OpenCL builds are broken on Mac OS
12/29/2017 07:59 PM - Erik Lindahl

<table>
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<td>Affected version</td>
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<td>Difficulty</td>
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Description
git bisect blames Mark's commit b08ab12cb418d553d46d46fd67970215ee2d3d21.

Associated revisions
Revision 628529d0 - 01/02/2018 06:08 PM - Erik Lindahl
Fix OpenCL compiles on Mac OS
Confirmed to work on Mac OS 10.13.2 running on a Macbook Pro with Radeon Pro 560.
Fixes #2369.
Change-Id: l0b0056075ecbaf7c11e0022ed13e43cefe2e7484c

History
#1 - 12/29/2017 09:00 PM - Erik Lindahl
The actual compilation and OCL kernel source appears to be identical before/after this change, so there must be something else in the OpenCL setup that goes wrong, which then results in an error with CL_INVALID_BUILD_OPTIONS when trying to compile the OCL program.

#2 - 12/29/2017 11:20 PM - Gerrit Code Review Bot
Gerrit received a related patchset '1' for Issue #2369.
Uploader: Erik Lindahl (erik.lindahl@gmail.com)
Change-Id: gromacs~release-2018~I0b0056075ecbaf7c11e0022ed13e43cefe2e7484c
Gerrit URL: https://gerrit.gromacs.org/7400

#3 - 12/29/2017 11:20 PM - Erik Lindahl
- Status changed from New to Fix uploaded

#4 - 01/02/2018 04:11 PM - Mark Abraham
- Target version set to 2018

This was reported also on gmx-users from a 2018-rc1 build

#5 - 01/02/2018 09:10 PM - Erik Lindahl
- Status changed from Fix uploaded to Resolved

Applied in changeset 628529d0d74cefe673f036122626a0916d1d48535.

#6 - 01/02/2018 11:36 PM - Erik Lindahl
- Status changed from Resolved to Closed