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# Name: build/cmake/demos/CMakeLists.txt

# Purpose: CMake script for demos

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function(wx\_add\_demo name)

cmake\_parse\_arguments(DEMO "" "NAME" "DATA;LIBRARIES" ${ARGN})

if(NOT DEMO\_NAME)

set(DEMO\_NAME ${name})

endif()

wx\_list\_add\_prefix(src\_files

"${wxSOURCE\_DIR}/demos/${name}/"

${DEMO\_UNPARSED\_ARGUMENTS})

if(WIN32)

list(APPEND src\_files ${wxSOURCE\_DIR}/demos/${name}/${DEMO\_NAME}.rc)

endif()

add\_executable(${DEMO\_NAME} WIN32 MACOSX\_BUNDLE ${src\_files})

if(DEMO\_DATA)

# TODO: unify with data handling for samples

# TODO: handle data files differently for OS X bundles

# Copy data files to output directory

foreach(data\_file ${DEMO\_DATA})

list(APPEND cmds COMMAND ${CMAKE\_COMMAND}

-E copy ${wxSOURCE\_DIR}/demos/${name}/${data\_file}

${wxOUTPUT\_DIR}/${wxPLATFORM\_LIB\_DIR}/${data\_file})

endforeach()

add\_custom\_command(

TARGET ${DEMO\_NAME} ${cmds}

COMMENT "Copying demo data files...")

endif()

if(wxBUILD\_SHARED)

target\_compile\_definitions(${DEMO\_NAME} PRIVATE WXUSINGDLL)

endif()

target\_link\_libraries(${DEMO\_NAME} core ${DEMO\_LIBRARIES})

wx\_set\_common\_target\_properties(${DEMO\_NAME})

set\_target\_properties(${DEMO\_NAME} PROPERTIES FOLDER "Demos")

set\_target\_properties(${DEMO\_NAME} PROPERTIES

VS\_DEBUGGER\_WORKING\_DIRECTORY "${wxOUTPUT\_DIR}/${wxCOMPILER\_PREFIX}${wxARCH\_SUFFIX}\_${lib\_suffix}"

)

endfunction()

wx\_add\_demo(bombs

bombs.cpp

bombs1.cpp

game.cpp

)

wx\_add\_demo(forty

forty.cpp

canvas.cpp

card.cpp

game.cpp

pile.cpp

playerdg.cpp

scoredg.cpp

scorefil.cpp

DATA

about.htm

LIBRARIES

html adv xml

)

wx\_add\_demo(fractal fractal.cpp)

wx\_add\_demo(life

life.cpp

dialogs.cpp

game.cpp

reader.cpp

DATA

breeder.lif

)

wx\_add\_demo(poem wxpoem.cpp

DATA

wxpoem.txt wxpoem.dat wxpoem.idx

LIBRARIES

html

NAME

wxpoem

)