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# Name: build/cmake/lib/media/CMakeLists.txt

# Purpose: CMake file for media library

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include(../../source\_groups.cmake)

wx\_append\_sources(MEDIA\_FILES MEDIA\_CMN)

if(WXMSW)

wx\_append\_sources(MEDIA\_FILES MEDIA\_MSW)

elseif(WXOSX\_COCOA)

wx\_append\_sources(MEDIA\_FILES MEDIA\_OSX\_COCOA)

elseif(UNIX)

wx\_append\_sources(MEDIA\_FILES MEDIA\_UNIX)

endif()

wx\_add\_library(media ${MEDIA\_FILES})

if(WXOSX\_COCOA)

# TODO: add version detection of some kind and/or wx\_option

wx\_lib\_compile\_definitions(media PRIVATE -DwxOSX\_USE\_QTKIT=0)

wx\_lib\_link\_libraries(media PUBLIC

"-framework AVFoundation"

"-framework AVKit"

"-framework CoreMedia"

)

elseif(UNIX)

wx\_lib\_include\_directories(media PUBLIC ${GSTREAMER\_INCLUDE\_DIRS})

wx\_lib\_link\_libraries(media PUBLIC ${GSTREAMER\_LIBRARIES})

endif()

wx\_finalize\_lib(media)