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

# Purpose: CMake file for gl library

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

wx\_append\_sources(GL\_FILES OPENGL\_CMN)

if(WIN32)

wx\_append\_sources(GL\_FILES OPENGL\_MSW)

elseif(WXGTK)

wx\_append\_sources(GL\_FILES OPENGL\_GTK)

elseif(APPLE)

wx\_append\_sources(GL\_FILES OPENGL\_OSX\_SHARED)

endif()

wx\_add\_library(gl ${GL\_FILES})

wx\_lib\_include\_directories(gl PUBLIC ${OPENGL\_INCLUDE\_DIR})

wx\_lib\_link\_libraries(gl PUBLIC ${OPENGL\_LIBRARIES})

wx\_finalize\_lib(gl)