

Prerequisites

CMake

In order to build CGI-Studio Applications, the Meta build system CMake needs to be installed with at least version 3.19.0

CMake is able to create the build system for the development IDE of choice, e.g.:

- Visual Studio (multiple versions)
- GCC build using GNU make
- Others, like Eclipse
- Custom cross compile tool chain using GNU make
- ...

Build Tool Chain

The build tool chain is not part of CGI-Studio Packages. Specific target compilers, be it for Windows, Linux or any device, need to be properly installed before being able to build applications.

Before generating output CMake automatically verifies build capabilities by compiling and linking a small sample program with the configured tool chain.

For specific system requirements regarding build tool chain, see also [System Requirements and Preparation](#) .

CMake Usage

1. Point to source directory
 - Folder containing top-level "CMakeLists.txt"
2. Point to binary directory
 - May not exist, CMake creates folder if necessary
 - Root directory for generated makefiles / solutions
 - Root directory for build artifacts
3. Configure
 - CMake asks for, sets-up, and validates compilation tool-chain / IDE by compiling and executing a standard program (no execution for X-compilation)
 - CMake processes CMake-files and provides user options
 - Changes are shown in red on CMake GUI
 - Configure again to apply user options or changes
4. Generate
 - Generates makefiles / solution / projects to binary directory

5. CMake-flags

- Check [CMake_Flags](#) for a detailed description of the flags

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