cmake\_minimum\_required(VERSION 2.8)

#====================================================================#

# Usage under Linux: #

# #

# From Marlin/buildroot/share/cmake folder: #

# mkdir -p build && cd build #

# cmake .. #

# make #

# #

# Usage under Windows: #

# #

# From Marlin/buildroot/share/cmake folder: #

# mkdir build && cd build #

# cmake -G"Unix Makefiles" .. #

# make #

#====================================================================#

#====================================================================#

# Download marlin-cmake scriptfiles if not already installed #

# and add the path to the module path #

#====================================================================#

set(SCRIPT\_BRANCH 1.0.2) #Set to wanted marlin-cmake release tag or branch

if(NOT EXISTS ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake)

file(DOWNLOAD https://github.com/tohara/marlin-cmake/archive/${SCRIPT\_BRANCH}.tar.gz

${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake-src.tar.gz SHOW\_PROGRESS)

execute\_process(COMMAND ${CMAKE\_COMMAND} -E tar -xvf ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake-src.tar.gz WORKING\_DIRECTORY ${CMAKE\_CURRENT\_LIST\_DIR})

file(RENAME ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake-${SCRIPT\_BRANCH} ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake)

file(REMOVE ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake-src.tar.gz)

endif()

if(WIN32 AND NOT EXISTS ${CMAKE\_BINARY\_DIR}/make.exe)

file(COPY ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake/resources/make.exe DESTINATION ${CMAKE\_BINARY\_DIR}/)

endif()

set(CMAKE\_MODULE\_PATH ${CMAKE\_MODULE\_PATH} ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake/modules)

#====================================================================#

# Custom path to Arduino SDK can be set here. #

# It can also be set from command line. eg.: #

# cmake .. -DARDUINO\_SDK\_PATH="/path/to/arduino-1.x.x" #

#====================================================================#

#set(ARDUINO\_SDK\_PATH ${CMAKE\_CURRENT\_LIST\_DIR}/arduino-1.6.8)

#set(ARDUINO\_SDK\_PATH /Applications/Arduino.app/Contents/Java)

#set(ARDUINO\_SDK\_PATH $HOME/ArduinoAddons/Arduino\_1.6.x)

#====================================================================#

# Set included cmake files #

#====================================================================#

include(Arduino\_SDK) # Find the intallpath of Arduino SDK

include(marlin\_cmake\_functions)

#====================================================================#

# Set toolchain file for arduino #

#====================================================================#

set(CMAKE\_TOOLCHAIN\_FILE ${CMAKE\_CURRENT\_LIST\_DIR}/marlin-cmake/toolchain/ArduinoToolchain.cmake) # Arduino Toolchain

#====================================================================#

# Setup Project #

#====================================================================#

project(Marlin C CXX)

#====================================================================#

# Register non standard hardware #

#====================================================================#

#register\_hardware\_platform(/home/tom/test/Sanguino)

#====================================================================#

# Print any info #

# print\_board\_list() #

# print\_programmer\_list() #

# print\_board\_settings(mega) #

#====================================================================#

print\_board\_list()

print\_programmer\_list()

#====================================================================#

# Get motherboard settings from Configuration.h #

# setup\_motherboard(TARGET Marlin\_src\_folder) #

# Returns ${TARGET}\_BOARD and ${TARGET}\_CPU #

# #

# To set it manually: #

# set(${PROJECT\_NAME}\_BOARD mega) #

# set(${PROJECT\_NAME}\_CPU atmega2560) #

#====================================================================#

setup\_motherboard(${PROJECT\_NAME} ${CMAKE\_CURRENT\_LIST\_DIR}/../../../Marlin)

#====================================================================#

# Setup all source files #

# Include Marlin.ino to compile libs not included in \*.cpp files #

#====================================================================#

file(GLOB\_RECURSE SOURCES "../../../Marlin/\*.cpp")

set(${PROJECT\_NAME}\_SRCS "${SOURCES};../../../Marlin/Marlin.ino")

#====================================================================#

# Define the port for uploading code to the Arduino #

# Can be set from commandline with: #

# cmake .. -DUPLOAD\_PORT=/dev/ttyACM0 #

#====================================================================#

if(UPLOAD\_PORT)

set(${PROJECT\_NAME}\_PORT ${UPLOAD\_PORT})

else()

set(${PROJECT\_NAME}\_PORT /dev/ttyACM0)

endif()

#====================================================================#

# Register arduino libraries not included in SDK #

#====================================================================#

#link\_directories(/home/tom/test/ArduinoAddons) #U8glib

#set(${PROJECT\_NAME}\_ARDLIBS U8glib)

#set(U8glib\_RECURSE True)

#====================================================================#

# Command to generate code arduino firmware (.hex file) #

#====================================================================#

generate\_arduino\_firmware(${PROJECT\_NAME})