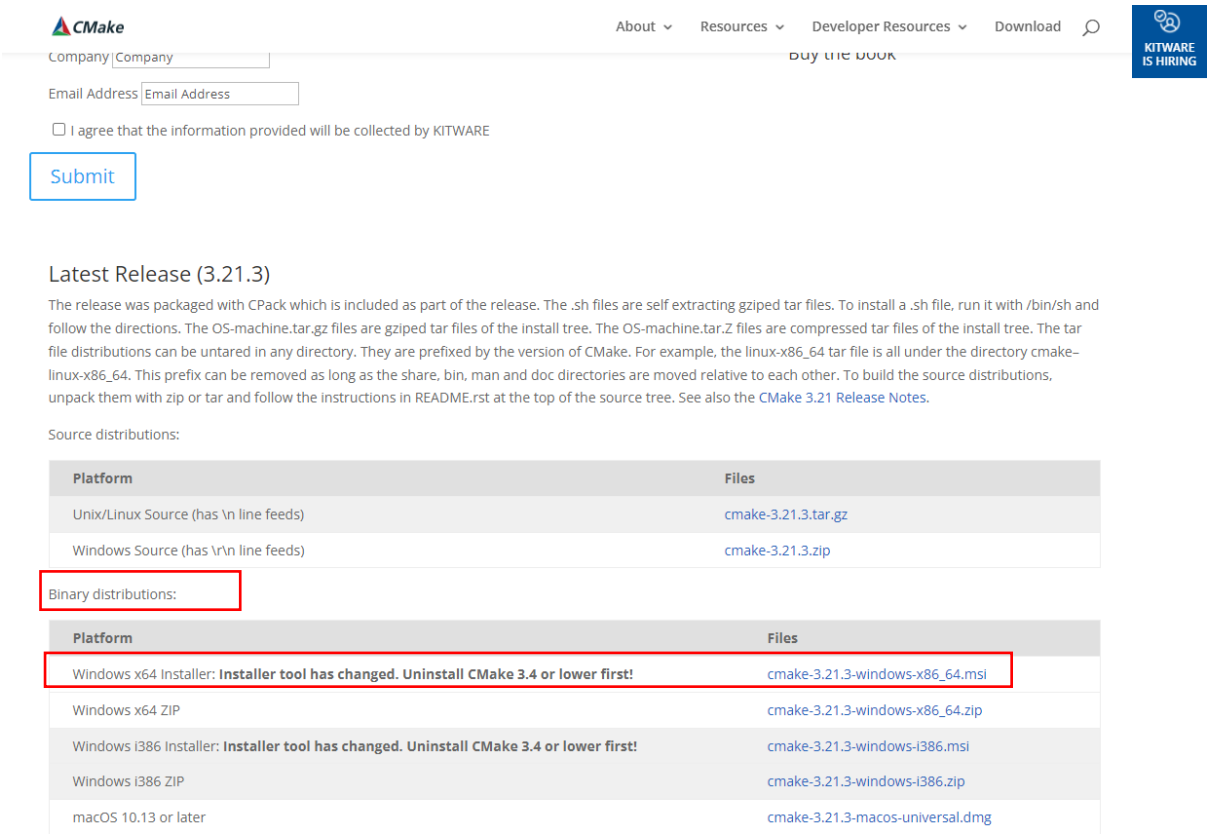
How to compile solution with CMake?

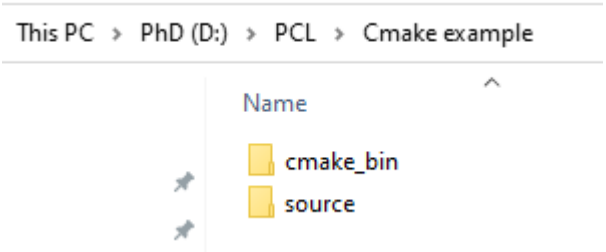
Step 1: download CMake

https://cmake.org/download/

select and download “Binary distributions - platform – Windows x64 Installer”

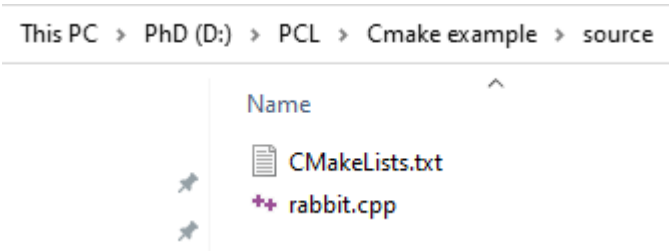


Step 2: create two folders under your path

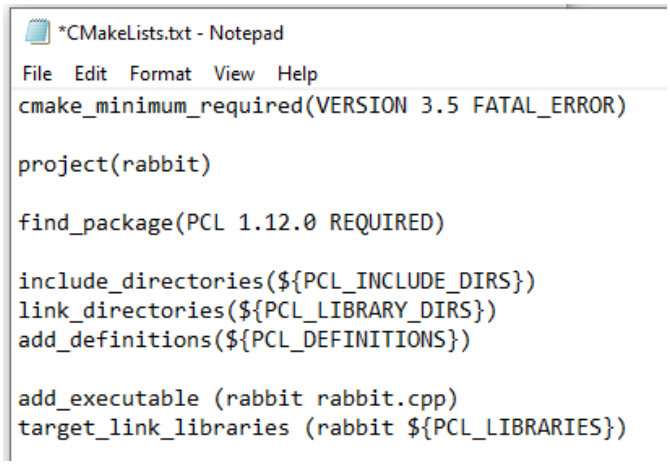


1) The first folder named “source”
2) The second folder named “cmake_bin”

Step 3: add name.cpp file and CMakeLists.txt file in source



1) Here, we use rabbit.cpp as the C++ example code
2) Create a text file named “CMakeLists.txt”
3) Write settings in CMakeLists.txt: check the words in red. Add_executable’s names and target_link_libraries’ name must be the same.



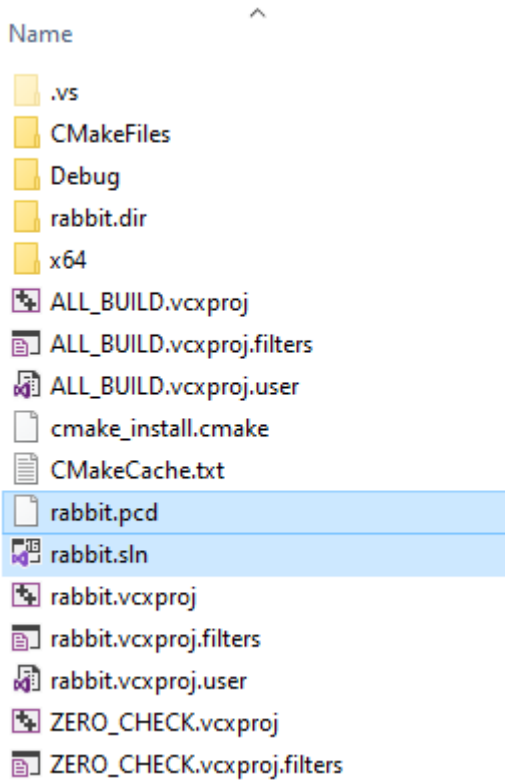
cmake_minimum_required(VERSION 3.5 FATAL_ERROR)
project(rabbit)
find_package(PCL 1.12.0 REQUIRED)
include_directories(${PCL_INCLUDE_DIRS})
link_directories(${PCL_LIBRARY_DIRS})
add_definitions(${PCL_DEFINITIONS})
add_executable (rabbit rabbit.cpp)
target_link_libraries (rabbit ${PCL_LIBRARIES})

Step 4: Compile with CMake

1) Open CMake by “run as administrator”
2) Select “source code” path and “where to build the binaries” path

3) Click “configure”, select SV 2019 and X64
4) Click “generate”

5) If it shows “configuration down” and “generation down”, then close CMake
6) The cmake_bin folder should look like this:



7) Make sure you put point cloud file under this folder: rabbit.pcd

Step 5: Run and Check

8) Open “rabbit.sln” file, “ctrl+F5” to debug the code

Reference:

https://pointclouds.org/documentation/tutorials/using_pcl_pcl_config.html#using-pcl-pcl-config