



# Why .forge ?

## 1. What is .forge ?

- it's just like `build` / `build-x64` / `.build` folders
- but with some extra ideas ☺

## 2. When will you need this?

- Answer:- When you wanna do more than just `build` inside `build -dir` 👤

## 3. Why is this important?

- To keep stuffs ORGANIZED

## 4. Why yet another different name for the same old `build` directory?

- To keep more stuffs inside
- we can download external stuffs inside this folder, instead of doing it outside of the Source/Root directory
  - [which is what big project usually does]
- we can have `.forge/build` or `.forge/build-cmake` all different types of thingies. They don't have to be @ Source/Root directory

## 5. Why should YOU use this concept?

- When you don't wanna clutter the Source/Root directory of your Library/Program

## 6. How does this work?

- Well, the Draft/First-Proposal is below

## 📄 Draft - Second Proposal

```
.repo
|- .forge
    |- .build-x64
    |- .build_CMAKE = CMake Configuration & Building. VSCODE Settings:-
"cmake.buildDirectory"

    |- include = external library stuffs
    |- lib = external library stuffs [probably zips that got downloaded/unzipped]

    |- <ext-lib> = maybe a cloned / submodule external library
                  = also maybe, you used REY_FetchV4 to Grab it ☺
```

# ✂ Draft - First Proposal for .forge directory

```
.repo
|- .forge
    |- .build_CMAKE = CMake Configuration & Building. VSCODE Settings:-
    "cmake.buildDirectory"

    |- .CMakeFiles = Stuff that CMakeLists.txt needs/includes

    |- .libs_CMAKE_FETCH = external libraries that need to be built PER_OS/PLATFORM
    |- fmt:- https://github.com/fmtlib/fmt

    |- .libs_GIT      = alternative to CMAKE_FETCH. i.e. Manually Building 🤖🔗 [EMPTY FOR
NOW]
    |- .libs_REYMOD = alternative to CMAKE_FETCH.
        |- include = GIT_REPO
            |- Vulkan-Headers
        |- linux    = GIT_REPO
        |- osX      = GIT_REPO
        |- win32    = GIT_REPO
            |- vulkan-1.lib
            These 4 above are Separate GIT_REPOS that I plan on to maintain
            These 4 above will be downloaded by CMAKE_FETCH during CONFIGURATION
            These 4 above won't be available to be grabbed by GIT_SUBMODULE
        |
        |- Why Separate from `libs_CMAKE_FETCH`?
            |- Stuff that "I Don't have to build". e.g. vulkan. LunarG Builds & serves that
instead.
            |- CUSTOM_MODIFIED_Libraries would be here.
            |- Libraries with HUGE_DOWNLOAD size, I cut them & keep short stuff here.
                |- Vulkan-Headers Repository = 50-70 MB GitHub download.
                    I turned it into basically ~1 MB ZIP

    |- .sandbox_libs_EXT = My SandBox for playing around with libraries 🤖🔗 [EMPTY FOR
NOW]
```

## Possible name changes of .build\_n\_libs\_EXT:-

```
.resources .hub .vault .forge .matrix .citadel .arc .realm
.depot .junction .portal .gateway .conduit
.passage .doorway
```