Packages - Packaging Request #991

[uebergame] add package to PCR

2016-04-19 11:55 PM - pizzaiolo

Status:	not-a-bug	**% Done:**	40%
Priority:	freedom issue		
Assignee:	g4jc		
Category:			

Description

Uebergame is a fully free realistic first-person shooter game, with all-free artwork.

More about it at:

https://libregamewiki.org/Uebergame

Code repo:
https://github.com/Duion/Uebergame

History

#1 - 2016-04-20 12:54 AM - pizzaiolo

Instructions: http://duion.com/games/uebergame/playtesting

#2 - 2016-04-28 12:15 AM - Anonymous

- Assignee set to Anonymous

#3 - 2016-05-06 09:46 AM - Anonymous

- Subject changed from Add Uebergame to [uebergame] add package to PCR

#4 - 2016-06-13 05:04 AM - Anonymous

- Assignee changed from Anonymous to g4jc

#5 - 2016-06-25 04:39 PM - g4jc

- Estimated time set to 4.00 h

- % Done changed from 0 to 40

- File PKGBUILD added

Current blockers for this are:

1) The game "data" itself is free (CC0), but that isn't the complete game, just the assets and configuration for the game engine.
The game engine "Torque3D" is "open source" but has many libraries bundled in it which appear to be non-free e.g...

@/* * Copyright 2006 Sony Computer Entertainment Inc. * * Licensed under the SCEA Shared Source License, Version 1.0 (the "License"); you may not use this * file except in compliance with the License. You may obtain a copy of the License at: * http://research.scea.com/scea_shared_source_license.html * * Unless required by applicable law or agreed to in writing, software distributed under the License * is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or * implied. See the License for the specific language governing permissions and limitations under the * License.
*/@

@/* * OPCODE - Optimized Collision Detection * Copyright (C) 2001 Pierre Terdiman * Homepage: http://www.codercorner.com/Opcode.htm
*/@

2) It is incompatible with GCC 6 and won't build properly. I tried patching several things to see if I could get it to build, but it will be awhile before they update their code enough to make this build on any recent version.

- For sake of completion here is the PKGBUILD with hacks I have applied to make it "almost build", it manages to get to almost 50% of the build process before failing due to an error in libwayland. I presume this will be fixed upstream at some point.

#6 - 2016-06-25 04:40 PM - g4jc

FYI, here's the upstream patch which hasn't come down yet: http://patches.openembedded.org/patch/123889/

Error is:

CMakeFiles/SDL2.dir/src/video/wayland/SDL_waylandvideo.c.o:/usr/include/wayland-client-protocol.h:1061: more undefined references to `wl_proxy_marshal_constructor_versioned' follow
collect2: error: ld returned 1 exit status

#7 - 2016-12-09 12:10 AM - g4jc

- Priority changed from wish to freedom issue

- Status changed from open to not-a-bug

Since usptream depends on non-free licensed code to compile I am closing this ticket. :/

Files

PKGBUILD	1.87 KB	2016-06-25	g4jc