
Subject: Re: Building TheIDE with using CMake

Posted by [Sender Ghost](#) on Wed, 23 Nov 2011 14:23:28 GMT

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In this message I will explain possible reason why renaming of *.icpp files was needed.

According to "'init' files in packages" topic, it is possible to use init file inside particular package to resolve *.icpp files dependencies. But practically, they are useful for command-line builds only. Mainly, because of lack of *.cpp file extension (e.g. init.cpp), which prevents using it inside another IDEs.

I made CMake scripts for three cases to demonstrate this problem:

1. Using init file of package directly by setting source properties as for CXX compiler and linker.
2. Using init.cpp file inside current package as an copy of init file. Including init.cpp file to source files to compile.
3. Using init.cpp file inside package binary directory with #include path to package init file. Including init.cpp file to source files to compile.

The CMakeLists.txt and build script files for mentioned cases you could find in the attachment. To use, just create a backup of uppsrc directory (in case of testing) and copy files from particular case directory. Renaming of *.icpp files not needed.

To note:

The 2 and 3 cases are workable solutions for IDEs and command-line builds.

Edit: Fixed URL link.

File Attachments

1) [TheIDE_CMakeLists_r4179_cases.zip](#), downloaded 400 times
