

# Help! This software uses CMake!

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CMake is a portable build system that is becoming a *de facto* standard for C++ package management.

(Also usable with C and Fortran.)

Many libraries can be installed with CMake.



1 Using a cmake-based library

2 Using packages through pkgconfig



# Using a cmake-based library



- You have downloaded a library
- It contains a file `CMakeLists.txt`
- $\Rightarrow$  you need to install it with CMake.
- ... and then figure out how to use it in your code.



- Use CMake for the the configure stage, then make:

```
cmake -D CMAKE_INSTALL_PREFIX=/home/yourname/packages  
      /home/your/software/package ## source location  
make  
make install
```

or

- do everything with CMake:

```
cmake ## arguments  
cmake --build ## stuff  
cmake --install ## stuff
```

We focus on the first option; the second one is portable to non-Unix environments.

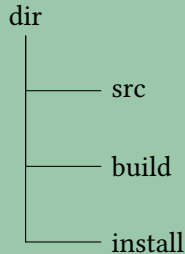
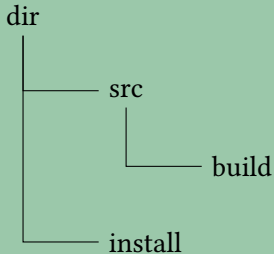


Your install directory (as specified to CMake) now contains executables, libraries, headers etc.

You can add these to `$PATH`, compiler options, `$LD_LIBRARY_PATH`.

But see later ...





- In-source build: pretty common
- Out-of-source build: cleaner because never touches the source tree
- Some people skip the install step, and use everything from the build directory.





- Work from a build directory
- Specify prefix and location of CMakeLists.txt

```
1  ls some_package_1.0.0 # we are outside the source
2  ls some_package_1.0.0/CMakeLists.txt # source contains cmake file
3  mkdir builddir && cd builddir # goto build location
4  cmake -D CMAKE_INSTALL_PREFIX=../installdir \
5  ../some_package_1.0.0
6  make # make all tmp data in build loc
7  make install # move final products to install loc
```



# Using packages through pkgconfig



You have just installed a CMake-based library.  
Now you need it in your own code, or in another library.  
How easy can we make that?



You want to install a application/package  
... which needs 2 or 3 other packages.

```
gcc -o myprogram myprogram.c \  
-I/users/my/package1/include \  
-L/users/my/package1/lib \  
-I/users/my/package2/include/packaage \  
-L/users/my/package2/lib64
```

or:

```
cmake \  
-D PACKAGE1_INC=/users/my/package1/include \  
-D PACKAGE1_LIB=/users/my/package1/lib \  
-D PACKAGE2_INC=/users/my/package2/include/packaage \  
-D PACKAGE2_LIB=/users/my/package2/lib64 \  
../newpackage
```

Can this be made simpler?



- Many packages come with a package .pc file
- Add that location to PKG\_CONFIG\_PATH
- The package can now be found by other CMake-based packages.

Somewhere in the installation is a .pc file:

```
find $TACC_EIGEN_DIR -name \*.pc  
${TACC_EIGEN_DIR}/share/pkgconfig/eigen3.pc
```

That location needs to be on the PKG\_CONFIG\_PATH:

```
export PKG_CONFIG_PATH=${TACC_EIGEN_DIR}/share/pkgconfig:${  
    PKG_CONFIG_PATH}
```



Packages with a `.pc` file can be found through the `pkg-config` command:

```
gcc -o myprogram myprogram.c \  
    $( pkg-config --cflags package1 ) \  
    $( pkg-config --libs package1 )
```

In a makefile:

```
CFLAGS = -g -O2 $( shell pkg-config --cflags package1 )
```



You are installing a CMake-based library  
and it needs Eigen, which is also CMake-based

1. you install Eigen with CMake, as above
2. you add the location of `eigen.pc` to `PKG_CONFIG_PATH`
3. you run the installation of the higher library:  
this works because it can now find Eigen.



So how does a CMake install find libraries such as Eigen?

```
1  cmake_minimum_required( VERSION 3.12 )
2  project( eigentest )
3
4  find_package( PkgConfig REQUIRED )
5  pkg_check_modules( EIGEN REQUIRED eigen3 )
6
7  add_executable( eigentest eigentest.cxx )
8  target_include_directories(
9      eigentest PUBLIC
10     ${EIGEN_INCLUDE_DIRS})
```

Note 1: header-only so no library, otherwise `PACKAGE_LIBRARY_DIRS` and `PACKAGE_LIBRARIES` defined.

Note 2: you will learn how to write these configuration in the second part.

