Building projects with CMake

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Justification

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

Also usable with C and Fortran.



1 Building software the old way

Using 'GNU Autotools':

./configure
make
make install



2 User vs system packages

The make install often tries to copy to a system directory. If you're not the admin, do:

./configure --prefix=/home/yourname/mypackages

with a location of your choice.



3 Building with CMake

• Either replace only the configure stage

```
cmake ## argments
make
make install
```

or

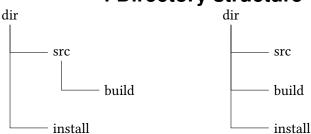
do everything with CMake:

```
cmake ## argments
cmake --build ## stuff
cmake --install ## stuff
```

(The second one is portable to non-Unix environments.)



4 Directory structure



- In-source build: pretty common
- Out-of-source build: cleaner because never touches the source tree



5 Out-of-source build

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



6 The CMakeLists file

- Which cmake version is needed for this file?
 (CMake has undergone quite some evolution!)
- Give a name to your project.

```
cmake_minimum_required( VERSION 3.12 )
project( myproject VERSION 1.0 )
```



7 Target philosophy

- Declare a target: something that needs to be built
- · specify what is needed for it

```
add_executable( myprogram program.cxx )
install( TARGETS myprogram DESTINATION . )
```

Use of macros:

```
add_executable( ${PROJECT_NAME} program.cxx )
```



8 Use of a library

First a library that goes into the executable:

```
add_library( auxlib aux.cxx aux.h )
target_link_libraries( program PRIVATE auxlib )
```

To have the library released too, use **PRIVATE**.



9 Finding packages with 'pkg config'

- Many packages come with a package.pc file
- Add that location to PKG_CONFIG_PATH
- That defines variables in your own cmake file

