

```

-bash-4.1$ make
[ 0%] Generating moc_elementcolor.cxx
Scanning dependencies of target elementcolor
[ 0%] Building CXX object
libavogadro/src/colors/CMakeFiles/elementcolor.dir/elementcolor.cpp.o
[ 0%] Building CXX object
libavogadro/src/colors/CMakeFiles/elementcolor.dir/moc_elementcolor.cxx.o
Linking CXX static library elementcolor.a
[ 0%] Built target elementcolor
[ 0%] Generating ui_bsdysettingswidget.h
[ 0%] Generating moc_bsdyeengine.cxx
Scanning dependencies of target bsdyeengine
[ 0%] Building CXX object libavogadro/src/engines/CMakeFiles/bsdyeengine.dir/bsdyeengine.cpp.o
In file included from /usr/local/hpc5/avogadro-1.1.1/libavogadro/src/engines/bsdyeengine.cpp:27:0:
/usr/local/hpc5/avogadro-1.1.1/build2/libavogadro/include/avogadro/camera.h:103:38: Fehler:
»Transform3d« in Namensbereich »Eigen« bezeichnet keinen Typ
    void setModelview(const Eigen::Transform3d &matrix);
                          ^
/usr/local/hpc5/avogadro-1.1.1/build2/libavogadro/include/avogadro/camera.h:107:20: Fehler:
»Transform3d« in Namensbereich »Eigen« bezeichnet keinen Typ
    const Eigen::Transform3d & modelview() const;
          ^
/usr/local/hpc5/avogadro-1.1.1/build2/libavogadro/include/avogadro/camera.h:111:14: Fehler:
»Transform3d« in Namensbereich »Eigen« bezeichnet keinen Typ
    Eigen::Transform3d & modelview();
          ^
/usr/local/hpc5/avogadro-1.1.1/build2/libavogadro/include/avogadro/camera.h: In Elementfunktion
»Eigen::Vector3d Avogadro::Camera::V4toV3DivW(const Vector4d&)«:
/usr/local/hpc5/avogadro-1.1.1/build2/libavogadro/include/avogadro/camera.h:343:19: Fehler:
»const Vector4d {aka const class Eigen::Matrix<double, 4, 1>}« has no member named »start«
    return v4.start<3>()/v4.w();
          ^
/usr/local/hpc5/avogadro-1.1.1/build2/libavogadro/include/avogadro/camera.h:343:28: Fehler:
expected primary-expression before »)« token
    return v4.start<3>()/v4.w();
          ^
make[2]: *** [libavogadro/src/engines/CMakeFiles/bsdyeengine.dir/bsdyeengine.cpp.o] Fehler 1
make[1]: *** [libavogadro/src/engines/CMakeFiles/bsdyeengine.dir/all] Fehler 2
make: *** [all] Fehler 2

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