

Ogre

Why are we using Ogre?

TODO - Add rational here.

Due to major issues getting the Windows version (of OgreNext) to work, I gave up and went for the current Ogre version (called **14.1.2**). These were originally part of the same project (Ogre 2.x and Ogre 1.x,) some of the naming in my slides/repos still reflects this. The install both on windows and Linux was really simple.

Cloning the Ogre Source

1. Using either Bash, Gitbash or PowerShell get a copy of **Ogre** on the machine (repo page [here](#))

NOTE: This is not the clone command we normally use, copy it carefully.

```
git clone --recurse-submodules -j8 https://github.com/OGRECave/ogre.git
```

- Note:
 - The Ogre3d engine makes use of some submodules (other git repos) these have to be cloned.
 - This is extra work **-j8** assigns 8 threads to do this in parallel.

Windows

On Windows (the laboratory machines for example) I've put them into **C:/Gaming** and then linked this though a variable in cmake's gui interface for my own projects, this process will be detailed later. On the Lab machines you don't have access to C: but **C:/Gaming** is mapped as **G:** (so **G:\ogre**).

Versions

Due to the nature of the Ogre3D project (open source, active, being developed,) it's difficult to keep this guide and the examples in sync with the current version of Ogre available on GitHub. These notes are written against **14.1.2** please checkout that tag before continuing!

```
git checkout tags/v14.1.2
```

You are welcome to checkout a later release or branch (you might need to update the **ogreBase.cmake** of the base project to do this,) but at your own risk!

Using CMake to Generate a Compilation Environment

The process detailed below is based on compilation guide in both cases see [here](#).

Ogre uses CMake to download and install its dependencies, which on the one hand makes things easier for us. But can also cause us some issues in we are unaware. Ogre makes use of the following libraries (this is why we had to **--recurse-submodules** in the above.

Recommended dependencies:

- [pugixml](#)
- [SDL](#)
- [zlib](#)
- [freetype](#)

Optional dependencies:

- [DirectX SDK](#)
- [Vulkan SDK](#)
- [FreeImage](#)
- [Doxygen](#)
- [Cg](#)
- [Remotery](#)
- [SWIG](#)
- [Assimp](#)

We have the option to build an install each of these (if we need a particular version for example,) but for now we'll **let CMake sort it all out**.

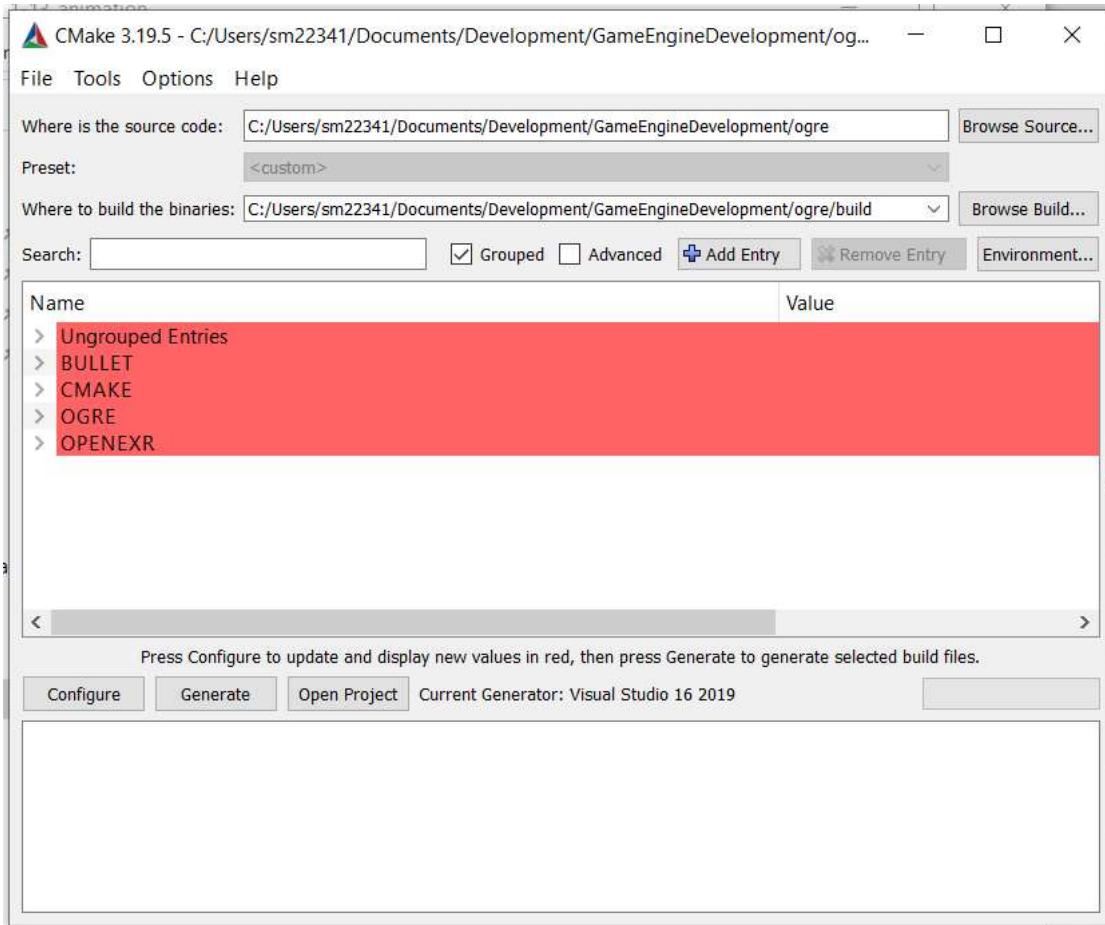
Build Process

Inside the repository you've just cloned (**ogre**), create a build folder and change directory to that folder.

```
cd ogre
mkdir build
cd build
```

Now generate an appropriate build environment.

Open the Cmake Gui and set the parameters as shown in the image below, you may have to amend the paths to match your repo location. Ogre has a lot of these, we'll start by using the **Grouped** checkbox (see below) to make this more manageable.



Key changes:

- OGRE_INSTALL_VSPROPS
- CMAKE_INSTALL_PREFIX

I'm including all of these, just incase you accidentally changes something (or think you have) and you need to check. I've highlighted the ones which you need to change in bold. Note that some of the paths <path-to-your-clone> are relative to where you cloned the Ogre repository on your local machine.

Note: the CMAKE_INSTALL_PREFIX this is where we are putting our compiled libraries and the header files which make up the ogre library (the SDK), we'll be pointing CMake at these for our own projects later on.

Here's the options to change, I've included the full list at the end but hopefully you won't need it!

Description	Group	Key	Value
Install path prefix, prepended onto install directories.	CMAKE	CMAKE_INSTALL_PREFIX	<path-to-ogre>/build/sdk
Install VS properties pages for OGRE	OGRE	OGRE_INSTALL_VSPROPS	ON

Configure, Generate etc.

Now we **Configure**, **Generate** and **Open Project** as we've done previously.

GOTCHA: If you didn't --recurse-submodules or if downloading one of these silently failed you can end up with missing components. The **Configure** step should take a long time and you should see lots of output from CMake about finding libraries etc. Check your output for something like this:

```
-- This installation will have the extra features provided by these packages.
+ freetype
+ OpenGL
+ OpenGL ES 2.x
+ DirectX11
+ pugixml
+ zlib
+ Assimp
+ Bullet
+ SDL2
```

Building and Installing

We build the project in the same way we would for any other project in our build environment. One notable difference is we must build the **install** target, this copies the files to another location from which they can run. This will be familiar to those of you with Mac, Linux or Unix machines at home who have installed software from source. There is a nice explanation of this [here](#) anyone would like to know more.

Open the Project in Visual Studio and set the build configuration to:

- **RelWithDebInfo**

Following this **build the INSTALL target**, which copies the compiled .dll, .lib and required .h files to a directory. By default this is the **sdk** directory within the build directory.

We'll compile our **RelWithDebInfo** projects against this ... we won't try and build a **Debug** version. See **Note** for explanation, we're essentially working with an optimised version of the dll's with no C++ runtime debug info. We also potentially lose a few debugging tools such as **assert** however, I don't think this will unduly hamper us at this stage. Later we'll compile our own Ogre projects using the same build setting.

Note: Due to a quirk in the way **CMake** works you must also build the **Release** version. CMake looks for the .lib/.dll etc. files to check the library can be linked. The Windows build in some cases adds a postfix (for example `myLibrary_RelWithDebug`). I'm not sure the impacts Ogre, but causes issues for **Bullet**.

Optional

While we can open the project in Visual Studio, we can also get `cmake` to do the work for us.

```
cmake --build . --config RelWithDebInfo
```

Now we'll install the Ogre to the directory we set earlier as the **CMAKE_INSTALL_PREFIX** (this should be `/build/sdk`).

```
cmake --build . --config RelWithDebInfo --target install
```

Note

At present only the **Release** and **RelWithDebInfo (Release with Debug Info)** builds are supported for this automatic version (see this [post](#)). My understanding is that this is due to some dependencies not being available with debugging symbols.

It is possible to compile all Ogre's dependencies and simply provide them as the article suggests there is even a handy repo with the libraries required (see [here](#)), however this does not contain the new xml loading library **pugixml** which can be obtained from [here](#). This is a **guild** for Ogre Next but the process is the same.

We're essentially using a setup designed for people getting into Ogre3d, those who work on Ogre itself it seems roll their own dependencies.

OGRE with Bullet Support

Note: This is for later in the course when we've built Bullet!

Ogre should have limited Bullet support out of the box, however, this doesn't really go much beyond the basics. We'll need to go a little deeper to look at the key features of a physics engine. We'll tie Ogre and Bullet together ourselves so we can use all the features, but we will dip into Ogre's bullet component where it's useful.

We need to recompile Ogre to do this!

Steps:

1. Delete the old build directory
2. Create a new variable in Ogre called **BULLET_ROOT**.

BULLET_ROOT is not an existing parameter, it's an optional one used if bullet is not installed in a standard location. We'll be setting bullet root to the **sdk** directory we created as an output directory when we compiled bullet (see screen-shot above). To do this we click **Add Entry**, this brings up a dialog asking for the name, type and value.

Name: **BULLET_ROOT**

Type: Path

Value: <path-to-bullet>/bullet/build/sdk

Here are all the other options, there should only be two we need to set. But I'm proving a full list in case you need to double check your setup. I've made the ones we set bold, with these set CMake should be able to populate the rest.

1. Setup Ogre as before (see above).
2. Configure
3. Generate!

For Debugging Only

There are a huge number of options, the defaults are usually fine but in case you accidentally change a flag and need to check. Here's all the flags from my working setup, I've tried to group them as best I can.

Note: These are based on the CMakeCache file from a working install, the paths are specific to my machine but yours should be similar. I think some of these are hidden from the GUI so don't panic if something is missing.

Note2: This snapshot is prior to the setup of bullet.

Description	Group	Key
Path to a library.	BULLET	BULLET_COLLISION_LIBRARY:FILEPATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/buil
Path to a library.	BULLET	BULLET_COLLISION_LIBRARY_DEBUG:FILEPATH=BULLET_COLLISION_LIBRARY_DEBUG-NOTFOUND
Path to a library.	BULLET	BULLET_DYNAMICS_LIBRARY:FILEPATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/bui
Path to a library.	BULLET	BULLET_DYNAMICS_LIBRARY_DEBUG:FILEPATH=BULLET_DYNAMICS_LIBRARY_DEBUG-NOTFOUND
Path to a file.	BULLET	BULLET_INCLUDE_DIR:PATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Depend
Path to a library.	BULLET	BULLET_MATH_LIBRARY:FILEPATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/De
Path to a library.	BULLET	BULLET_MATH_LIBRARY_DEBUG:FILEPATH=BULLET_MATH_LIBRARY_DEBUG-NOTFOUND
Path to a library.	BULLET	BULLET_SOFTBODY_LIBRARY:FILEPATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/bui
Path to a library.	BULLET	BULLET_SOFTBODY_LIBRARY_DEBUG:FILEPATH=BULLET_SOFTBODY_LIBRARY_DEBUG-NOTFOUND
Path to a program.	CMAKE	CMAKE_AR:FILEPATH=C:/Program Files/Microsoft Visual Studio/2022/Community/VC/Tools/MSVC/14.34.31933/bin/Hostx64/x64,
Choose the type of build, options are: None (CMAKE_CXX_FLAGS or CMAKE_C_FLAGS used) Debug Release RelWithDebInfo MinSizeRel.	CMAKE	CMAKE_BUILD_TYPE:STRING=RelWithDebInfo
Semicolon separated list of supported configuration types, only supports Debug, Release, MinSizeRel, and RelWithDebInfo, anything else will be ignored.	CMAKE	CMAKE_CONFIGURATION_TYPES:STRING=Debug;Release;MinSizeRel;RelWithDebInfo
Flags used by the CXX compiler during all build types.	CMAKE	CMAKE_CXX_FLAGS:STRING=/DWIN32 /D_WINDOWS /W3 /GR /EHsc
Flags used by the CXX compiler during DEBUG builds.	CMAKE	CMAKE_CXX_FLAGS_DEBUG:STRING=/MDd /Zi /Ob0 /Od /RTC1
Flags used by the CXX compiler during MINIMIZE_REL builds.	CMAKE	CMAKE_CXX_FLAGS_MINIMIZE_REL:STRING=/MD /O1 /Ob1 /DNDEBUG
Flags used by the CXX compiler during RELEASE builds.	CMAKE	CMAKE_CXX_FLAGS_RELEASE:STRING=/MD /O2 /Ob2 /DNDEBUG
Flags used by the CXX compiler during RELWITHDEBINFO builds.	CMAKE	CMAKE_CXX_FLAGS_RELWITHDEBINFO:STRING=/MD /Zi /O2 /Ob1 /DNDEBUG
Libraries linked by default with all C++ applications.	CMAKE	CMAKE_CXX_STANDARD_LIBRARIES:STRING=kernel32.lib user32.lib gdi32.lib winspool.lib shell32.lib ole32.lib oleaut32.lib uuid.lib
Flags used by the C compiler during all build types.	CMAKE	CMAKE_C_FLAGS:STRING=/DWIN32 /D_WINDOWS /W3
Flags used by the C compiler during DEBUG builds.	CMAKE	CMAKE_C_FLAGS_DEBUG:STRING=/MDd /Zi /Ob0 /Od /RTC1
Flags used by the C compiler during MINIMIZE_REL builds.	CMAKE	CMAKE_C_FLAGS_MINIMIZE_REL:STRING=/MD /O1 /Ob1 /DNDEBUG

Description	Group	Key
Flags used by the C compiler during RELEASE builds.	CMAKE	CMAKE_C_FLAGS_RELEASE:STRING=/MD /O2 /Ob2 /DNDEBUG
Flags used by the C compiler during RELWITHDEBINFO builds.	CMAKE	CMAKE_C_FLAGS_RELWITHDEBINFO:STRING=/MD /Zi /O2 /Ob1 /DNDEBUG
Libraries linked by default with all C applications.	CMAKE	CMAKE_C_STANDARD_LIBRARIES:STRING=kernel32.lib user32.lib gdi32.lib winspool.lib shell32.lib ole32.lib oleaut32.lib uuid.lib c
Flags used by the linker during all build types.	CMAKE	CMAKE_EXE_LINKER_FLAGS:STRING=/machine:x64
Flags used by the linker during DEBUG builds.	CMAKE	CMAKE_EXE_LINKER_FLAGS_DEBUG:STRING=/debug /INCREMENTAL
Flags used by the linker during MINSIZEREL builds.	CMAKE	CMAKE_EXE_LINKER_FLAGS_MINSIZEREL:STRING=/INCREMENTAL:NO
Flags used by the linker during RELEASE builds.	CMAKE	CMAKE_EXE_LINKER_FLAGS_RELEASE:STRING=/INCREMENTAL:NO
Flags used by the linker during RELWITHDEBINFO builds.	CMAKE	CMAKE_EXE_LINKER_FLAGS_RELWITHDEBINFO:STRING=/debug /INCREMENTAL
Value Computed by CMake.	CMAKE	CMAKE_FIND_PACKAGE_REDIRECTS_DIR:STATIC=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/
OGRE install prefix	CMAKE	CMAKE_INSTALL_PREFIX:PATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/sdk
Path to a program.	CMAKE	CMAKE_LINKER:FILEPATH=C:/Program Files/Microsoft Visual Studio/2022/Community/VC/Tools/MSVC/14.34.31933/bin/Hostx64
Flags used by the linker during the creation of modules during all build types.	CMAKE	CMAKE_MODULE_LINKER_FLAGS:STRING=/machine:x64
Flags used by the linker during the creation of modules during DEBUG builds.	CMAKE	CMAKE_MODULE_LINKER_FLAGS_DEBUG:STRING=/debug /INCREMENTAL
Flags used by the linker during the creation of modules during MINSIZEREL builds.	CMAKE	CMAKE_MODULE_LINKER_FLAGS_MINSIZEREL:STRING=/INCREMENTAL:NO
Flags used by the linker during the creation of modules during RELEASE builds.	CMAKE	CMAKE_MODULE_LINKER_FLAGS_RELEASE:STRING=/INCREMENTAL:NO
Flags used by the linker during the creation of modules during RELWITHDEBINFO builds.	CMAKE	CMAKE_MODULE_LINKER_FLAGS_RELWITHDEBINFO:STRING=/debug /INCREMENTAL
Path to a program.	CMAKE	CMAKE_MT:FILEPATH=CMAKE_MT-NOTFOUND
Value Computed by CMake	CMAKE	CMAKE_PROJECT_DESCRIPTION:STATIC=
Value Computed by CMake	CMAKE	CMAKE_PROJECT_HOMEPAGE_URL:STATIC=
Value Computed by CMake	CMAKE	CMAKE_PROJECT_NAME:STATIC=OGRE
Value Computed by CMake	CMAKE	CMAKE_PROJECT_VERSION:STATIC=14.0.0
Value Computed by CMake	CMAKE	CMAKE_PROJECT_VERSION_MAJOR:STATIC=14

Description	Group	Key
CMake		
Value Computed by CMake	CMAKE	CMAKE_PROJECT_VERSION_MINOR:STATIC=0
Value Computed by CMake	CMAKE	CMAKE_PROJECT_VERSION_PATCH:STATIC=0
Value Computed by CMake	CMAKE	CMAKE_PROJECT_VERSION_TWEAK:STATIC=
RC compiler	CMAKE	CMAKE_RC_COMPILER:FILEPATH=rc
Flags for Windows Resource Compiler during all build types.	CMAKE	CMAKE_RC_FLAGS:STRING=-DWIN32
Flags for Windows Resource Compiler during DEBUG builds.	CMAKE	CMAKE_RC_FLAGS_DEBUG:STRING=-D_DEBUG
Flags for Windows Resource Compiler during MINSIZEREL builds.	CMAKE	CMAKE_RC_FLAGS_MINSIZEREL:STRING=
Flags for Windows Resource Compiler during RELEASE builds.	CMAKE	CMAKE_RC_FLAGS_RELEASE:STRING=
Flags for Windows Resource Compiler during RELWITHDEBINFO builds.	CMAKE	CMAKE_RC_FLAGS_RELWITHDEBINFO:STRING=
Flags used by the linker during the creation of shared libraries during all build types.	CMAKE	CMAKE_SHARED_LINKER_FLAGS:STRING=/machine:x64
Flags used by the linker during the creation of shared libraries during DEBUG builds.	CMAKE	CMAKE_SHARED_LINKER_FLAGS_DEBUG:STRING=/debug /INCREMENTAL
Flags used by the linker during the creation of shared libraries during MINSIZEREL builds.	CMAKE	CMAKE_SHARED_LINKER_FLAGS_MINSIZEREL:STRING=/INCREMENTAL:NO
Flags used by the linker during the creation of shared libraries during RELEASE builds.	CMAKE	CMAKE_SHARED_LINKER_FLAGS_RELEASE:STRING=/INCREMENTAL:NO
Flags used by the linker during the creation of shared libraries during RELWITHDEBINFO builds.	CMAKE	CMAKE_SHARED_LINKER_FLAGS_RELWITHDEBINFO:STRING=/debug /INCREMENTAL
If set, runtime paths are not added when installing shared libraries, but are added when building.	CMAKE	CMAKE_SKIP_INSTALL_RPATH:BOOL=NO
If set, runtime paths are not added when using shared libraries.	CMAKE	CMAKE_SKIP_RPATH:BOOL=NO
Flags used by the linker during the creation of static libraries during all build types.	CMAKE	CMAKE_STATIC_LINKER_FLAGS:STRING=/machine:x64

Description	Group	Key
Flags used by the linker during the creation of static libraries during DEBUG builds.	CMAKE	CMAKE_STATIC_LINKER_FLAGS_DEBUG:STRING=
Flags used by the linker during the creation of static libraries during MINSIZEREL builds.	CMAKE	CMAKE_STATIC_LINKER_FLAGS_MINSIZEREL:STRING=
Flags used by the linker during the creation of static libraries during RELEASE builds.	CMAKE	CMAKE_STATIC_LINKER_FLAGS_RELEASE:STRING=
Flags used by the linker during the creation of static libraries during RELWITHDEBINFO builds.	CMAKE	CMAKE_STATIC_LINKER_FLAGS_RELWITHDEBINFO:STRING=
If this value is on, makefiles will be generated without the .SILENT directive, and all commands will be echoed to the console during the make. This is useful for debugging only. With Visual Studio IDE projects all commands are done without /nologo.	CMAKE	CMAKE_VERBOSE_MAKEFILE:BOOL=FALSE
Enable to build 7-Zip packages	CPACK	CPACK_BINARY_7Z:BOOL=OFF
Enable to build IFW packages	CPACK	CPACK_BINARY_IFW:BOOL=OFF
Enable to build NSIS packages	CPACK	CPACK_BINARY_NSIS:BOOL=ON
Enable to build NuGet packages	CPACK	CPACK_BINARY_NUGET:BOOL=OFF
Enable to build WiX packages	CPACK	CPACK_BINARY_WIX:BOOL=OFF
Enable to build ZIP packages	CPACK	CPACK_BINARY_ZIP:BOOL=OFF
Enable to build 7-Zip source packages	CPACK	CPACK_SOURCE_7Z:BOOL=ON
Enable to build ZIP source packages	CPACK	CPACK_SOURCE_ZIP:BOOL=ON
Path to a file.	Cg	Cg_BINARY_DBG:FILEPATH=Cg_BINARY_DBG-NOTFOUND
Path to a file.	Cg	Cg_BINARY_REL:FILEPATH=Cg_BINARY_REL-NOTFOUND
x	Cg	Cg_INCLUDE_DIR:STRING=Cg_INCLUDE_DIR-NOTFOUND
x	Cg	Cg_LIBRARY_DBG:STRING=Cg_LIBRARY_DBG-NOTFOUND
x	Cg	Cg_LIBRARY_FWK:STRING=NOTFOUND
x	Cg	Cg_LIBRARY_REL:STRING=Cg_LIBRARY_REL-NOTFOUND
Dependencies for the target	Ungrouped	Codec_Assimp_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreRTShaderSystem;
Dependencies for the target	Ungrouped	Codec_STBI_LIB_DEPENDS:STATIC=general;OgreMain;general;ZLIB:ZLIB;
Dot tool for use with Doxygen	DOXYGEN	DOXYGEN_DOT_EXECUTABLE:FILEPATH=DOXYGEN_DOT_EXECUTABLE-NOTFOUND

Description	Group	Key
Doxygen documentation generation tool (http://www.doxygen.org)	DOXYGEN	DOXYGEN_EXECUTABLE:FILEPATH=DOXYGEN_EXECUTABLE-NOTFOUND
Dependencies for the target	Ungrouped	DefaultSamples_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreRTShaderSystem;general;OgreBullet;general;OgreOverlay;x
Path to a file.	Ungrouped	DirectX11_INCLUDE_DIR:PATH=C:/Program Files (x86)/Windows Kits/10/Include/10.0.22000.0/um
Path to a library.	DirectX9	DirectX9_D3DX9_LIBRARY:FILEPATH=DirectX9_D3DX9_LIBRARY-NOTFOUND
Path to a library.	DirectX9	DirectX9_DXGUID_LIBRARY:FILEPATH=DirectX9_DXGUID_LIBRARY-NOTFOUND
x	DirectX9	DirectX9_INCLUDE_DIR:STRING=DirectX9_INCLUDE_DIR-NOTFOUND
x	DirectX9	DirectX9_LIBRARY:STRING=DirectX9_LIBRARY-NOTFOUND
Path to a file.	FREETYPE	FREETYPE_INCLUDE_DIR_freetype2:PATH=FREETYPE_INCLUDE_DIR_freetype2-NOTFOUND
Path to a file.	FREETYPE	FREETYPE_INCLUDE_DIR_ft2build:PATH=FREETYPE_INCLUDE_DIR_ft2build-NOTFOUND
Path to a library.	FREETYPE	FREETYPE_LIBRARY_DEBUG:FILEPATH=FREETYPE_LIBRARY_DEBUG-NOTFOUND
Path to a library.	FREETYPE	FREETYPE_LIBRARY_RELEASE:FILEPATH=FREETYPE_LIBRARY_RELEASE-NOTFOUND
Path to a file.	FreelImage	FREEImage_INCLUDE_DIR:PATH=FreelImage_INCLUDE_DIR-NOTFOUND
Path to a library.	FreelImage	FREEImage_LIBRARY_DBG:FILEPATH=FreeImage_LIBRARY_DBG-NOTFOUND
Path to a library.	FreelImage	FREEImage_LIBRARY_REL:FILEPATH=FreeImage_LIBRARY_REL-NOTFOUND
x	GLSL	GLSL_Optimizer_INCLUDE_DIR:STRING=GLSL_Optimizer_INCLUDE_DIR-NOTFOUND
x	GLSL	GLSL_Optimizer_LIBRARY_DBG:STRING=GLSL_Optimizer_LIBRARY_DBG-NOTFOUND
x	GLSL	GLSL_Optimizer_LIBRARY_FWK:STRING=NOTFOUND
x	GLSL	GLSL_Optimizer_LIBRARY_REL:STRING=GLSL_Optimizer_LIBRARY_REL-NOTFOUND
x	HLSL2GLSL	HLSL2GLSL_INCLUDE_DIR:STRING=HLSL2GLSL_INCLUDE_DIR-NOTFOUND
x	HLSL2GLSL	HLSL2GLSL_LIBRARY_DBG:STRING=HLSL2GLSL_LIBRARY_DBG-NOTFOUND
x	HLSL2GLSL	HLSL2GLSL_LIBRARY_FWK:STRING=NOTFOUND
x	HLSL2GLSL	HLSL2GLSL_LIBRARY_REL:STRING=HLSL2GLSL_LIBRARY_REL-NOTFOUND
Java AWT Native Interface include directory	JAVA	JAVA_AWT_INCLUDE_PATH:PATH=JAVA_AWT_INCLUDE_PATH-NOTFOUND
Java AWT Native Interface library	JAVA	JAVA_AWT_LIBRARY:FILEPATH=JAVA_AWT_LIBRARY-NOTFOUND
JNI include directory	JAVA	JAVA_INCLUDE_PATH:PATH=JAVA_INCLUDE_PATH-NOTFOUND
jni_md.h jnivport.h include directory	JAVA	JAVA_INCLUDE_PATH2:PATH=JAVA_INCLUDE_PATH2-NOTFOUND
Java Virtual Machine library	JAVA	JAVA_JVM_LIBRARY:FILEPATH=JAVA_JVM_LIBRARY-NOTFOUND
Path to a program.	JAVA	JAVA_IDLJ_EXECUTABLE:FILEPATH=Java_IDLJ_EXECUTABLE-NOTFOUND
Path to a program.	JAVA	JAVA_JARSIGNER_EXECUTABLE:FILEPATH=Java_JARSIGNER_EXECUTABLE-NOTFOUND
Path to a program.	JAVA	JAVA_JAR_EXECUTABLE:FILEPATH=Java_JAR_EXECUTABLE-NOTFOUND
Path to a program.	JAVA	JAVA_JAVAC_EXECUTABLE:FILEPATH=Java_JAVAC_EXECUTABLE-NOTFOUND
Path to a program.	JAVA	JAVA_JAVADOC_EXECUTABLE:FILEPATH=Java_JAVADOC_EXECUTABLE-NOTFOUND
Path to a program.	JAVA	JAVA_JAVAH_EXECUTABLE:FILEPATH=Java_JAVAH_EXECUTABLE-NOTFOUND
Path to a program.	JAVA	JAVA_JAVA_EXECUTABLE:FILEPATH=Java_JAVA_EXECUTABLE-NOTFOUND
Enable Ogre asserts. Possible values:		
0 - Standard asserts in debug builds, nothing in release builds.		

Description	Group	Key
1 - Standard asserts in debug builds, exceptions in release builds.		
2 - Exceptions in debug & release builds.	OGRE	OGRE_ASSERT_MODE:STRING=2
Value Computed by CMake	OGRE	OGRE_BINARY_DIR:STATIC=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build
Install path for binaries	OGRE	OGRE_BIN_DIRECTORY:STRING=bin
Skip plugins.cfg and statically load plugins via OgreBites	OGRE	OGRE_BITES_STATIC_PLUGINS:BOOL=OFF
Build OgreBites component	OGRE	OGRE_BUILD_COMPONENT_BITES:BOOL=ON
Build Bullet physics component	OGRE	OGRE_BUILD_COMPONENT_BULLET:BOOL=ON
Build MeshLodGenerator component	OGRE	OGRE_BUILD_COMPONENT_MESHLODGENERATOR:BOOL=ON
Build Overlay component	OGRE	OGRE_BUILD_COMPONENT_OVERLAY:BOOL=ON
Include dear imgui in Overlays	OGRE	OGRE_BUILD_COMPONENT_OVERLAY_IMGUI:BOOL=ON
Build Paging component	OGRE	OGRE_BUILD_COMPONENT_PAGING:BOOL=ON
Build Property component	OGRE	OGRE_BUILD_COMPONENT_PROPERTY:BOOL=ON
Build RTShader System component	OGRE	OGRE_BUILD_COMPONENT_RTSHADERSYSTEM:BOOL=ON
Build Terrain component	OGRE	OGRE_BUILD_COMPONENT_TERRAIN:BOOL=ON
Build Volume component	OGRE	OGRE_BUILD_COMPONENT_VOLUME:BOOL=ON
automatically build Ogre Dependencies (SDL2, pugixml)	OGRE	OGRE_BUILD_DEPENDENCIES:BOOL=ON
Enable build with multiple processes in Visual Studio	OGRE	OGRE_BUILD_MSVC_MP:BOOL=ON
Add /Zm256 compiler option to fix PCH errors on Visual Studio 2013	OGRE	OGRE_BUILD_MSVC_ZM:BOOL=ON
Build Open Asset Import plugin	OGRE	OGRE_BUILD_PLUGIN_ASSIMP:BOOL=ON
Build BSP SceneManager plugin	OGRE	OGRE_BUILD_PLUGIN_BSP:BOOL=ON
Build .scene plugin	OGRE	OGRE_BUILD_PLUGIN_DOT_SCENE:BOOL=ON
Build glslang plugin	OGRE	OGRE_BUILD_PLUGIN_GLSLANG:BOOL=OFF
Build Octree SceneManager plugin	OGRE	OGRE_BUILD_PLUGIN_OCTREE:BOOL=ON
Build PCZ SceneManager plugin	OGRE	OGRE_BUILD_PLUGIN_PCZ:BOOL=ON
Build ParticleFX plugin	OGRE	OGRE_BUILD_PLUGIN_PFX:BOOL=ON
Enable image-rs codec.	OGRE	OGRE_BUILD_PLUGIN_RSIMAGE:BOOL=OFF

Description	Group	Key
Enable STBI image codec.	OGRE	OGRE_BUILD_PLUGIN_STBI:BOOL=ON
Build Direct3D11 RenderSystem	OGRE	OGRE_BUILD_RENDERSYSTEM_D3D11:BOOL=ON
Build OpenGL RenderSystem	OGRE	OGRE_BUILD_RENDERSYSTEM_GL:BOOL=ON
Build OpenGL 3+ RenderSystem	OGRE	OGRE_BUILD_RENDERSYSTEM_GL3PLUS:BOOL=ON
Build OpenGL ES 2.x RenderSystem	OGRE	OGRE_BUILD_RENDERSYSTEM_GLES2:BOOL=ON
Build Tiny RenderSystem (software-rendering)	OGRE	OGRE_BUILD_RENDERSYSTEM_TINY:BOOL=OFF
Build Vulkan RenderSystem	OGRE	OGRE_BUILD_RENDERSYSTEM_VULKAN:BOOL=OFF
Build RTShader System FFP shaders	OGRE	OGRE_BUILD_RTSHADERSYSTEM_SHADERS:BOOL=ON
Build Ogre demos	OGRE	OGRE_BUILD_SAMPLES:BOOL=ON
Build the unit tests & PlayPen	OGRE	OGRE_BUILD_TESTS:BOOL=OFF
Build the command-line tools	OGRE	OGRE_BUILD_TOOLS:BOOL=ON
Use doubles instead of floats in Ogre	OGRE	OGRE_CONFIG_DOUBLE:BOOL=OFF
Build ASTC codec.	OGRE	OGRE_CONFIG_ENABLE_ASTC:BOOL=ON
Build DDS codec.	OGRE	OGRE_CONFIG_ENABLE_DDS:BOOL=ON
Build ETC codec.	OGRE	OGRE_CONFIG_ENABLE_ETC:BOOL=ON
Enable Cg support to ES 2 render system	OGRE	OGRE_CONFIG_ENABLE_GLES2_CG_SUPPORT:BOOL=OFF
Enable GLSL optimiser use in GLES 2 render system	OGRE	OGRE_CONFIG_ENABLE_GLES2_GLSL_OPTIMISER:BOOL=OFF
Enable OpenGL state cache management	OGRE	OGRE_CONFIG_ENABLE_GL_STATE_CACHE_SUPPORT:BOOL=OFF
Enable Mesh Lod.	OGRE	OGRE_CONFIG_ENABLE_MESHLOD:BOOL=ON
Build PVRTC codec.	OGRE	OGRE_CONFIG_ENABLE_PVRTC:BOOL=OFF
Enable stereoscopic 3D support	OGRE	OGRE_CONFIG_ENABLE_QUAD_BUFFER_STEREO:BOOL=OFF
Enable TBB's scheduler initialisation/shutdown.	OGRE	OGRE_CONFIG_ENABLE_TBB_SCHEDULER:BOOL=ON
Build ZIP archive support. If you disable this option, you cannot use ZIP archives resource locations. The samples won't work.	OGRE	OGRE_CONFIG_ENABLE_ZIP:BOOL=ON
paths expected to be in UTF-8 and wchar_t file IO routines are used	OGRE	OGRE_CONFIG_FILESYSTEM_UNICODE:BOOL=ON
Tells the node whether it should inherit full transform from its parent node or derived position, orientation and scale	OGRE	OGRE_CONFIG_NODE_INHERIT_TRANSFORM:BOOL=OFF
Statically link the MS	OGRE	OGRE_CONFIG_STATIC_LINK_CRT:BOOL=OFF

Description	Group	Key
CRT dlls (msvcrt)		
Enable Ogre thread safety support for multithreading. Possible values: 0 - no thread safety. DefaultWorkQueue is not threaded.		
1 - background resource preparation and loading is thread safe. Threaded DefaultWorkQueue. [DEPRECATED] 2 - only background resource preparation is thread safe. Threaded DefaultWorkQueue. [DEPRECATED] 3 - no thread safety. Threaded DefaultWorkQueue. OGRE_OGRE_CONFIG_THREADS:STRING=3 Select the library to use for thread support. Possible values: boost - Boost thread library. [DEPRECATED] poco - Poco thread library. [DEPRECATED] tbb - ThreadingBuildingBlocks library. [DEPRECATED]		
std - STL thread library (requires compiler support). OGRE OGRE_CONFIG_THREAD_PROVIDER:STRING=std Copy dependency libs to the build directory OGRE OGRE_COPY_DEPENDENCIES:BOOL=ON Path to prebuilt OGRE dependencies OGRE OGRE_DEPENDENCIES_DIR:PATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies Use precompiled headers to speed up build OGRE OGRE_ENABLE_PRECOMPILED_HEADERS:BOOL=ON Install dependency libs needed for samples OGRE OGRE_INSTALL_DEPENDENCIES:BOOL=ON Install documentation. OGRE OGRE_INSTALL_DOCS:BOOL=ON Install debug pdb files OGRE OGRE_INSTALL_PDB:BOOL=ON Install Ogre demos. OGRE OGRE_INSTALL_SAMPLES:BOOL=ON Install Ogre tools. OGRE OGRE_INSTALL_TOOLS:BOOL=ON Install Visual Studio Property Page. OGRE OGRE_INSTALL_VSPROPS:BOOL=OFF Value Computed by CMake OGRE OGRE_IS_TOP_LEVEL:STATIC=ON Install path for libraries, e.g. 'lib64' on some 64-bit Linux distros. OGRE OGRE_LIB_DIRECTORY:STRING=lib Use Lights and Cameras without attaching them to nodes [DEPRECATED] OGRE OGRE_NODELESS_POSITIONING:BOOL=OFF Enable internal instrumentation. OGRE OGRE_PROFILING:BOOL=OFF set this to Remotery/lib to use Remotery instead of the buildin profiler OGRE OGRE_PROFILING_Remotery_PATH:PATH= Organize project into project folders. OGRE OGRE_PROJECT_FOLDERS:BOOL=ON Make ResourceManager strict for faster operation. Possible values: 0 - OFF search in all groups twice - for case sensitive and insensitive lookup [DEPRECATED] 1 - PEDANTIC require an explicit resource group. Case sensitive lookup. 2 - STRICT search in default group if not specified otherwise. Case sensitive lookup. OGRE OGRE_RESOURCEMANAGER_STRICT:STRING=2 Value Computed by CMake OGRE OGRE_SOURCE_DIR:STATIC=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre Static build OGRE OGRE_STATIC:BOOL=OFF Path to a library. OPENEXR OPENEXR_Half_LIBRARY:FILEPATH=OPENEXR_Half_LIBRARY-NOTFOUND Path to a library. OPENEXR OPENEXR_Half_LIBRARY_DEBUG:FILEPATH=OPENEXR_Half_LIBRARY_DEBUG-NOTFOUND Path to a file. OPENEXR OPENEXR_INCLUDE_DIR:PATH=OPENEXR_INCLUDE_DIR-NOTFOUND Path to a library. OPENEXR OPENEXR_Iex_LIBRARY:FILEPATH=OPENEXR_Iex_LIBRARY-NOTFOUND Path to a library. OPENEXR OPENEXR_Iex_LIBRARY_DEBUG:FILEPATH=OPENEXR_Iex_LIBRARY_DEBUG-NOTFOUND Path to a library. OPENEXR OPENEXR_IlmImf_LIBRARY:FILEPATH=OPENEXR_IlmImf_LIBRARY-NOTFOUND Path to a library. OPENEXR OPENEXR_IlmImf_LIBRARY_DEBUG:FILEPATH=OPENEXR_IlmImf_LIBRARY_DEBUG-NOTFOUND Path to a library. OPENEXR OPENEXR_IlmThread_LIBRARY:FILEPATH=OPENEXR_IlmThread_LIBRARY-NOTFOUND Path to a library. OPENEXR OPENEXR_IlmThread_LIBRARY_DEBUG:FILEPATH=OPENEXR_IlmThread_LIBRARY_DEBUG-NOTFOUND OpenGL library for win32 OPENGL OPENGL_g_LIBRARY:STRING=openGL32 GLU library for win32 OPENGL OPENGL_glu_LIBRARY:STRING=glu32 Dependencies for the target Ungrouped OGREBites_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreOverlay;general;OgreRTShaderSystem;general;SDL2::SDL2; Dependencies for the target Ungrouped OGRERbullet_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped OGRERGLSupport_LIB_DEPENDS:STATIC=general;OgreMain;general;openGL32; Dependencies for the target Ungrouped OGRERMeshLodGenerator_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped OGREROverlay_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped OGREPaging_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped OGRERProperty_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped OGRERTShaderSystem_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped OGRETerrain_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreRTShaderSystem;general;OgrePaging; Dependencies for the target Ungrouped OGRERVolume_LIB_DEPENDS:STATIC=general;OgreMain; Arguments to supply to pkg-config PKG PKG_CONFIG_ARGN:STRING= pkg-config executable PKG PKG_CONFIG_EXECUTABLE:FILEPATH=PKG_CONFIG_EXECUTABLE-NOTFOUND Path to a library. PYTHON PYTHON_DEBUG_LIBRARY:FILEPATH=PYTHON_DEBUG_LIBRARY-NOTFOUND Path to a program. PYTHON PYTHON_EXECUTABLE:FILEPATH=PYTHON_EXECUTABLE-NOTFOUND Path to a library. PYTHON PYTHON_LIBRARY:FILEPATH=PYTHON_LIBRARY-NOTFOUND Path to a library. PYTHON PYTHON_LIBRARY_RELEASE:FILEPATH=PYTHON_LIBRARY_RELEASE-NOTFOUND Dependencies for the target Ungrouped Plugin_BSPSceneManager_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped Plugin_DotScene_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreTerrain; Dependencies for the target Ungrouped Plugin_OctreeSceneManager_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped Plugin_OctreeZone_LIB_DEPENDS:STATIC=general;OgreMain;general;Plugin_PCZSceneManager; Dependencies for the target Ungrouped Plugin_PCZSceneManager_LIB_DEPENDS:STATIC=general;OgreMain; Dependencies for the target Ungrouped Plugin_ParticleFX_LIB_DEPENDS:STATIC=general;OgreMain; The directory containing a CMake configuration file for QT Ungrouped QT_DIR:PATH=QT_DIR-NOTFOUND The directory containing a CMake configuration file for Qt. Ungrouped Qt_DIR:PATH=Qt_DIR-NOTFOUND Dependencies for the target Ungrouped RenderSystem_Direct3D11_LIB_DEPENDS:STATIC=general;OgreMain;general;d3d11.lib;general;dxgi.lib;general;dxguid.lib; Dependencies for the target Ungrouped RenderSystem_GLES2_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreGLSupport; Dependencies for the target Ungrouped RenderSystem_GLES2_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreGLSupport; Dependencies for the target Ungrouped RenderSystem_GL_LIB_DEPENDS:STATIC=general;OgreMain;general;OgreGLSupport; The directory containing a CMake configuration file for SDL2. Ungrouped SDL2_DIR:PATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/cmake Path to a program. Ungrouped SWIG_EXECUTABLE:FILEPATH=SWIG_EXECUTABLE-NOTFOUND xSoftimage Softimage_INCLUDE_DIR:STRING=Softimage_INCLUDE_DIR-		

NOTFOUND| |x|Softimage|Softimage_LIBRARY:STRING=Softimage_LIBRARY-NOTFOUND|
|x|Softimage|Softimage_SICPPSDK_LIBRARY:STRING=Softimage_SICPPSDK_LIBRARY-NOTFOUND| |Path to a file.|Ungrouped|Wix_BINARY_DIR:PATH=Wix_BINARY_DIR-NOTFOUND| |Path to a file.|ZLIB|ZLIB_INCLUDE_DIR:PATH=C:/Users/Glenn L.
Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/include| |Path to a library.|ZLIB|ZLIB_LIBRARY_DEBUG:FILEPATH=ZLIB_LIBRARY_DEBUG-NOTFOUND| |Path to a library.|ZLIB|ZLIB_LIBRARY_RELEASE:FILEPATH=C:/Users/Glenn L.
Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/lib/zlib.lib| |The directory containing a CMake configuration file for assimp.|Ungrouped|Assimp_DIR:PATH=C:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/lib/cmake/assimp-5.2| |The directory containing a CMake configuration file for pugixml.|Ungrouped|Pugixml_DIR:PATH=C:/Users/Glenn L.
Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/lib/cmake/pugixml| |ADVANCED property for variable:
BULLET_COLLISION_LIBRARY|BULLET|BULLET_COLLISION_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_COLLISION_LIBRARY_DEBUG|BULLET|BULLET_COLLISION_LIBRARY_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_DYNAMICS_LIBRARY|BULLET|BULLET_DYNAMICS_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_DYNAMICS_LIBRARY_DEBUG|BULLET|BULLET_DYNAMICS_LIBRARY_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_MATH_LIBRARY|BULLET|BULLET_MATH_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_MATH_LIBRARY_DEBUG|BULLET|BULLET_MATH_LIBRARY_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_SOFTBODY_LIBRARY|BULLET|BULLET_SOFTBODY_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
BULLET_SOFTBODY_LIBRARY_DEBUG|BULLET|BULLET_SOFTBODY_LIBRARY_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_AR|CMAKE|CMAKE_AR-ADVANCED:INTERNAL=1| |This is the directory where this CMakeCache.txt was created|CMAKE|CMAKE_CACHEFILE_DIR:INTERNAL=c:/Users/Glenn L. Jenkins/Documents/Development/GameEngineDevelopment/ogre/build| |Major version of cmake used to create the current loaded cache|CMAKE|CMAKE_CACHE_MAJOR_VERSION:INTERNAL=3| |Minor version of cmake used to create the current loaded cache|CMAKE|CMAKE_CACHE_MINOR_VERSION:INTERNAL=24| |Patch version of cmake used to create the current loaded cache|CMAKE|CMAKE_CACHE_PATCH_VERSION:INTERNAL=2| |Path to CMake executable.|CMAKE|CMAKE_COMMAND:INTERNAL=C:/Program Files/CMake/bin/cmake.exe| |Path to cpack program executable.|CMAKE|CMAKE_CPACK_COMMAND:INTERNAL=C:/Program Files/CMake/bin/cpack.exe| |Path to ctest program executable.|CMAKE|CMAKE_CTEST_COMMAND:INTERNAL=C:/Program Files/CMake/bin/ctest.exe| |ADVANCED property for variable:
CMAKE_CXX_FLAGS|CMAKE|CMAKE_CXX_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_CXX_FLAGS_DEBUG|CMAKE|CMAKE_CXX_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_CXX_FLAGS_MINSIZEREL|CMAKE|CMAKE_CXX_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_CXX_FLAGS_RELEASE|CMAKE|CMAKE_CXX_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_CXX_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_CXX_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_CXX_STANDARD_LIBRARIES|CMAKE|CMAKE_CXX_STANDARD_LIBRARIES-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_C_FLAGS|CMAKE|CMAKE_C_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_C_FLAGS_DEBUG|CMAKE|CMAKE_C_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_C_FLAGS_MINSIZEREL|CMAKE|CMAKE_C_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_C_FLAGS_RELEASE|CMAKE|CMAKE_C_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_C_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_C_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_C_STANDARD_LIBRARIES|CMAKE|CMAKE_C_STANDARD_LIBRARIES-ADVANCED:INTERNAL=1| |Executable file
format|CMAKE|CMAKE_EXECUTABLE_FORMAT:INTERNAL=Unknown| |ADVANCED property for variable: CMAKE_EXE_LINKER_FLAGS|CMAKE|CMAKE_EXE_LINKER_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_EXE_LINKER_FLAGS_DEBUG|CMAKE|CMAKE_EXE_LINKER_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_EXE_LINKER_FLAGS_MINSIZEREL|CMAKE|CMAKE_EXE_LINKER_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_EXE_LINKER_FLAGS_RELEASE|CMAKE|CMAKE_EXE_LINKER_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_EXE_LINKER_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_EXE_LINKER_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |Name of external makefile project generator.|CMAKE|CMAKE_EXTRA_GENERATOR:INTERNAL=| |Name of generator.|CMAKE|CMAKE_GENERATOR:INTERNAL=Visual Studio 17 2022| |Generator instance identifier.|CMAKE|CMAKE_GENERATOR_INSTANCE:INTERNAL=C:/Program Files/Microsoft Visual Studio/2022/Community| |Name of generator platform.|CMAKE|CMAKE_GENERATOR_PLATFORM:INTERNAL=| |Name of generator toolset.|CMAKE|CMAKE_GENERATOR_TOOLSET:INTERNAL=| |Source directory with the top level CMakeLists.txt file for this| |project|CMAKE|CMAKE_HOME_DIRECTORY:INTERNAL=C:/Users/Glenn L.
Jenkins/Documents/Development/GameEngineDevelopment/ogre| |ADVANCED property for variable: CMAKE_LINKER|CMAKE|CMAKE_LINKER-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_MODULE_LINKER_FLAGS|CMAKE|CMAKE_MODULE_LINKER_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_MODULE_LINKER_FLAGS_DEBUG|CMAKE|CMAKE_MODULE_LINKER_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_MODULE_LINKER_FLAGS_MINSIZEREL|CMAKE|CMAKE_MODULE_LINKER_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_MODULE_LINKER_FLAGS_RELEASE|CMAKE|CMAKE_MODULE_LINKER_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_MODULE_LINKER_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_MODULE_LINKER_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_MT|CMAKE|CMAKE_MT-ADVANCED:INTERNAL=1| |number of local generators|CMAKE|CMAKE_NUMBER_OF_MAKEFILES:INTERNAL=38| |Platform information initialized|CMAKE|CMAKE_PLATFORM_INFO_INITIALIZED:INTERNAL=1| |noop for ranlib|CMAKE|CMAKE_RANLIB:INTERNAL=:| |ADVANCED property for variable: CMAKE_RC_COMPILER|CMAKE|CMAKE_RC_COMPILER-ADVANCED:INTERNAL=1|CMAKE|CMAKE_RC_COMPILER_WORKS:INTERNAL=1| |ADVANCED property for variable: CMAKE_RC_FLAGS|CMAKE|CMAKE_RC_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_RC_FLAGS_DEBUG|CMAKE|CMAKE_RC_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_RC_FLAGS_MINSIZEREL|CMAKE|CMAKE_RC_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_RC_FLAGS_RELEASE|CMAKE|CMAKE_RC_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_RC_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_RC_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |Path to CMake installation.|CMAKE|CMAKE_ROOT:INTERNAL=C:/Program Files/CMake/share/cmake-3.24| |ADVANCED property for variable:
CMAKE_SHARED_LINKER_FLAGS|CMAKE|CMAKE_SHARED_LINKER_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_SHARED_LINKER_FLAGS_DEBUG|CMAKE|CMAKE_SHARED_LINKER_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_SHARED_LINKER_FLAGS_MINSIZEREL|CMAKE|CMAKE_SHARED_LINKER_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_SHARED_LINKER_FLAGS_RELEASE|CMAKE|CMAKE_SHARED_LINKER_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_SHARED_LINKER_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_SHARED_LINKER_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |ADVANCED property for variable: CMAKE_SKIP_INSTALL_RPATH|CMAKE|CMAKE_SKIP_INSTALL_RPATH-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_SKIP_RPATH|CMAKE|CMAKE_SKIP_RPATH-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_STATIC_LINKER_FLAGS|CMAKE|CMAKE_STATIC_LINKER_FLAGS-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_STATIC_LINKER_FLAGS_DEBUG|CMAKE|CMAKE_STATIC_LINKER_FLAGS_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_STATIC_LINKER_FLAGS_MINSIZEREL|CMAKE|CMAKE_STATIC_LINKER_FLAGS_MINSIZEREL-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_STATIC_LINKER_FLAGS_RELEASE|CMAKE|CMAKE_STATIC_LINKER_FLAGS_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable:
CMAKE_STATIC_LINKER_FLAGS_RELWITHDEBINFO|CMAKE|CMAKE_STATIC_LINKER_FLAGS_RELWITHDEBINFO-ADVANCED:INTERNAL=1| |ADVANCED property for variable

variable: CMAKE_VERBOSE_MAKEFILE|CMAKE|CMAKE_VERBOSE_MAKEFILE-ADVANCED:INTERNAL=1|Test
 COMPILER_HAS_DEPRECATED|COMPILER_HAS_DEPRECATED:INTERNAL=1|Test COMPILER_HAS_DEPRECATED_ATTR|COMPILER_HAS_DEPRECATED_ATTR:INTERNAL=1|
 |ADVANCED property for variable: CPACK_BINARY_7Z|CPACK|CPACK_BINARY_7Z-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 CPACK_BINARY_IFW|CPACK|CPACK_BINARY_IFW-ADVANCED:INTERNAL=1|ADVANCED property for variable: CPACK_BINARY_NSIS|CPACK|CPACK_BINARY_NSIS-
 ADVANCED:INTERNAL=1|ADVANCED property for variable: CPACK_BINARY_NUGET|CPACK|CPACK_BINARY_NUGET-ADVANCED:INTERNAL=1|ADVANCED property for
 variable: CPACK_BINARY_WIX|CPACK|CPACK_BINARY_WIX-ADVANCED:INTERNAL=1|ADVANCED property for variable: CPACK_BINARY_ZIP|CPACK|CPACK_BINARY_ZIP-
 ADVANCED:INTERNAL=1|ADVANCED property for variable: CPACK_SOURCE_7Z|CPACK|CPACK_SOURCE_7Z-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 CPACK_SOURCE_ZIP|CPACK|CPACK_SOURCE_ZIP-ADVANCED:INTERNAL=1|ADVANCED property for variable: Cg_BINARY_DBG|Cg|Cg_BINARY_DBG-
 ADVANCED:INTERNAL=1|ADVANCED property for variable: Cg_BINARY_REL|Cg|Cg_BINARY_REL-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Cg_INCLUDE_DIR|Cg|Cg_INCLUDE_DIR-ADVANCED:INTERNAL=1|ADVANCED property for variable: Cg_LIBRARY_DBG|Cg|Cg_LIBRARY_DBG-ADVANCED:INTERNAL=1|
 |ADVANCED property for variable: Cg_LIBRARY_FWK|Cg|Cg_LIBRARY_FWK-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Cg_LIBRARY_REL|Cg|Cg_LIBRARY_REL-ADVANCED:INTERNAL=1|x|Cg|Cg_PREFIX_PATH_INT_CHECK:INTERNAL=/Dependencies;/Dependencies;/opt/nvidia-cg-toolkit|
 |ADVANCED property for variable: DOXYGEN_DOT_EXECUTABLE|DOXYGEN|DOXYGEN_DOT_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 DOXYGEN_EXECUTABLE|DOXYGEN|DOXYGEN_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 DirectX11_INCLUDE_DIR|Ungrouped|DirectX11_INCLUDE_DIR-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 DirectX9_D3DX9_LIBRARY|DirectX9|DirectX9_D3DX9_LIBRARY-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 DirectX9_DXGUID_LIBRARY|DirectX9|DirectX9_DXGUID_LIBRARY-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 DirectX9_INCLUDE_DIR|DirectX9|DirectX9_INCLUDE_DIR-ADVANCED:INTERNAL=1|ADVANCED property for variable: DirectX9_LIBRARY|DirectX9|DirectX9_LIBRARY-
 ADVANCED:INTERNAL=1|x|DirectX9|DirectX9_PREFIX_PATH_INT_CHECK:INTERNAL=C:/apps_x86/Microsoft DirectX SDK*C:/Program Files (x86)/Microsoft DirectX
 SDK*C:/apps/Microsoft DirectX SDK*C:/Program Files/Microsoft DirectX SDK*C:/Program Files/Microsoft DirectX SDK*|Details about finding
 OpenGL|Ungrouped|FIND_PACKAGE_MESSAGE_DETAILS_OpenGL:INTERNAL=[opengl32][c][v])|Details about finding
 ZLIB|Ungrouped|FIND_PACKAGE_MESSAGE_DETAILS_ZLIB:INTERNAL=[C:/Users/Glenn L.
 Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/lib/zlib.lib]C:/Users/Glenn L.
 Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies/include[v1.2.13.0]|ADVANCED property for variable:
 FREETYPE_INCLUDE_DIR_freetype2|FREETYPE|FREETYPE_INCLUDE_DIR_freetype2-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 FREETYPE_INCLUDE_DIR_ft2build|FREETYPE|FREETYPE_INCLUDE_DIR_ft2build-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 FREETYPE_LIBRARY_DEBUG|FREETYPE|FREETYPE_LIBRARY_DEBUG-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 FREETYPE_LIBRARY_RELEASE|FREETYPE|FREETYPE_LIBRARY_RELEASE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 FreeImage_INCLUDE_DIR|FreeImage|FREEImage_INCLUDE_DIR-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 FreeImage_LIBRARY_DBG|FreeImage|FREEImage_LIBRARY_DBG-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 FreeImage_LIBRARY_REL|FreeImage|FREEImage_LIBRARY_REL-ADVANCED:INTERNAL=1|x|FreeImage|FREEImage_PREFIX_PATH_INT_CHECK:INTERNAL=|ADVANCED
 property for variable: GLSL_Optimizer_INCLUDE_DIR|GLSL|GLSL_Optimizer_INCLUDE_DIR-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 GLSL_Optimizer_LIBRARY_DBG|GLSL|GLSL_Optimizer_LIBRARY_DBG-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 GLSL_Optimizer_LIBRARY_FWK|GLSL|GLSL_Optimizer_LIBRARY_FWK-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 GLSL_Optimizer_LIBRARY_REL|GLSL|GLSL_Optimizer_LIBRARY_REL-ADVANCED:INTERNAL=1|x|GLSL|GLSL_Optimizer_PREFIX_PATH_INT_CHECK:INTERNAL=C:/Users/Glenn L.
 Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies|Result of TRY_COMPILE|Ungrouped|HAVE_OGRE_PTR_SIZE:INTERNAL=TRUE|Have function strtol_|Ungrouped|HAVE_STRTOL_L:INTERNAL=|ADVANCED property for
 variable: HLSL2GLSL_INCLUDE_DIR|HLSL2GLSL|HLSL2GLSL_INCLUDE_DIR-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 HLSL2GLSL_LIBRARY_DBG|HLSL2GLSL|HLSL2GLSL_LIBRARY_DBG-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 HLSL2GLSL_LIBRARY_FWK|HLSL2GLSL|HLSL2GLSL_LIBRARY_FWK-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 HLSL2GLSL_LIBRARY_REL|HLSL2GLSL|HLSL2GLSL_LIBRARY_REL-ADVANCED:INTERNAL=1|x|HLSL2GLSL|HLSL2GLSL_PREFIX_PATH_INT_CHECK:INTERNAL=C:/Users/Glenn
 L.Jenkins/Documents/Development/GameEngineDevelopment/ogre/build/Dependencies|ADVANCED property for variable:
 JAVA_AWT_INCLUDE_PATH|JAVA|JAVA_AWT_INCLUDE_PATH-ADVANCED:INTERNAL=1|ADVANCED property for variable: JAVA_AWT_LIBRARY|JAVA|JAVA_AWT_LIBRARY-
 ADVANCED:INTERNAL=1|ADVANCED property for variable: JAVA_INCLUDE_PATH|JAVA|JAVA_INCLUDE_PATH-ADVANCED:INTERNAL=1|ADVANCED property for
 variable: JAVA_INCLUDE_PATH2|JAVA|JAVA_INCLUDE_PATH2-ADVANCED:INTERNAL=1|ADVANCED property for variable: JAVA_JVM_LIBRARY|JAVA|JAVA_JVM_LIBRARY-
 ADVANCED:INTERNAL=1|ADVANCED property for variable: Java_IDL_EXECUTABLE|JAVA|JAVA_IDL_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for
 variable: Java_JAR_SIGNER_EXECUTABLE|JAVA|JAVA_JAR_SIGNER_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Java_JAR_EXECUTABLE|JAVA|JAVA_JAR_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Java_JAVAC_EXECUTABLE|JAVA|JAVA_JAVAC_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Java_Javadoc_EXECUTABLE|JAVA|JAVA_Javadoc_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Java_Javaah_EXECUTABLE|JAVA|JAVA_Javaah_EXECUTABLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 Java_Java_EXECUTABLE|JAVA|JAVA_Java_EXECUTABLE-ADVANCED:INTERNAL=1|STRINGS property for variable: OGRE_ASSERT_MODE|OGRE|OGRE_ASSERT_MODE-
 STRINGS:INTERNAL=0;1;2|ADVANCED property for variable: OGRE_BIN_DIRECTORY|OGRE|OGRE_BIN_DIRECTORY-ADVANCED:INTERNAL=1|ADVANCED property for
 variable: OGRE_CONFIG_DOUBLE|OGRE|OGRE_CONFIG_DOUBLE-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_ASTC|OGRE|OGRE_CONFIG_ENABLE_ASTC-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_DDS|OGRE|OGRE_CONFIG_ENABLE_DDS-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_ETC|OGRE|OGRE_CONFIG_ENABLE_ETC-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_GLES2_CG_SUPPORT|OGRE|OGRE_CONFIG_ENABLE_GLES2_CG_SUPPORT-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_GLES2_GLSL_OPTIMISER|OGRE|OGRE_CONFIG_ENABLE_GLES2_GLSL_OPTIMISER-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_GL_STATE_CACHE_SUPPORT|OGRE|OGRE_CONFIG_ENABLE_GL_STATE_CACHE_SUPPORT-ADVANCED:INTERNAL=1|ADVANCED property for
 variable: OGRE_CONFIG_ENABLE_MESHLOD|OGRE|OGRE_CONFIG_ENABLE_MESHLOD-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_PVRTC|OGRE|OGRE_CONFIG_ENABLE_PVRTC-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_TBB_SCHEDULER|OGRE|OGRE_CONFIG_ENABLE_TBB_SCHEDULER-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_ENABLE_ZIP|OGRE|OGRE_CONFIG_ENABLE_ZIP-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_NODE_INHERIT_TRANSFORM|OGRE|OGRE_CONFIG_NODE_INHERIT_TRANSFORM-ADVANCED:INTERNAL=1|ADVANCED property for variable:
 OGRE_CONFIG_STATIC_LINK_CRT|OGRE|OGRE_CONFIG_STATIC_LINK_CRT-ADVANCED:INTERNAL=1|STRINGS property for variable:
 OGRE_CONFIG_THREADS|OGRE|OGRE_CONFIG_THREADS-STRINGS:INTERNAL=0;1;2;3|STRINGS property for variable:
 OGRE_CONFIG_THREAD_PROVIDER|OGRE|OGRE_CONFIG_THREAD_PROVIDER-STRINGS:INTERNAL=boost;poco;tbb;std|ADVANCED property for variable:
 OGRE_LIB_DIRECTORY|OGRE|OGRE_LIB_DIRECTORY-ADVANCED:INTERNAL=1|ADVANCED property for variable: OGRE_PROFILING|OGRE|OGRE_PROFILING-
 ADVANCED:INTERNAL=1|CHECK_TYPE_SIZE: sizeof(void*)|OGRE|OGRE_PTR_SIZE:INTERNAL=8|STRINGS property for variable:
 OGRE_RESOURCEMANAGER_STRICT|OGRE|OGRE_RESOURCEMANAGER_STRICT-STRINGS:INTERNAL=0;1;2|ADVANCED property for variable:

OPENGL_gl_LIBRARY|OPENGL|OPENGL_gl_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable: OPENGL_glu_LIBRARY|OPENGL|OPENGL_glu_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PKG_CONFIG_ARGN|PKG|PKG_CONFIG_ARGN-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PKG_CONFIG_EXECUTABLE|PKG|PKG_CONFIG_EXECUTABLE-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PYTHON_DEBUG_LIBRARY|PYTHON|PYTHON_DEBUG_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PYTHON_EXECUTABLE|PYTHON|PYTHON_EXECUTABLE-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PYTHON_LIBRARY|PYTHON|PYTHON_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PYTHON_LIBRARY_DEBUG|PYTHON|PYTHON_LIBRARY_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable: PYTHON_LIBRARY_RELEASE|PYTHON|PYTHON_LIBRARY_RELEASE-ADVANCED:INTERNAL=1| |ADVANCED property for variable: SWIG_EXECUTABLE|Ungrouped|SWIG_EXECUTABLE-ADVANCED:INTERNAL=1| |ADVANCED property for variable: Softimage_INCLUDE_DIR|Softimage|Softimage_INCLUDE_DIR-ADVANCED:INTERNAL=1| |ADVANCED property for variable: Softimage_LIBRARY|Softimage|Softimage_LIBRARY-ADVANCED:INTERNAL=1| |x|Softimage|Softimage_PREFIX_INT_CHECK:INTERNAL=C:/Softimage/XSI_6.0/XSISDK;C:/Softimage/XSI_6.01/XSISDK;C:/Softimage/XSI_6.02/XSISDK;C:/Softimage/XSI_6.5/XSISDK;C:/Softimage/XSI_7.0/XSISDK;C:/Softimage/XSI_7.01/XSISDK;C:/Softimage/XSI_7.5/XSISDK;C:/Softimage/Softimage_2010/XSISDK;C:/Softimage/Softimage_2010_SP1/XSISDK;C:\Program Files/Autodesk/Softimage 2011/XSISDK;C:\Program Files/Autodesk/Softimage 2011 SP1/XSISDK;C:\Program Files/Autodesk/Softimage 2012/XSISDK;C:\Program Files/Autodesk/Softimage 2012 SP1/XSISDK;C:\Program Files/Autodesk/Softimage 2013/XSISDK;C:/Softimage/XSI_6.0_x64/XSISDK;C:/Softimage/XSI_6.01_x64/XSISDK;C:/Softimage/XSI_6.02_x64/XSISDK;C:/Softimage/XSI_6.5_x64/XSISDK;C:/Softimage/XSI_7.0_x64/XSISDK;C:/Softimage/XSI_7.01_x64/XSISDK;C:/Softimage/XSI_7.5_x64/XSISDK;C:/Softimage/Softimage_2010_x64/XSISDK;C:/Softimage/Softimage_2010_SP1_x64/XSISDK;C:\Program Files/Autodesk/Softimage 2011/XSISDK;C:\Program Files/Autodesk/Softimage 2011 SP1/XSISDK;C:\Program Files/Autodesk/Softimage 2012/XSISDK;C:\Program Files/Autodesk/Softimage 2012 SP1/XSISDK;C:\Program Files/Autodesk/Softimage_SICPPSDK_LIBRARY|Softimage|Softimage_SICPPSDK_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable: Softimage_SICPPSDK_LIBRARY|Softimage|Softimage_SICPPSDK_LIBRARY-ADVANCED:INTERNAL=1| |ADVANCED property for variable: Wix_BINARY_DIR|Ungrouped|Wix_BINARY_DIR-ADVANCED:INTERNAL=1| |ADVANCED property for variable: ZLIB_INCLUDE_DIR|ZLIB|ZLIB_INCLUDE_DIR-ADVANCED:INTERNAL=1| |ADVANCED property for variable: ZLIB_LIBRARY_DEBUG|ZLIB|ZLIB_LIBRARY_DEBUG-ADVANCED:INTERNAL=1| |ADVANCED property for variable: ZLIB_LIBRARY_RELEASE|ZLIB|ZLIB_LIBRARY_RELEASE-ADVANCED:INTERNAL=1|