cmake\_minimum\_required(VERSION 3.13)

project(runner LANGUAGES CXX)

# Define the application target. To change its name, change BINARY\_NAME in the

# top-level CMakeLists.txt, not the value here, or `flutter run` will no longer

# work.

#

# Any new source files that you add to the application should be added here.

add\_executable(${BINARY\_NAME}

"main.cc"

"my\_application.cc"

"${FLUTTER\_MANAGED\_DIR}/generated\_plugin\_registrant.cc"

)

# Apply the standard set of build settings. This can be removed for applications

# that need different build settings.

apply\_standard\_settings(${BINARY\_NAME})

# Add preprocessor definitions for the application ID.

add\_definitions(-DAPPLICATION\_ID="${APPLICATION\_ID}")

# Add dependency libraries. Add any application-specific dependencies here.

target\_link\_libraries(${BINARY\_NAME} PRIVATE flutter)

target\_link\_libraries(${BINARY\_NAME} PRIVATE PkgConfig::GTK)

target\_include\_directories(${BINARY\_NAME} PRIVATE "${CMAKE\_SOURCE\_DIR}")