# wxMathPlot Sample1 CMakeLists.txt

#

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# License: wxWindows license

# Set CMake flags to enable compatibility both with 2.4 and 2.6

cmake\_minimum\_required(VERSION 2.4)

if(COMMAND cmake\_policy)

cmake\_policy(SET CMP0003 OLD)

endif(COMMAND cmake\_policy)

SET(wxWidgets\_USE\_LIBS base core)

find\_package(wxWidgets)

if(wxWidgets\_FOUND)

include(${wxWidgets\_USE\_FILE})

include\_directories(../..)

add\_executable(mpSample1 mp1.cpp)

# Under Visual C++, the target type must be WINDOWS, not CONSOLE

if(WIN32 AND MSVC)

set\_target\_properties(mpSample1 PROPERTIES LINK\_FLAGS "/SUBSYSTEM:WINDOWS")

endif(WIN32 AND MSVC)

# Linux cross compiling to x86 from x86\_64 distribution

if(LINUX\_64\_32\_CROSSCOMPILE)

# set(CMAKE\_LIBRARY\_PATH "/usr/lib")

# set(CMAKE\_SYSTEM\_LIBRARY\_PATH "/usr/lib")

# set(CMAKE\_SYSTEM\_PREFIX\_PATH "/usr")

set\_source\_files\_properties(mp1.cpp PROPERTIES COMPILE\_FLAGS "-m32 -DwxSIZE\_T\_IS\_UINT")

set\_target\_properties(mpSample1 PROPERTIES LINK\_FLAGS "-m32")

endif(LINUX\_64\_32\_CROSSCOMPILE)

target\_link\_libraries(mpSample1 ${wxWidgets\_LIBRARIES} mathplot)

endif(wxWidgets\_FOUND)