Subject: Re: Building TheIDE with using CMake
Posted by Sender Ghost on Fri, 13 Feb 2015 18:23:03 GMT
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cyrion wrote on Fri, 13 February 2015 17:55Yeah, it's working :)
Quite ugly, but I manually added the icpp files to the application target to make it sure they are
linked with it, and everything ok!

I updated the link to "init" files in packages topic for above message.

What you did with *.icpp files are created automatically by current TheIDE inside of init U++
package files.

For example, I wrote following add_init_function, from case 3:
```
function(add_init_file init_file copied_file)
 # Creates ${init_file}.cpp inside binary directory with #include path to ${init_file}
 # and returns the path to copied_file
 set(input_file ${CMAKE_CURRENT_SOURCE_DIR}/${init_file})
 if(EXISTS "${input_file}")
  set(output_file "${CMAKE_CURRENT_BINARY_DIR}/${init_file}.cpp")
  file(WRITE "${output_file}" "#include \"${input_file}\"\n")
  set(${copied_file} "${output_file}" PARENT_SCOPE)
 endif()
endfunction()
```


For example, inside of CtrlCore CMakeLists.txt file:
```
# Header files
set(H_LIST
)
# Compilable files
set(SRC_LIST
)
# The *.icpp files. Just to edit/view them inside of IDEs
set(ISRC_LIST
 CtrlCore.icpp
)

set_source_files_properties(${H_LIST} ${ISRC_LIST} PROPERTIES HEADER_FILE_ONLY ON)

add_init_file(init INIT_FILE)
add_library(CtrlCore ${INIT_FILE} ${SRC_LIST} ${H_LIST} ${ISRC_LIST})

# And so on
```