This file provides a few notes to CMake developers about how to add

support for a new language to CMake. It is also possible to place

these files in :variable:`CMAKE\_MODULE\_PATH` within an outside project

to add languages not supported by upstream CMake. However, this is not

a fully supported use case.

The implementation behind the scenes of project/enable\_language,

including the compiler/platform modules, is an \*internal\* API that

does not make any compatibility guarantees. It is not covered in the

official reference documentation that is versioned with the source code.

Maintainers of external language support are responsible for porting

it to each version of CMake as upstream changes are made. Since

the API is internal we will not necessarily include notice of any

changes in release notes.

CMakeDetermine(LANG)Compiler.cmake -> this should find the compiler for LANG and configure CMake(LANG)Compiler.cmake.in

CMake(LANG)Compiler.cmake.in -> used by CMakeDetermine(LANG)Compiler.cmake

This file is used to store compiler information and is copied down into try

compile directories so that try compiles do not need to re-determine and test the LANG

CMake(LANG)Information.cmake => set compiler configuration:

CMAKE\_(LANG)\_CREATE\_SHARED\_LIBRARY

CMAKE\_(LANG)\_CREATE\_SHARED\_MODULE

CMAKE\_(LANG)\_CREATE\_STATIC\_LIBRARY

CMAKE\_(LANG)\_COMPILE\_OBJECT

CMAKE\_(LANG)\_LINK\_EXECUTABLE

CMAKE\_(LANG)\_USE\_LINKER\_INFORMATION

CMakeTest(LANG)Compiler.cmake -> test the compiler and set:

SET(CMAKE\_(LANG)\_COMPILER\_WORKS 1 CACHE INTERNAL "")

If the variable CMAKE\_(LANG)\_USE\_LINKER\_INFORMATION has value TRUE, the file CMake(LANG)LinkerInformation.cmake

should be defined.

CMake(LANG)LinkerInformation.cmake -> set up linker configuration for LANG.