa90e02f8b248080ff95</a></p> <p>there is a better patch upstream; but it is not clear if it will be accepted, or if it is a complete fix at all - the OP of the merge request, states that the change is necessary, but not sufficient to compile on i686 - that is clearly not true though - i compiled it and it runs, with no apparent problems - i asked about that, and my ugly patch; but there is yet no response, so i open this ticket for the sake of documentation</p> <p><a href="https://developer.blender.org/rB4a179e8e3e0fe39b76baa3cba753491a8083de51">https://developer.blender.org/rB4a179e8e3e0fe39b76baa3cba753491a8083de51</a></p> <p>on a related discussion on the blender forum, someone indicated that this value must be 64-bit; so i am hesitant to publish the i686 package, although it appears to be working perfectly</p> <p><a href="https://devtalk.blender.org/t/current-blender-has-developed-a-32bit-antipathy/16110/3">https://devtalk.blender.org/t/current-blender-has-developed-a-32bit-antipathy/16110/3</a></p>			