

Copilot

It looks like you're facing a couple of issues with CMake. Let's tackle them one by one:

Issue 1: nmake not found

This error indicates that CMake is trying to use the NMake Makefiles generator, but it can't find the nmake executable. Here are some steps to resolve this:

1. **Install Visual Studio Build Tools:** Ensure you have the Visual Studio Build Tools installed, which include nmake. You can download them from the [Visual Studio website](#).
2. **Check your PATH:** Make sure the path to nmake is included in your system's PATH environment variable. Typically, this would be something like C:\Program Files (x86)\Microsoft Visual Studio\2019\BuildTools\VC\Tools\MSVC\14.29.30133\bin\Hostx64\x64.
3. **Use a different generator:** If you don't need to use NMake, you can specify a different generator, such as MinGW Makefiles, by running:

```
cmake -G "MinGW Makefiles" .
```

Issue 2: C and C++ compilers not set

This error means that CMake can't find the C and C++ compilers. You can resolve this by explicitly specifying the compilers:

1. **Set compilers in CMakeLists.txt:** Add the following lines at the top of your CMakeLists.txt file:

```
set(CMAKE_C_COMPILER "path/to/your/gcc")
set(CMAKE_CXX_COMPILER "path/to/your/g++")
```

2. **Pass compilers via command line:** Alternatively, you can pass the compiler paths directly when running CMake:

```
cmake -DCMAKE_C_COMPILER=path/to/your/gcc -DCMAKE_CXX_COMPILER=path/to/your/g++ .
```

3. **Ensure compilers are in PATH:** Make sure that the paths to your GCC and G++ compilers are included in your system's PATH environment variable.

These steps should help you resolve the issues you're encountering. Let me know if you need further assistance or if there's anything else I can help with! 😊

: [彻底解决“CMake Error: CMAKE_C_COMPILER not set, after EnableLanguage”的问题](#) :
[CMAKE_C_COMPILER not set, after EnableLanguage](#) : [System Cannot find the file nmake cmake error with Mingw](#)