



V4

1. REY_FetchV4.cmake :- THE SOFTWARE
2. REY_FetchV4_X. <lib-name>.cmake :- "X" = variables 😊
3. REY_FetchV4_MOD.<lib-name>.cmake :- Modifying Variables 😊
4. REY_FetchV4. <lib-name>.cmake :- INTERFACE = Includes and Patches/Joins/Connets Together 😊
5. REY_FetchV4_X_RESET.cmake :- RESET ---> EMPTY-STRINGS

```
# 4 Ways/Flavours [more to be added]
# -----
1. find_library() + find_path()
2. Git_SubModule()
3. Zip_Links()
4. Git_Clone() [faster than CMAKE_FETCH]
```

Pseudocode inside REY_FetchV4.cmake

```
# -----
```

V4

1. REY_FetchV4.cmake :- The Goddamn Main file, where all the work happens
2. REY_FetchV4_X.<lib-name>.cmake :- "X" = variables 😊
3. REY_FetchV4_MOD.<lib-name>.cmake :- imagine B uses A. C uses B. C also directly uses A. C wants to control how B fetches A.
 - C should have a copy of this file & SET REY_FetchV4_MODS_PATH
4. REY_FetchV4.<lib-name>.cmake :- includes the above two thingies
 - Here in These files ---> We can do Library Specific Extra Stuffs
5. REY_FetchV4_X_Reset.cmake :- RESETs the Variables back to EMPTY-STRING

```
# Problem:- Authors that are gonna use "REY_LoggerNUtils" will need to modify variables inside
".forge/CMakeFiles/REY_FetchV3_fmt.cmake"
```

```
# But How can they? That file is inside REYNep's "REY_LoggerNUtils" Repo.
```

```
# Solution-1 [HECTIC]
```

```
# the variables from inside of ".forge/CMakeFiles/REY_FetchV3_fmt.cmake"
```

```
# Authors can just set those themselves before add_subdirectory(REY_LoggerNUtils)
```

```
# HECTIC ISSUE:- after add_subdirector(REY_LoggerNUtils) is done ---> Authors also need
to RESET Those Variables to EMPTY
```

```
# Solution-2 [HECTIC]
```

```
# have a variable inside REY_LoggerNUtils/CMakeLists.txt to control PRIORITY_BASED_LOCATION
for ".forge/CMakeFiles/REY_FetchV3_fmt.cmake"
```

```
# like authors that are gonna use REY_LoggerNUtils, having the modified copy of ".forge/
CMakeFiles/REY_FetchV3_fmt.cmake"
```

```
# and then they are directing REY_LoggerNUtils/CMakeLists.txt to include their
MODIFIED COPY
```

```
#
```

```
# HECTIC ISSUE:- But this would mean that REY_Fetch can't ever be like a PACKAGE
Manager itself....
```

```
# Solution-3 [WORKS & Feels like a Package Manager]
```

```
# The Idea is:- REY_LoggerNUtils/CMakeLists.txt includes ".forge/CMakeFiles/
```

```
REY_FetchV3_fmt.cmake"
```

```
# Now, obviously any library that uses REY_LoggerNUtils, can't modify  
REY_LoggerNUtils/CMakeLists.txt
```

```
# +obviously any library that uses REY_LoggerNUtils, can't modify ".forge/CMakeFiles/  
REY_FetchV3_fmt.cmake"
```

```
# 1. Having multiple copies of ".forge/CMakeFiles/REY_FetchV3_fmt.cmake" felt dumb
```

```
# 2.
```