

batman-adv - Bug #301

2016.4 make install

10/30/2016 09:54 AM - Jean-Jacques Sarton

Status:	Closed	Start date:	10/30/2016
Priority:	Low	Due date:	
Assignee:	Jean-Jacques Sarton	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:	2016.5		
Description			
The batman-adv module is build within the directory <...>/batman_adv-2016.4/build/net/batman-adv/ and is installed within /lib/modules/<kernel-version>/updates/build/net/batman-adv/. This work not is not the normal case. The module shall be build under batman_adv-2016.4/net/batman-adv and be installed under lib/modules/<kernel-version>/updates/net/batman-adv/ as for previous versions.			

History

#1 - 10/30/2016 10:18 AM - Sven Eckelmann

- Status changed from New to Rejected

It cannot be build in net/batman-adv because it has to be patched to work outside of the kernel.

#2 - 10/30/2016 11:39 AM - Sven Eckelmann

- Status changed from Rejected to In Progress

Hm, reopening again because the main problem here seems to be the install path. But just to make it clear - the build directory is still required for the sources but maybe can be made optional for the installation path.

I will propose a patch later on the mailinglist

#3 - 10/30/2016 11:51 AM - Sven Eckelmann

Patch can be found at <https://patchwork.open-mesh.org/project/b.a.t.m.a.n./patch/20161030104932.17878-1-sven@narfation.org/>

#4 - 10/30/2016 11:52 AM - Sven Eckelmann

- Assignee set to Jean-Jacques Sarton

#5 - 11/24/2016 09:38 AM - Sven Eckelmann

- Status changed from In Progress to Resolved

Patch was applied a while ago in <https://git.open-mesh.org/batman-adv.git/commit/22c08574065743dd31d1359fa82c83d0c74984d4>

#6 - 12/16/2016 09:41 AM - Sven Eckelmann

- Status changed from Resolved to Closed

Fix is part of the release 2016.5

#7 - 02/11/2017 08:33 AM - Sven Eckelmann

- Target version set to 2016.5