CONAN CHEAT SHEET



Show Local Client Configuration

Conan application configuration

\$ conan config get

Contents of a profile (eg. default)

\$ conan profile show default

Remote Repositories

\$ conan remote list

Add and modify configurations

Install collection of configs

\$ conan config install <url>

Change a single config value

\$ conan config set general.revisions_enabled=1

Add a remote

\$ conan remote add my_remote <url>

Provide credentials for remote

\$ conan user -p <password> -r my_remote <username>

Display information from recipes or references

Displays attributes of conanfile.py

\$ conan inspect <path> -a <attribute>

Displays content of conanfile.py for a reference

\$ conan get <reference>

Display dependency graph info for a recipe

\$ conan info <path_or_reference>

Search Packages

Search for packages in a remote

\$ conan search zlib -r conan-center

Consume Packages

Install package using just a reference

\$ conan install <package_reference>

Install list of packages from conanfile

\$ cat conanfile.txt
[requires]
zlib/1.2.11
\$ conan install <path_to_conanfile>

Consume packages in build system via generators

\$ cat conanfile.txt
[requires]
zlib/1.2.11
[generators]
cmake_find_package
msbuild
make

Install requirements and generate files

\$ mkdir build && cd build
\$ conan install ..

Run your build system (one of the following)

\$ cmake .. && cmake --build .
\$ msbuild myproject.sln
\$ make

Create a package

Create a recipe (conanfile.py) from templates

\$ conan new <reference> -m <template>

Just export the recipe to local cache

\$ conan export <path_to_conanfile>

Create package from recipe for one configuration Also implicitly does install and export steps

\$ conan create . -pr profile>

Upload a Package

One or more with wildcard support, with binaries

\$ conan upload zlib* -r remote --all

Copy packaged files out of Conan cache

Using the deploy generator

\$ conan install zlib/1.2.11@ -g deploy

Conan Recipe Methods in Package Creation

