cmake\_minimum\_required(VERSION 3.15)

project(runner LANGUAGES CXX)

add\_executable(${BINARY\_NAME} WIN32

"flutter\_window.cpp"

"main.cpp"

"utils.cpp"

"win32\_window.cpp"

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

"Runner.rc"

"runner.exe.manifest"

)

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

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "NOMINMAX")

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

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

add\_dependencies(${BINARY\_NAME} flutter\_assemble)