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

# Purpose: CMake script to build samples

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# Licence: wxWindows licence

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wx\_add\_sample(access accesstest.cpp DEPENDS wxUSE\_ACCESSBILITY)

wx\_add\_sample(animate anitest.cpp anitest.h LIBRARIES adv DATA throbber.gif hourglass.ani DEPENDS wxUSE\_ANIMATIONCTRL)

wx\_add\_sample(artprov arttest.cpp artbrows.cpp artbrows.h)

wx\_add\_sample(aui auidemo.cpp LIBRARIES adv aui html NAME auidemo DEPENDS wxUSE\_AUI)

wx\_add\_sample(calendar RES calendar.rc LIBRARIES adv DEPENDS wxUSE\_CALENDARCTRL)

wx\_add\_sample(caret DEPENDS wxUSE\_CARET)

wx\_add\_sample(clipboard DEPENDS wxUSE\_CLIPBOARD)

wx\_add\_sample(collpane LIBRARIES adv DEPENDS wxUSE\_COLLPANE)

wx\_add\_sample(combo LIBRARIES adv DATA dropbuth.png dropbutn.png dropbutp.png DEPENDS wxUSE\_COMBOCTRL)

wx\_add\_sample(config conftest.cpp DEPENDS wxUSE\_CONFIG)

wx\_add\_sample(console CONSOLE IMPORTANT)

wx\_add\_sample(dataview IMPORTANT dataview.cpp mymodels.cpp mymodels.h LIBRARIES adv DEPENDS wxUSE\_DATAVIEWCTRL)

if(wxUSE\_ON\_FATAL\_EXCEPTION AND (NOT WIN32 OR MSVC))

wx\_add\_sample(debugrpt LIBRARIES qa DEPENDS wxUSE\_DEBUGREPORT)

endif()

wx\_add\_sample(dialogs dialogs.cpp dialogs.h LIBRARIES adv DATA tips.txt)

wx\_add\_sample(dialup nettest.cpp DEPENDS wxUSE\_DIALUP\_MANAGER)

wx\_add\_sample(display DEPENDS wxUSE\_DISPLAY)

wx\_add\_sample(dnd dnd.cpp RES dnd.rc DATA wxwin.png DEPENDS wxUSE\_DRAG\_AND\_DROP)

wx\_add\_sample(docview docview.cpp doc.cpp view.cpp docview.h doc.h view.h

RES docview.rc DEPENDS wxUSE\_DOC\_VIEW\_ARCHITECTURE)

wx\_add\_sample(dragimag dragimag.cpp dragimag.h RES dragimag.rc

DATA backgrnd.png shape01.png shape02.png shape03.png

DEPENDS wxUSE\_DRAGIMAGE)

wx\_add\_sample(drawing DATA pat4.bmp pat35.bmp pat36.bmp image.bmp mask.bmp)

wx\_add\_sample(erase)

wx\_add\_sample(event event.cpp gestures.cpp gestures.h)

wx\_add\_sample(except DEPENDS wxUSE\_EXCEPTIONS)

wx\_add\_sample(exec)

wx\_add\_sample(font DATA wxprivate.ttf)

wx\_add\_sample(fswatcher DEPENDS wxUSE\_FSWATCHER)

wx\_add\_sample(grid griddemo.cpp griddemo.h LIBRARIES adv DEPENDS wxUSE\_GRID)

wx\_list\_add\_prefix(HELP\_DOC\_FILES doc/

aindex.html down.gif dxxgifs.tex HIER.html icon1.gif icon2.gif index.html

logo.gif wx204.htm wx34.htm wxExtHelpController.html wxhelp.map wx.htm

)

wx\_add\_sample(help demo.cpp LIBRARIES html adv

DATA

back.gif bullet.bmp contents.gif cshelp.txt doc.chm doc.cnt doc.hhc

doc.hhk doc.hhp doc.hlp doc.hpj doc.zip forward.gif up.gif

${HELP\_DOC\_FILES}

NAME helpdemo

DEPENDS wxUSE\_HELP

)

wx\_add\_sample(htlbox LIBRARIES html DEPENDS wxUSE\_HTML)

if(wxUSE\_HTML)

include(html.cmake)

endif()

wx\_add\_sample(image image.cpp canvas.cpp canvas.h cursor\_png.c RES image.rc

DATA horse.png horse.jpg horse.bmp horse.gif horse.pcx horse.pnm

horse\_ag.pnm horse\_rg.pnm horse.tif horse.tga horse.xpm horse.cur

horse.ico horse3.ani smile.xbm toucan.png cmyk.jpg cursor.png

DEPENDS wxUSE\_IMAGE)

foreach(lang ar bg cs de fr it ka pl ru sv ja ja\_JP.EUC-JP)

list(APPEND INTERNAT\_DATA\_FILES ${lang}/internat.po ${lang}/internat.mo)

endforeach()

wx\_add\_sample(internat DATA ${INTERNAT\_DATA\_FILES} DEPENDS wxUSE\_INTL)

# IPC samples

set(wxSAMPLE\_FOLDER ipc)

wx\_add\_sample(ipc client.cpp client.h connection.h ipcsetup.h NAME ipcclient LIBRARIES net DEPENDS wxUSE\_IPC)

wx\_add\_sample(ipc server.cpp server.h connection.h ipcsetup.h NAME ipcserver LIBRARIES net DEPENDS wxUSE\_IPC)

wx\_add\_sample(ipc CONSOLE baseclient.cpp connection.h ipcsetup.h NAME baseipcclient LIBRARIES net DEPENDS wxUSE\_IPC)

wx\_add\_sample(ipc CONSOLE baseserver.cpp connection.h ipcsetup.h NAME baseipcserver LIBRARIES net DEPENDS wxUSE\_IPC)

set(wxSAMPLE\_FOLDER)

wx\_add\_sample(joytest joytest.cpp joytest.h DATA buttonpress.wav LIBRARIES adv DEPENDS wxUSE\_JOYSTICK)

wx\_add\_sample(keyboard)

wx\_add\_sample(layout layout.cpp layout.h)

wx\_add\_sample(listctrl listtest.cpp listtest.h RES listtest.rc DEPENDS wxUSE\_LISTCTRL)

wx\_add\_sample(mdi mdi.cpp mdi.h RES mdi.rc DEPENDS wxUSE\_MDI wxUSE\_DOC\_VIEW\_ARCHITECTURE wxUSE\_MDI\_ARCHITECTURE)

wx\_add\_sample(mediaplayer LIBRARIES media DEPENDS wxUSE\_MEDIACTRL)

wx\_add\_sample(memcheck)

wx\_add\_sample(menu DEPENDS wxUSE\_MENUS)

wx\_add\_sample(minimal IMPORTANT)

wx\_add\_sample(notebook notebook.cpp notebook.h LIBRARIES aui adv DEPENDS wxUSE\_NOTEBOOK)

if(wxUSE\_OPENGL)

set(wxSAMPLE\_SUBDIR opengl/)

set(wxSAMPLE\_FOLDER OpenGL)

wx\_add\_sample(cube cube.cpp cube.h LIBRARIES gl)

wx\_add\_sample(isosurf isosurf.cpp isosurf.h LIBRARIES gl DATA isosurf.dat.gz)

wx\_add\_sample(penguin

penguin.cpp dxfrenderer.cpp trackball.c

dxfrenderer.h penguin.h trackball.h

LIBRARIES gl

DATA penguin.dxf.gz)

wx\_add\_sample(pyramid

pyramid.cpp oglstuff.cpp mathstuff.cpp oglpfuncs.cpp

pyramid.h oglstuff.h mathstuff.h oglpfuncs.h

LIBRARIES gl)

set(wxSAMPLE\_SUBDIR)

set(wxSAMPLE\_FOLDER)

endif()

wx\_add\_sample(ownerdrw RES ownerdrw.rc DATA sound.png nosound.png DEPENDS wxUSE\_OWNER\_DRAWN)

wx\_add\_sample(popup DEPENDS wxUSE\_POPUPWIN)

wx\_add\_sample(power)

wx\_add\_sample(preferences DEPENDS wxUSE\_PREFERENCES\_EDITOR)

wx\_add\_sample(printing printing.cpp printing.h DEPENDS wxUSE\_PRINTING\_ARCHITECTURE)

wx\_add\_sample(propgrid propgrid.cpp propgrid\_minimal.cpp sampleprops.cpp

tests.cpp sampleprops.h propgrid.h LIBRARIES adv propgrid NAME propgriddemo DEPENDS wxUSE\_PROPGRID)

wx\_add\_sample(render FOLDER render)

wx\_add\_sample(render DLL renddll.cpp NAME renddll FOLDER render)

wx\_add\_sample(ribbon ribbondemo.cpp LIBRARIES ribbon adv NAME ribbondemo DEPENDS wxUSE\_RIBBON)

wx\_add\_sample(richtext LIBRARIES richtext adv html xml NAME richtextdemo DEPENDS wxUSE\_XML wxUSE\_RICHTEXT)

wx\_add\_sample(sashtest sashtest.cpp sashtest.h RES sashtest.rc LIBRARIES adv DEPENDS wxUSE\_SASH)

wx\_add\_sample(scroll)

wx\_add\_sample(secretstore CONSOLE DEPENDS wxUSE\_SECRETSTORE)

wx\_add\_sample(shaped DATA star.png)

if(wxUSE\_SOCKETS)

wx\_add\_sample(sockets client.cpp NAME client LIBRARIES net FOLDER sockets)

wx\_add\_sample(sockets server.cpp NAME server LIBRARIES net FOLDER sockets)

wx\_add\_sample(sockets CONSOLE baseclient.cpp NAME baseclient LIBRARIES net FOLDER sockets)

wx\_add\_sample(sockets CONSOLE baseserver.cpp NAME baseserver LIBRARIES net FOLDER sockets)

endif()

wx\_add\_sample(sound RES sound.rc DATA 9000g.wav cuckoo.wav doggrowl.wav tinkalink2.wav LIBRARIES adv DEPENDS wxUSE\_SOUND)

wx\_add\_sample(splash DATA splash.png press.mpg LIBRARIES adv DEPENDS wxUSE\_SPLASH)

if(TARGET splash AND wxUSE\_MEDIACTRL)

wx\_exe\_link\_libraries(splash media)

endif()

wx\_add\_sample(splitter DEPENDS wxUSE\_SPLITTER)

wx\_add\_sample(statbar DEPENDS wxUSE\_STATUSBAR)

wx\_add\_sample(stc stctest.cpp edit.cpp prefs.cpp edit.h defsext.h prefs.h

DATA stctest.cpp NAME stctest LIBRARIES stc DEPENDS wxUSE\_STC)

wx\_add\_sample(svg svgtest.cpp RES svgtest.rc DEPENDS wxUSE\_SVG)

wx\_add\_sample(taborder)

wx\_add\_sample(taskbar tbtest.cpp tbtest.h LIBRARIES adv DEPENDS wxUSE\_TASKBARICON)

wx\_add\_sample(text DEPENDS wxUSE\_TEXTCTRL)

wx\_add\_sample(thread DEPENDS wxUSE\_THREADS)

wx\_add\_sample(toolbar RES toolbar.rc DEPENDS wxUSE\_TOOLBAR)

wx\_add\_sample(treectrl treetest.cpp treetest.h DEPENDS wxUSE\_TREECTRL)

wx\_add\_sample(treelist LIBRARIES adv DEPENDS wxUSE\_TREELISTCTRL)

wx\_add\_sample(typetest typetest.cpp typetest.h)

wx\_add\_sample(uiaction DEPENDS wxUSE\_UIACTIONSIMULATOR)

wx\_add\_sample(validate validate.cpp validate.h DEPENDS wxUSE\_VALIDATORS)

wx\_add\_sample(vscroll vstest.cpp)

wx\_add\_sample(webview LIBRARIES webview stc adv NAME webviewsample DEPENDS wxUSE\_WEBVIEW)

# widgets Sample

set(SAMPLE\_WIDGETS\_SRC

activityindicator.cpp

bmpcombobox.cpp

button.cpp

checkbox.cpp

choice.cpp

clrpicker.cpp

combobox.cpp

datepick.cpp

dirctrl.cpp

dirpicker.cpp

editlbox.cpp

filectrl.cpp

filepicker.cpp

fontpicker.cpp

gauge.cpp

headerctrl.cpp

hyperlnk.cpp

itemcontainer.cpp

listbox.cpp

native.cpp

notebook.cpp

odcombobox.cpp

radiobox.cpp

searchctrl.cpp

slider.cpp

spinbtn.cpp

static.cpp

statbmp.cpp

textctrl.cpp

timepick.cpp

toggle.cpp

widgets.cpp

widgets.h

itemcontainer.h

)

if(APPLE)

# The source file using native controls uses Cocoa under OS X, so it must

# be compiled as Objective C++ which means it must have .mm extension.

# But this would make it uncompilable under the other platforms and we

# don't want to have two files with identical contents. Hence this hack:

# we have native.mm which just includes native.cpp under OS X, while

# elsewhere we just compile native.cpp directly.

list(APPEND SAMPLE\_WIDGETS\_SRC native\_wrapper.mm)

endif()

wx\_add\_sample(widgets IMPORTANT ${SAMPLE\_WIDGETS\_SRC} LIBRARIES adv)

wx\_add\_sample(wizard LIBRARIES adv DEPENDS wxUSE\_WIZARDDLG)

wx\_add\_sample(wrapsizer)

wx\_list\_add\_prefix(XRC\_RC\_FILES rc/

aui.xpm aui.xrc

artprov.xpm artprov.xrc basicdlg.xpm

basicdlg.xrc controls.xpm controls.xrc custclas.xpm custclas.xrc

derivdlg.xpm derivdlg.xrc fileopen.gif filesave.gif frame.xrc

fuzzy.gif menu.xrc platform.xpm platform.xrc quotes.gif

resource.xrc toolbar.xrc uncenter.xpm

objref.xrc objrefdlg.xpm

uncenter.xrc update.gif

variable.xpm variable.xrc

variants.xpm variants.xrc

throbber.gif stop.xpm

wxbanner.gif

)

wx\_add\_sample(xrc

xrcdemo.cpp

myframe.cpp

derivdlg.cpp

custclas.cpp

objrefdlg.cpp

derivdlg.h

xrcdemo.h

myframe.h

custclas.h

objrefdlg.h

DATA ${XRC\_RC\_FILES}

LIBRARIES aui ribbon xrc html adv

NAME xrcdemo

DEPENDS wxUSE\_XML wxUSE\_XRC

)

wx\_add\_sample(xti xti.cpp classlist.cpp codereadercallback.cpp

classlist.h codereadercallback.h LIBRARIES xml

DEPENDS wxUSE\_XML wxUSE\_EXTENDED\_RTTI)

if(WIN32)

# Windows only samples

# DLL Sample

if(wxUSE\_DYNLIBCLASS)

wx\_add\_sample(dll DLL my\_dll.cpp my\_dll.h NAME my\_dll FOLDER dll

DEFINITIONS MY\_DLL\_BUILDING)

if(NOT wxBUILD\_SHARED)

# this test only makes sense with statically built wx, otherwise

# the same copy of wx would be used

wx\_add\_sample(dll wx\_exe.cpp my\_dll.h NAME wx\_exe FOLDER dll LIBRARIES my\_dll)

endif()

wx\_add\_sample(dll sdk\_exe.cpp my\_dll.h NAME sdk\_exe FOLDER dll LIBRARIES my\_dll)

endif()

if(MSVC)

wx\_add\_sample(flash)

endif()

#TODO: renable when sample is fixed

#wx\_add\_sample(mfc mfctest.cpp mfctest.h resource.h stdafx.h RES mfctest.rc)

wx\_add\_sample(nativdlg nativdlg.cpp nativdlg.h resource.h RES nativdlg.rc)

wx\_add\_sample(oleauto DEPENDS wxUSE\_OLE)

wx\_add\_sample(regtest RES regtest.rc DEPENDS wxUSE\_REGKEY)

wx\_add\_sample(taskbarbutton LIBRARIES adv DEPENDS wxUSE\_TASKBARBUTTON)

endif()