

Tom's Blog -

Build Urho3D on arm-device

MARKDOWN As I'm building my little **[Urho3D](https://urho3d.github.io/)** based game-server to run on rpi and alike systems I tend to compile the whole stuff on the device itself. (Yeah,...I should have a look in just cross-compiling...). I often struggled to finish compilation due to problems with angelscript and assimp here is the cmake-call to ignore those: ```` cmake -DURHO3D_ANGELSCRIPT=0 -DURHO3D_SAMPLES=0 -DURHO3D_TOOLS=0 /path/to/urho3dsource ````

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<http://thomas.trocha.com:80/pebble/build-urho3d-on-arm-device>