



Forum: The Blender Clan 'tchat

Topic: Blender 2.6x : actus, tests, feedback...

Subject: Re: Blender 2.6x : actus, tests, feedback...

PostÃ© par: ebrain

Contribution le : 12/11/2011 9:44:12

Voici ce que j'ai ajoutÃ© dans mon user-config :

```
### CYCLES specifics WITH_BF_CYCLES = True WITH_BF_OIIO = True BF_OIIO =  
&#039;#./lib/oiio/dist/linux&#039; BF_OIIO_INC = BF_OIIO + &#039;/include&#039; BF_OIIO_LIB =  
&#039;OpenImageIO&#039; BF_OIIO_LIBPATH = BF_OIIO + &#039;/lib&#039; WITH_BF_BOOST  
= True BF_BOOST = &#039;#./lib/boost&#039; BF_BOOST_INC = BF_BOOST +  
&#039;/include&#039; BF_BOOST_LIB = &#039;boost_date_time-mt boost_filesystem-mt  
boost_regex-mt boost_system-mt boost_thread-mt&#039; BF_BOOST_LIBPATH = BF_BOOST +  
&#039;/lib&#039; ###
```

Pour un rÃ©pertoire lib qui contient boost, oiio (ainsi que ffmpeg en ce qui me concerne), et qui se trouve au mÃªme niveau que le rÃ©pertoire gÃ©nÃ©ral des sources blender.

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