Build System Structure

CGI-Studio Build System Structure

The build system is a modular environment for CGI-Studio components, automatically detecting Candera, Courier and FeatStd libraries to provide easy application inclusion.

> This information is outdated with the new cmake environment from CGIStudio 3.14 on

Filename(Foldername)	Description
cgistudio_cmake_main.cmake	Entry point, provides common information and constants Defines CGI-Studio component "projects"
cgistudio_detection_inc.cmake	Provides detection facilities for various components
cgistudio_cmake_variables.cmake	CMake switch management, enables deprecating and overriding of CMake GUI variables
cgistudio_build_rules_cxx.cmake	Provides build settings and compiler options
cgistudio_version_check_inc.cmake	Provides version check facilities, used by e.g. CgiStudioCanderaConfigVersion
cgistudio_pclint_inc.cmake	Provides PC-Lint related facilities, incl. PC-Lint related user settings

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