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# Name: build/cmake/tests/base/CMakeLists.txt

# Purpose: CMake file for drawing test

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# Created: 2016-10-31

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# This test program is targeted to "headless GUI" tests, tests which are

# typically tied to the "core" component but that should run nicely in a

# console only program. This program should be executable from a console

# only Unix session (such as telnet or ssh) although it uses graphics

# contexts, so if you modify this project, please check that it can still

# be ran in such configuration and doesn't require an X server connection.

set(TEST\_DRAWING\_SRC

test.cpp

testableframe.cpp

drawing/drawing.cpp

drawing/plugindriver.cpp

drawing/basictest.cpp

drawing/fonttest.cpp

)

wx\_add\_test(test\_drawing ${TEST\_DRAWING\_SRC})

if(wxUSE\_SOCKETS)

wx\_exe\_link\_libraries(test\_drawing net)

endif()

wx\_exe\_link\_libraries(test\_drawing core)

wx\_test\_enable\_precomp(test\_drawing)

# This is a sample plugin, it simply uses a wxImage based

# wxGraphicsContext. It should render the same as the built-in test. Use

# the WX\_TEST\_SUITE\_GC\_DRAWING\_PLUGINS variable to specify the location of

# the produced DLL/so to get it loaded and tested. To make your own plugin,

# you can copy this sample and link toward your own implementation of

# wxGraphicsContext interface, building the appropriate DrawingTestGCFactory

# TODO: test\_drawingplugin