

TriBITS Developers Guide and Reference

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Abstract

This document describes the usage of TriBITS to build, test, and deploy complex software. The primary audience are those individuals who develop on a software project which uses TriBITS. The overall structure of a TriBITS project is described including all of the various project- and package-specific files that TriBITS requires or can use and how and what order these files are processed. It also contains detailed reference information on all of the various TriBITS macros and functions. Many other topics of interest to a TriBITS project developer and architect are also discussed.

Contents

1	Introduction	1
2	TriBITS Developer and User Roles	1
3	CMake Language Overview and Gotchas	2
4	Structure of a TriBITS Project	5
5	Processing of TriBITS Files	5
6	Automated testing	6
7	Multi-Repository Support	6
8	Basic Development Workflow	6
9	Multi-Repository Development Workflow	6
10	Project-Specific Build Quick Reference	6
11	Creating Source Distributions	7
12	Multi-Repository Almost Continuous Integration	7
13	Regulated Backward Compatibility and Deprecated Code	7
14	TriBITS Global Project Settings	7

15	TriBITS Macros and Functions	11
	TRIBITS_PROJECT()	11
	TRIBITS_DEFINE_REPOSITORY_PACKAGES()	11
	TRIBITS_DEFINE_REPOSITORY_TPLS()	12
	TRIBITS_DEFINE_PACKAGE_DEPENDENCIES()	13
	TRIBITS_ALLOW_MISSING_EXTERNAL_PACKAGES()	15
	TRIBITS_TPL_DECLARE_LIBRARIES()	15
	TRIBITS_PACKAGE()	16
	TRIBITS_PACKAGE_DECL()	17
	TRIBITS_PACKAGE_DEF()	18
	TRIBITS_PROCESS_SUBPACKAGES()	18
	TRIBITS_ADD_TEST_DIRECTORIES()	18
	TRIBITS_ADD_EXAMPLE_DIRECTORIES()	18
	TRIBITS_SET_ST_FOR_DEV_MODE()	19
	TRIBITS_WRITE_FLEXIBLE_PACKAGE_CLIENT_EXPORT_FILES()	19
	TRIBITS_CONFIGURE_FILE()	20
	TRIBITS_COPY_FILES_TO_BINARY_DIR()	21
	TRIBITS_INCLUDE_DIRECTORIES()	22
	TRIBITS_ADD_LIBRARY()	23
	TRIBITS_ADD_EXECUTABLE()	25
	TRIBITS_ADD_EXECUTABLE_AND_TEST()	27
	TRIBITS_ADD_TEST()	28
	TRIBITS_ADD_ADVANCED_TEST()	33
	TRIBITS_PACKAGE_POSTPROCESS()	38
16	General Utility Macros and Functions	38
	ADD_SUBDIRECTORIES()	38
	ADVANCED_OPTION()	39
	ADVANCED_SET()	39
	APPEND_CMNDLINE_ARGS()	39
	APPEND_GLOB()	39
	APPEND_GLOBAL_SET()	39
	APPEND_SET()	40
	APPEND_STRING_VAR()	40
	APPEND_STRING_VAR_EXT()	40
	APPEND_STRING_VAR_WITH_SEP()	40
	ASSERT_DEFINED()	40
	COMBINED_OPTION()	41
	CONCAT_STRINGS()	41
	DUAL_SCOPE_APPEND_CMNDLINE_ARGS()	41
	DUAL_SCOPE_PREPEND_CMNDLINE_ARGS()	42
	DUAL_SCOPE_SET()	42

GLOBAL_NULL_SET()	42
GLOBAL_SET()	42
JOIN()	43
MESSAGE_WRAPPER()	43
MULTILINE_SET()	44
PARSE_ARGUMENTS()	44
PREPEND_CMNDLINE_ARGS()	45
PREPEND_GLOBAL_SET()	46
APPEND_SET()	46
PRINT_NONEMPTY_VAR()	46
PRINT_VAR()	46
REMOVE_GLOBAL_DUPLICATES()	46
SET_AND_INC_DIRS()	47
SET_CACHE_ON_OFF_EMPTY()	47
SET_DEFAULT()	47
SET_DEFAULT_AND_FROM_ENV()	47
SPLIT()	47
TIMER_GET_RAW_SECONDS()	48
TIMER_GET_REL_SECONDS()	48
TIMER_PRINT_REL_TIME()	48
UNITTEST_COMPARE_CONST()	49
UNITTEST_STRING_REGEX()	49
UNITTEST_FILE_REGEX()	49
UNITTEST_FINAL_RESULT()	49
17 References	50
18 Appendix	50
History of TriBITS	50

1 Introduction

This document describes the usage of the TriBITS (Tribal Build, Integration, Test System) to develop software projects. An initial overview of TriBITS is provided in the [TriBITS Overview](#) document which contains the big picture and provides a high-level road map to what TriBITS provides. This particular document, however, describes the details on how to use the TriBITS system to create a CMake build system for a set of compiled software packages.

TriBITS is a fairly extensive framework that is build on CMake/CTest/CPack/CDash which in of itself is a very extensive system of software and tools. The most important thing to remember is that software project that use TriBITS are really just CMake projects. TriBITS makes no attent to hide that either from the TriBITS project developers or from the users that need to configure and build the software. Therefore, to make effective usage of TriBITS, one must learn the basics of CMake. In particular, CMake is a Turning complete programming lanauge with local and global variables (with strange scoping rules), macros, functions, targets, commands, and other features. One needs to understand how to define and use variables, macros, functions in CMake. One needs to know how to debug CMakeLists.txt files and CMake code in general (i.e. using `MESSAGE ()` print statements).

One needs to understand how CMake defines and uses targets for various qualities like libraries, executables, etc. Without this basic understanding of CMake, one will have trouble resolving problems when they might occur.

The remainder of this document is structured as follows. First, there is a discussion of the various [TriBITS Developer and User Roles](#). Then a brief discussion of [CMake Language Overview and Gotchas](#) is provided.

ToDo: Finish outline of the document.

The final sections are detailed documentation of [TriBITS Global Project Settings](#), [TriBITS Macros and Functions](#), and [General Utility Macros and Functions](#).

2 TriBITS Developer and User Roles

There are approximately five different types roles with respect to TriBITS. These different roles require different levels of expertise and knowledge of CMake and knowledge of the TriBITS system. The primary roles are 1) *TriBITS Project User*, 2) *TriBITS Project Developer*, 3) *TriBITS Project Architect*, 4) *TriBITS System Developer*, and 5) *TriBITS System Architect*. Each of these roles builds on the necessary knowledge of the lower-level roles.

The first role is that of a **TriBITS Project User** who only needs to be able to configure, build, and test a project that uses TriBITS as its build system. A person acting in this role needs to know little about CMake other than basics about how to run the `cmake` and `ctest` executables, how to set CMake cache variables, and the basics of building software and running tests with `ctest`. The proper reference for a TriBITS Project User is the [Project-Specific Build Quick Reference](#). Also, the [TriBITS Overview](#) document may be of some help also. A TriBITS project user does not need to know anything about the CMake language itself or any of the TriBITS macros or functions described in [TriBITS Macros and Functions](#) or really anything else described in this current document.

A **TriBITS Project Developer** is someone who contributes to a software project that uses TriBITS. They will add source files, libraries and executables, add test executables and define tests run with `ctest`. They have to configure and build the project code in order to be able to develop and run tests and therefore this role includes all of the necessary knowledge and functions of a TriBITS Project User. A casual TriBITS Project Developer typically does not need to know a lot about CMake and really only need to know a subset of the [TriBITS Macros and Functions](#) defined in this document. A slightly more sophisticated TriBITS Project Developer will also add new packages, add new package dependencies, and define new TPLs. This current TriBITS Developers Guide should supply everything such a developer needs to know and more. Only a smaller part of this document needs to be understood and accessed by people assuming this role.

The next level of roles is a **TriBITS Project Architect**. This is someone (perhaps only one person on a project development team) that knows the usage and functioning of TriBITS in great detail. They understand how to set up a TriBITS project from scratch, how to set up automated testing using the TriBITS system, and know how to use TriBITS to implement the overall software development process. A person in this role is also likely to be the one who makes the initial technical decision for their project to adopt TriBITS as its native build and test system. This document (along with detailed CMake/CTest/CDash documentation provided by Kitware and the larger community) should provide most of what a person in this role needs to know. A person assuming this role is the primary audience for this document.

The last two roles **TriBITS System Developer** and **TriBITS System Architect** are for those individuals that actually extend and modify the TriBITS system itself. A TriBITS System Developer needs to know how to add new functionality while maintaining backward compatibility, how to add new unit tests to the TriBITS system, and perform other related tasks. Such a developer needs to be very knowledgeable of the basic functioning of CMake and know how TriBITS is implemented in the CMake language. A TriBITS System Architect is someone who must be consulted on almost all non-trivial changes or additions to the TriBITS system. A TriBITS System Architect in addition needs to know the entire TriBITS system, the design philosophy that provides the foundation for TriBITS and be an expert in CMake, CTest, and CDash. Everything that needs to be known by a TriBITS System Developer and a TriBITS System Architect is not contained in this document. Instead, the primary documentation will be in the TriBITS CMake source code and various unit tests itself. At the time of this writing, there is currently only one TriBITS System Architect (who also happens to be the primary author of this document).

An explicit goal of this document is to make new TriBITS Project System Architects (i.e. those would make the decision to adopt TriBITS), and new TriBITS System Developers to help extend and maintain the system. As TriBITS matures and its development stabilizes, the need for a TriBITS System Architect will be diminished.

So depending on the particular role that a reader falls into, this document may or may not be necessary but instead the TriBITS Overview or the <Project>BuildQuickRef documents may be more appropriate.

3 CMake Language Overview and Gotchas

TriBITS removes a lot of the boiler plate code needed to write a CMake project. As a result, many people can come into a project that uses TriBITS and quickly start to contribute by adding new source files, adding new libraries, adding new tests, and even adding new TriBITS packages and TPLs; all without really having learned anything about CMake. One just needs to copy-and-paste existing example CMake code and files as basically “monkey see, monkey do”. As long as nothing out of the ordinary happens, many people can get along just fine in this mode for a time.

However, we have observed that most mistakes that people make when using TriBITS, and most of the problems they have when using the system, are due to a basic lack of knowledge of the CMake language. One can find basic tutorials and references on the CMake language in various locations online for free. One can also purchase the [official CMake reference book](#). Also, documentation for any built-in CMake command is available locally by running:

```
$ cmake --help-command <CMAKE_COMMAND>
```

Because tutorials and detailed documentation for the CMake language already exists, this document will not even attempt to provide a first reference to CMake (which is a large topic in itself). However, what we try to provide below is a short overview of the more quirky or surprising aspects of the CMake language that an programmer experienced in another language might get tripped up by or surprised by. Some of the more unique features of the language are described in order to help avoid some of these common mistakes and provide greater understanding of how TriBITS works.

The CMake language that is used to write CMake projects with TriBITS (and that core TriBITS itself is implemented in) is a fairly simply programming language with fairly simple rules (for the most part). However, compared to other programming languages, there are a few peculiar aspects to the CMake language like strange variable scoping rules, arguments to macros and function, that can make working with it difficult if you don’t understand these. Also, CMake has some interesting gotchas. In order to effectively use TriBITS (or just raw CMake) to construct and maintain a project’s CMake files, one must know the basic rules of CMake.

The first thing to understand about the CMake language is that everything line of CMake code is just a command taking a string (or an array of strings) and functions that operate on strings. An array argument is just a single with elements separated by semi-colons "`<str0>;<str1>; . . .`". CMake is a bit odd in how it deals with these arrays (which just represented as a string with elements separated with semi-colons '`' ; '`'). For example, all of the following are equivalent and pass in a CMake array with 3 elements [A], [B], and [C]:

```
SOME_FUNC (A B C)
SOME_FUNC ("A" "B" "C")
SOME_FUNC ("A;B;C")
```

However, the above is *not* the same as:

```
SOME_FUNC ("A B C")
```

which just passes in a single element with value [A B C]. Raw quotes in CMake basically escapes the interpretation of space characters as array element boundaries. Quotes around arguments with no spaces does nothing (as seen above). In order to get a quote char ["] into string, you must escape it as:

```
SOME_FUNC (\ "A\ ")
```

which passes an array with the single argument [\"A \"].

Variables are set using a built-in CMake function that just takes string arguments like:

```
SET (SOME_VARIABLE "some_value")
```

In CMake, the above is identical, in every way, to:

```
SET(SOME_VARIABLE some_value)
SET("SOME_VARIABLE;"some_value")
SET("SOME_VARIABLE;some_value")
```

The function `SET()` simply interprets the first argument to as the name of a variable to set in the local scope. Many other built-in and user-defined CMake functions work the same way. That is some of the string arguments are interpreted as the names of variables.

However, CMake appears to parse arguments differently for built-in CMake control structure functions like `FOREACH()` and `IF()` and does not just interpret them as a string array. For example:

```
FOREACH (SOME_VAR "a;b;c")
  MESSAGE("SOME_VAR=' ${SOME_VAR}' ")
ENDFOREACH()
```

prints `'SOME_VAR=' a;b;c'` instead of printing `SOME_VAR=' a'` followed by `SOME_VAR=' b'`, etc., as you would otherwise expect. Therefore, this simple rule for the handling of function arguments as string arrays does not hold for CMake logic control commands. Just follow the CMake documentation for these control structures..

CMake offers a rich assortment of built-in functions for doing all sorts of things. As part of these functions are the built-in `MACRO()` and the `FUNCTION()` functions which allow you to create user-defined macros and functions (which is what TriBITS is built on). All of these built-in and user-defined macros and functions work exactly the same way; they take in an array of string arguments. Some functions take in positional arguments but most actually take a combination of positional and keyword arguments (see [PARSE_ARGUMENTS\(\)](#)).

Variable names are translated into their stored values using `${SOME_VARIABLE}`. The value that is extracted depends on if the variable is set in the local or global (cache) scope. The local scopes for CMake start in the base project directory in its base `CMakeLists.txt` file. Any variables that are created by macros in that base local scope are seen across an entire project but are *not* persistent across `cmake` configure invocations.

The handling of variables is one area where CMake is radically different from most other languages. First, a variable that is not defined simply returns nothing. What is surprising to most people about this is that it does not even return an empty string! For example, the following set statement:

```
SET(SOME_VAR a ${SOME_UNDEFINED_VAR} c)
```

produces `SOME_VAR=' a;c'` and *not* `' a;;c'`! The same thing occurs when an empty variable is dereferenced such as with:

```
SET(EMPTY_VAR "")
SET(SOME_VAR a ${EMPTY_VAR} c)
```

which produces `SOME_VAR=' a;c'` and *not* `' a;;c'`. In order to always produce an element in the array even if the variable is empty, one must quote the argument as with:

```
SET(EMPTY_VAR "")
SET(SOME_VAR a "${EMPTY_VAR}" c)
```

which produces `SOME_VAR=' a;;c'`, or three elements as one might assume.

This is a common error that people make when they call CMake functions (built-in or TriBITS-defined) involving variables that might be undefined or empty. For example, for the macro:

```
MACRO(SOME_MACRO A_ARG B_ARG C_ARG)
  . . .
ENDMACRO()
```

if someone tries to call it with:

```
SOME_MACRO (a ${SOME_OTHER_VAR} c)
```

and if `SOME_OTHER_VAR=""` or if it is undefined, then CMake will error out with the error message saying that the macro `SOME_MACRO()` takes 3 arguments but only 2 were provided. If a variable might be empty but that is still a valid argument to the command, then it must be quoted as:

```
SOME_MACRO (a "${SOME_OTHER_VAR}" c)
```

Related to this problem is that if you misspell the name of a variable in a CMake `IF()` statement like:

```
IF (SOME_VARBLE)
    ...
ENDIF ()
```

then it will always be false and the code inside the if statement will never be executed! To avoid this problem, use the utility function [ASSERT_DEFINED\(\)](#) as:

```
ASSERT_DEFINED (SOME_VARBLE)
IF (SOME_VARBLE)
    ...
ENDIF ()
```

In this case, the misspelled variable would be caught.

While on the subject of `IF()` statements, CMake has a strange convention. When you say:

```
IF (SOME_VAR)
    DO_SOMETHING ()
ENDIF ()
```

then `SOME_VAR` is interpreted as a variable and will be considered true and `DO_SOMETHING()` will be called if `${SOME_VAR}` does *not* evaluate to 0, OFF, NO, FALSE, N, IGNORE, "", or ends in the suffix `-NOTFOUND`. How about that for a true/false rule! To be safe, use ON/OFF and TRUE/FALSE pairs for setting variables. Look up native CMake documentation on `IF()`.

CMake language behavior with respect to case sensitivity is also strange:

- Calls of built-in and user-defined macros and functions is *case insensitive*! That is `set(...)`, `SET(...)`, `Set()`, and all other combinations of upper and lower case characters for 'S', 'E', 'T' all call the built-in `SET()` function. The convention in TriBITS is to use all caps for functions and macros (was adopted by following the conventions used in the early versions of TriBITS, see [History of TriBITS](#)). The convention in CMake literature from Kitware seems to use lower-case letters for functions and macros.
- The names of CMake variables (local or cache/global) are *case sensitive*! That is, `SOME_VAR` and `some_var` are *different* variables. Built-in CMake variables tend to use all caps with underscores (e.g. `CMAKE_CURRENT_SOURCE_DIR`) but other built-in CMake variables tend to use mixed case with underscores (e.g. `CMAKE_Fortran_FLAGS`). TriBITS tends to use a similar naming convention where most variables have mostly upper-case letters except for proper nouns like the project, package or TPL name (e.g. `TribitsProjTRIBITS_DIR`, `TRIBITS_SOURCE_DIR`, `Boost_INCLUDE_DIRS`).

I don't know of any other programming language that uses different case sensitivity rules for variables versus functions. However, because we must parse macro and function arguments when writing user-defined macros and functions, it is a good thing that CMake variables are case sensitive. Case insensitivity would make it much harder and more expensive to parse argument lists that take keyword-based arguments (see [PARSE_ARGUMENTS\(\)](#)).

Other mistakes that people make result from not understanding how CMake scopes variables and other entities. CMake defaults a global scope (i.e. "cache" variables) and several nested local scopes that are created by `ADD_SUBDIRECTORY()` and entering `FUNCTIONS`. See [DUAL_SCOPE_SET\(\)](#) for a short discussion of these scoping rules. It is not just variables that can have local and global scoping rules. Other entities, like `defines` set with the built-in command `ADD_DEFINITIONS()` only apply to the local scope and child scopes. That

means that if you call `ADD_DEFINITIONS()` to set a define that affects the meaning of a header-file in C or C++, for example, that definition will *not* carry over to a peer subdirectory and those definitions will not be set (see warning in [TRIBITS_ADD_LIBRARY\(\)](#)).

Now that some CMake basics and common gotchas have been reviewed, we now get into the meat of TriBITS starting with the overall structure of a TriBITS project.

4 Structure of a TriBITS Project

ToDo: Fill in!

5 Processing of TriBITS Files

ToDo: Fill in!

6 Automated testing

ToDo: Define test group PT, ST, and EX

ToDo: Define test category BASIC, CONTINUOUS, NIGHTLY, WEEKLY, and PERFORMANCE

ToDo: Discuss the proper usage of these test categories and why NIGHTLY testing should be the default.

ToDo: Fill in!

7 Multi-Repository Support

ToDo: Discuss 'egdist', ExtraRepositoriesList.cmake, and the rep clone script.

8 Basic Development Workflow

ToDo: Fill in!

9 Multi-Repository Development Workflow

ToDo: Fill in!

10 Project-Specific Build Quick Reference

TriBITS provides a mechanisms to quickly create a project-specific build quick reference document in restructured text (RST) format and with HTML and LaTeX/PDF outputs. These document are generally created in the base project source tree and given then name `<Project>BuildQuickRef.[rst,html,pdf]`. This document consists of two parts. One part is a generic template document `TribitsBuildQuickRefBody.rst` that uses the place-holder `<Project>` that is substituted for the for the real project name (read from the project's `ProjectName.cmake` file by default). In order to produce this document, a project must have the template file:

```
<projectBaseDir>/cmake/<Project>BuildQuickRefTemplate.rst
```

defined which provides the outer RST document (with title, authors, abstract, introduction, other introductory sections). From this, the script:


```
tribits/doc/build_quick_ref/create-project-build-quickref.py
```

is used to generate the read-only files:

```
<projectBaseDir>/  
  <Project>BuildQuickRef.rst  
  <Project>BuildQuickRef.html  
  <Project>BuildQuickRef.pdf
```

To see a simple example of this, see:

```
tribits/doc/examples/TribitsExampleProject/cmake/create-build-quickref.sh
```

A project-indepenent version of this file is provided in the [TribitsBuildQuickRef.\[rst,html,pdf\]](#)

11 Creating Source Distributions

ToDo: Fill in!

12 Multi-Repository Almost Continuous Integration

ToDo: Fill in!

13 Regulated Backward Compatibility and Deprecated Code

ToDo: Fill in!

14 TriBITS Global Project Settings

TriBITS defines a number of global project-level settings that can be set by the user and can have their default determined by each individual TriBITS project. If a given TriBITS project does not define its own default, a reasonable default is set by the TriBITS system automatically. These options are defined and are set, for the most part, in the internal TriBITS function

`TRIBITS_DEFINE_GLOBAL_OPTIONS_AND_DEFINE_EXTRA_REPOS()` in the TriBITS CMake code file `TribitsGlobalMacros.cmake` which gets called inside of the `TRIBITS_PROJECT()` macro. That function and that file are the definitive source the options that a TriBITS project takes and what the default values are but we strive to document them here as well. Many of these global options (i.e. cache variables) such as `${PROJECT_NAME}_<SOME_OPTION>` allow the project to define a default by setting a local variable `${PROJECT_NAME}_<SOME_OPTION>_DEFAULT` as:

```
SET (${PROJECT_NAME}_<SOME_OPTION>_DEFAULT <someDefault>)
```

either in its top-level `CMakeLists.txt` file or in its `ProjectName.cmake` file. If `${PROJECT_NAME}_<SOME_OPTION>_DEFAULT` is not set by the project, then TriBITS provides a reasonable default value. The TriBITS code for this looks like:

```
IF ("${${PROJECT_NAME}_<SOME_OPTION>_DEFAULT}" STREQUAL "")  
  SET (${PROJECT_NAME}_<SOME_OPTION>_DEFAULT <someDefault>)  
ENDIF ()  
  
ADVANCED_SET ( ${PROJECT_NAME}_<SOME_OPTION>  
  ${PROJECT_NAME}_<SOME_OPTION>_DEFAULT  
  CACHE BOOL "[documentation]."  
  )
```

where `<SOME_OPTION>` is the option name like `TEST_CATEGORIES` and `<someDefault>` is the default set by TriBITS if the project does not define a default. In this way, if the project sets the variable `${PROJECT_NAME}_<SOME_OPTION>_DEFAULT` before this code executes, then `${PROJECT_NAME}_<SOME_OPTION>_DEFAULT` will be used as the default for the cache variable `${PROJECT_NAME}_<SOME_OPTION>` which, of course, can be overridden by the user when calling `cmake` in a number of ways.

Most of these global options that can be overridden externally by setting the cache variable `${PROJECT_NAME}_<SOME_OPTION>` should be documented in the [Project-Specific Build Quick Reference](#) document. A generic version of this document is found in [TribitsBuildQuickRef.\[rst,html,pdf\]](#). Some of the more unusual options that might only be of interest to developers mentioned below may not be documented in `<Project>BuildQuickRef.[rst,html,pdf]`.

The global project-level TriBITS options for which defaults can be provided by a given TriBITS project are:

- `${PROJECT_NAME}_DISABLE_ENABLED_FORWARD_DEP_PACKAGES`
- `${PROJECT_NAME}_ENABLE_Fortran`
- `${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS`
- `${PROJECT_NAME}_ENABLE_EXPORT_MAKEFILES`
- `${PROJECT_NAME}_ENABLE_INSTALL_CMAKE_CONFIG_FILES`
- `${PROJECT_NAME}_GENERATE_EXPORT_FILE_DEPENDENCIES`
- `${PROJECT_NAME}_ELEVATE_ST_TO_PT`
- `${PROJECT_NAME}_ENABLE_CPACK_PACKAGING`
- `${PROJECT_NAME}_EXCLUDE_DISABLED_SUBPACKAGES_FROM_DISTRIBUTION`
- `${PROJECT_NAME}_CPACK_SOURCE_GENERATOR`
- `${PROJECT_NAME}_TEST_CATEGORIES`
- `MPI_EXEC_MAX_NUMPROCS`

These options are described below.

`${PROJECT_NAME}_DISABLE_ENABLED_FORWARD_DEP_PACKAGES`

If `${PROJECT_NAME}_DISABLE_ENABLED_FORWARD_DEP_PACKAGES` is ON (the TriBITS default value), then any explicitly enabled packages that have disabled upstream required packages or TPLs will be disabled. If OFF, then an configure error will occur (for more details see [TribitsBuildQuickRef.*](#)). A project define a different default value by setting:

```
SET(${PROJECT_NAME}_DISABLE_ENABLED_FORWARD_DEP_PACKAGES_DEFAULT FALSE)
```

`${PROJECT_NAME}_ENABLE_Fortran`

If `${PROJECT_NAME}_ENABLE_Fortran` is ON, then Fortran support for the project will be enabled and the Fortran compiler(s) must be found. By default, TriBITS sets this to ON for non-Windows systems (i.e. `WIN32` is not set by CMake) but is OFF for a Windows system. A project always requires Fortran, for example, it can set the default:

```
SET(${PROJECT_NAME}_ENABLE_Fortran_DEFAULT TRUE)
```

If a project does not have any native Fortran code a good default would be:

```
SET(${PROJECT_NAME}_ENABLE_Fortran_DEFAULT OFF)
```

NOTE: It is usually not a good idea to always force off Fortran, or any compiler, because extra repositories and packages might be added by someone that might require the compiler and we don't want to unnecessarily limit the generality of a given TriBITS build. Setting the default for all platforms should be sufficient.

`${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS`

If `${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS` is set to ON, then any defined libraries or header files that are listed in calls to [TRIBITS_ADD_LIBRARY\(\)](#) will be installed (unless options are passed into [TRIBITS_ADD_LIBRARY\(\)](#) that disable installs). If set to OFF, then headers and libraries will be installed by default and only `INSTALLABLE` executables added with [TRIBITS_ADD_EXECUTABLE\(\)](#) will be installed. However, as described in [TribitsBuildQuickRef.*](#), shared libraries will still be always be installed if enabled since they are needed by the installed executables. The TriBITS default is to set this to ON.

For a TriBITS project that primarily is delivering libraries (e.g. Trilinos), then it makes sense to leave the TriBITS default or explicitly set:

```
SET (${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS_DEFAULT ON)
```

For a TriBITS project that is primarily delivering executables (e.g. VERA), then it makes sense to set the default to:

```
SET (${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS_DEFAULT OFF)
```

`${PROJECT_NAME}_ENABLE_EXPORT_MAKEFILES`

If `${PROJECT_NAME}_ENABLE_EXPORT_MAKEFILES` is ON, then `Makefile.export.<PACKAGE_NAME>` will get created at configure time in the build tree and installed into the install tree. See [TribitsBuildQuickRef.*](#) for details. The TriBITS default is ON but a project can decide to turn this off by default by setting:

```
SET (${PROJECT_NAME}_ENABLE_EXPORT_MAKEFILES_DEFAULT OFF)
```

A project might want to disable the generation of export makefiles by default if its main purpose is to provide executables. There is no reason to provide an export makefile if libraries and headers are not actually installed (see [\\${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS](#))

`${PROJECT_NAME}_ENABLE_INSTALL_CMAKE_CONFIG_FILES`

If `${PROJECT_NAME}_ENABLE_INSTALL_CMAKE_CONFIG_FILES` is set to ON, then `<PACKAGE_NAME>Config.cmake` files are created at configure time in the build tree and installed into the install tree. These files are used by external CMake projects to pull in the list of compilers, compiler options, include directories and libraries. The TriBITS default is ON. A project can change the default by setting, for example:

```
SET (${PROJECT_NAME}_ENABLE_INSTALL_CMAKE_CONFIG_FILES_DEFAULT OFF)
```

A project would want to turn off the creation and installation of `<PACKAGE_NAME>Config.cmake` files if it was only installing and providing executables. See [TribitsBuildQuickRef.*](#) for details.

`${PROJECT_NAME}_GENERATE_EXPORT_FILE_DEPENDENCIES`

If `${PROJECT_NAME}_GENERATE_EXPORT_FILE_DEPENDENCIES` is ON, then the data-structures needed to generate `Makefile.export.<PACKAGE_NAME>` and `<PACKAGE_NAME>Config.cmake` are created. These data structures are also needed in order to generate export makefiles on demand using the function

[TRIBITS_WRITE_FLEXIBLE_PACKAGE_CLIENT_EXPORT_FILES\(\)](#). The default in TriBITS is to turn this ON automatically by default if `${PROJECT_NAME}_ENABLE_EXPORT_MAKEFILES` or `${PROJECT_NAME}_ENABLE_INSTALL_CMAKE_CONFIG_FILES` are ON. Else, by default, TriBITS sets this to OFF. The only reason for the project to override the default is to set it to ON as with:

```
SET(${PROJECT_NAME}_GENERATE_EXPORT_FILE_DEPENDENCIES_DEFAULT
ON)
```

is so that the necessary data-structures are generated in order to use the function [TRIBITS_WRITE_FLEXIBLE_PACKAGE_CLIENT_EXPORT_FILES\(\)](#).

`${PROJECT_NAME}_ELEVATE_ST_TO_PT`

If `${PROJECT_NAME}_ELEVATE_ST_TO_PT` is set to ON, then all ST SE packages will be elevated to PT packages. The TriBITS default is obviously OFF. The default can be changed by setting:

```
SET (${PROJECT_NAME}_ELEVATE_ST_TO_PT_DEFAULT ON)
```

There are projects, especially meta-projects, where the distinction between PT and ST code is not helpful or the assignment of PT and ST packages in a repository is not appropriate. An example project like this CASL VERA. Changing the default to ON allows any packages to be considered in pre-push testing.

`${PROJECT_NAME}_ENABLE_CPACK_PACKAGING`

If `${PROJECT_NAME}_ENABLE_CPACK_PACKAGING` is ON, then CPack support is enabled and some TriBITS code is avoided that is needed to set up data-structures that are used by the built-in CMake target `package_source`. The TriBITS default is OFF with the idea that the average developer or user will not be wanting to create source distributions with CPack. However, this default can be changed by setting:

```
SET (${PROJECT_NAME}_ENABLE_CPACK_PACKAGING ON)
```

`${PROJECT_NAME}_EXCLUDE_DISABLED_SUBPACKAGES_FROM_DISTRIBUTION`

If `${PROJECT_NAME}_EXCLUDE_DISABLED_SUBPACKAGES_FROM_DISTRIBUTION` is TRUE, then the directories for subpackages that are not enabled are left out of the source tarball. This reduces the size of the tarball as much as possible but does require that the TriBITS packages and subpackages be properly set up to allow disabled subpackages from being excluded. The TriBITS default is TRUE but this can be changed by setting:

```
SET (${PROJECT_NAME}_EXCLUDE_DISABLED_SUBPACKAGES_FROM_DISTRIBUTION_DEFAULT FALSE)
```

`${PROJECT_NAME}_CPACK_SOURCE_GENERATOR`

The variable `${PROJECT_NAME}_CPACK_SOURCE_GENERATOR` determines the CPack source generation types that are created when the `package_source` target is run. The TriBITS default is set to TGZ. However, this default can be overridden by setting, for example:

```
SET (${PROJECT_NAME}_CPACK_SOURCE_GENERATOR_DEFAULT "TGZ;TBZ2")
```

This variable should generally be set in the file:

```
<projectDir>/cmake/CallbackDefineProjectPackaging.cmake
```

instead of in the base-level `CMakeLists.txt` file so that it goes along with rest of the project-specific CPack packaging options.

`${PROJECT_NAME}_TEST_CATEGORIES`

The cache variable `${PROJECT_NAME}_TEST_CATEGORIES` determines what tests defined using `TRIBITS_ADD_TEST()` and `TRIBITS_ADD_ADVANCED_TEST()` will be added for `ctest` to run (see *Automated testing*) for discussion of test categories). The TriBITS default is `NIGHTLY` for a standard local build. The `checkin-test.py` script sets this to `BASIC`. A TriBITS project can override the default for a basic configure using, for example:

```
SET (${PROJECT_NAME}_TEST_CATEGORIES BASIC)
```

The justification for having the default test category be `NIGHTLY` instead of `BASIC` is that when someone is enabling a package to develop on it or install it, we want them by default to be seeing the full version of the test suite (shy of the `WEEKLY` tests which can be very expensive) for the packages they are explicitly enabling. Typically they will not be enabling forward (downstream) dependent packages so the cost of running the test suite should not be too prohibitive. This all depends on how good of a job the development teams do in making their test suites run fast and keeping the cost of running the tests down. See the section [Automated testing](#) for a more detailed discussion.

`MPI_EXEC_MAX_NUMPROCS`

The variable `MPI_EXEC_MAX_NUMPROCS` gives the maximum number of processes for an MPI test that will be allowed as defined by `TRIBITS_ADD_TEST()` and `TRIBITS_ADD_ADVANCED_TEST()`. The TriBITS default is set to be 4 (for no good reason really but it needs to stay that way for backward compatibility). This default can be changed by setting:

```
SET (MPI_EXEC_MAX_NUMPROCS_DEFAULT <newDefaultMax>)
```

While this default can be changed for the project as a whole on all platforms, it is likely better to change this default on a machine-by-machine basis to correspond to the load that can be accommodated by a given machine (or class of machines). For example if a given machine has 64 cores, a reasonable number for `MPI_EXEC_MAX_NUMPROCS_DEFAULT` is 64.

15 TriBITS Macros and Functions

The following subsections give detailed documentation for the CMake macros and functions that make up the core TriBITS system. These are what are used by TriBITS project developers in their `CMakeLists.txt` and other files. These are listed in approximately the order they will be encountered in a project or packages `CMakeLists.txt` and other files. All of these functions and macros should be available when processing the project's and package's variables files if used properly. Therefore, no explicit `INCLUDE()` statements should be needed other than the initial include of the `TribitsProject.cmake` file in the top-level `CMakeLists.txt` file so the command `TRIBITS_PROJECT()` can be executed.

`TRIBITS_PROJECT()`

Defines and processes a TriBITS project.

Usage:

```
TRIBITS_PROJECT()
```

Requires that the project name variable `PROJECT_NAME` be defined before calling this macro. Also, all default values for project settings should be set before calling this (see [TriBITS Global Project Settings](#)). Also, the variable `${PROJECT_NAME}_TRIBITS_DIR` must be set as well.

This macro then adds all of the necessary paths to `CMAKE_MODULE_PATH` and then performs all processing of the TriBITS project files (see ???).

ToDo: Give documentation!

TRIBITS_DEFINE_REPOSITORY_PACKAGES()

Define the set of packages for a given TriBIT repo. This macro is typically called from inside of a PackagesList.cmake file for a given TriBITS repo.

Usage:

```
TRIBITS_DEFINE_REPOSITORY_PACKAGES (
  <pkg0>  <pkg0_dir>  <pkg0_classifications>
  <pkg1>  <pkg1_dir>  <pkg1_classifications>
  ...
)
```

This macro sets up a 2D array of NumPackages by NumColumns listing out the packages for a TriBITS repository. Each row (with 3 entries) specifies a package which contains the three columns:

- **PACKAGE** (1st column): The name of the TriBITS package. This name must be unique across all other TriBITS packages in this or any other TriBITS repo that might be combined into a single TriBITS project meta-build. The name should be a valid identifier (e.g. matches the regex `[a-zA-Z_][a-zA-Z0-9_]*`).
- **DIR** (2nd column): The relative directory for the package. This is relative to the TriBITS repository base directory. Under this directory will be a package-specific 'cmake/' directory with file 'cmake/Dependencies.cmake' and a base-level CMakeLists.txt file. The entire contents of the package including all of the source code and all of the tests should be contained under this directory. The TriBITS testing infrastructure relies on the mapping of changed files to these base directories when deciding what packages are modified and need to be retested (along with downstream packages).
- **CLASSIFICATION** (3rd column): Gives the testing group PT, ST, EX and the maturity level EP, RS, PG, PM, GRS, GPG, GPM, UM. These are separated by a coma with no space in between such as "RS,PT" for a "Research Stable", "Primary Tested" package. No spaces are allowed so that CMake treats this as one field in the array. The maturity level can be left off in which case it is assumed to be UM for "Unspecified Maturity".

NOTE: This macro just sets the variable:

```
${REPOSITORY_NAME}_PACKAGES_AND_DIRS_AND_CLASSIFICATIONS
```

in the current scope. The advantages of using this macro instead of directly setting this variable include:

- Asserts that the variable `REPOSITORY_NAME` is defined and set
- Avoids having to hard-code the assumed repository name `${REPOSITORY_NAME}`. This provides more flexibility for how other TriBITS project name a given TriBITS repo (i.e. the name of repo subdirs).
- Avoid misspelling the name of the variable `${REPOSITORY_NAME}_PACKAGES_AND_DIRS_AND_CLASSIFICATIONS`. If you misspell the name of the macro, it is an immediate error in CMake.

TRIBITS_DEFINE_REPOSITORY_TPLS()

Define the list of TPLs, find modules, and classifications for a given TriBITS repository. This macro is typically called from inside of a TPLsList.cmake file for a given TriBITS repo.

Usage:

```
TRIBITS_DEFINE_REPOSITORY_TPLS (
  <tpl0_name>  <tpl0_findmod>  <tpl0_classification>
  <tpl1_name>  <tpl1_findmod>  <tpl1_classification>
  ...
)
```

This macro sets up a 2D array of NumTPLs by NumColumns listing out the TPLs for a TriBITS repository. Each row (with 3 entries) specifies a package which contains the three columns:

- **TPL** (1st column): The name of the TriBITS TPL `<TPL_NAME>`. This name must be unique across all other TriBITS TPLs in this or any other TriBITS repo that might be combined into a single TriBITS project meta-build. However, a TPL can be redefined (see below). The name should be a valid identifier (e.g. matches the regex `[a-zA-Z_][a-zA-Z0-9_]*`).
- **FINDMOD** (2nd column): The relative directory for the find module, usually with the name `FindTPL<TPL_NAME>.cmake`. This is relative to the repository base directory. If just the base path for the find module is given, ending with “/” (e.g. “`cmake/tpls/`”) then the find module will be assumed to be under that this directory with the standard name (e.g. `cmake/tpls/FindTPL<TPL_NAME>.cmake`). A standard way to write a `FindTPL<TPL_NAME>.cmake` module is to use the function [TRIBITS_TPL_DECLARE_LIBRARIES\(\)](#).
- **CLASSIFICATION** (3rd column): Gives the testing group PT, ST, EX and the maturity level EP, RS, PG, PM, GRS, GPG, GPM, UM. These are separated by a coma with no space in between such as “RS,PT” for a “Research Stable”, “Primary Tested” package. No spaces are allowed so that CMake treats this as one field in the array. The maturity level can be left off in which case it is assumed to be UM for “Unspecified Maturity”.

A TPL defined in an upstream repo can be listed again, which allows redefining the find module that is used to specify the TPL. This allows downstream repos to add additional requirements on a given TPL. However, the downstream repo’s find module file must find the TPL components that are fully compatible with the upstream’s find module.

This macro just sets the variable:

```
${REPOSITORY_NAME}_TPLS_FINDMODS_CLASSIFICATIONS
```

in the current scope. The advantages of using this macro instead of directly setting this variable include:

- Asserts that the variable `REPOSITORY_NAME` is defined and set
- Avoids having to hard-code the assumed repository name `${REPOSITORY_NAME}`. This provides more flexibility for how other TriBITS project names a given TriBITS repo (i.e. the name of repo subdirs).
- Avoid misspelling the name of the variable `${REPOSITORY_NAME}_TPLS_FINDMODS_CLASSIFICATIONS`. If you misspell the name of the macro, it is an immediate error in CMake.

TRIBITS_DEFINE_PACKAGE_DEPENDENCIES()

Define the dependencies for a given TriBITS SE package (i.e. a top-level package or a subpackage).

Usage:

```
TRIBITS_DEFINE_PACKAGE_DEPENDENCIES (
  [LIB_REQUIRED_PACKAGES <pkg1> <pkg2> ...]
  [LIB_OPTIONAL_PACKAGES <pkg1> <pkg2> ...]
  [TEST_REQUIRED_PACKAGES <pkg1> <pkg2> ...]
  [TEST_OPTIONAL_PACKAGES <pkg1> <pkg2> ...]
  [LIB_REQUIRED_TPLS <tpl1> <tpl2> ...]
  [LIB_OPTIONAL_TPLS <tpl1> <tpl2> ...]
  [TEST_REQUIRED_TPLS <tpl1> <tpl2> ...]
  [TEST_OPTIONAL_TPLS <tpl1> <tpl2> ...]
  [REGRESSION_EMAIL_LIST <regression-email-address>]
  [SUBPACKAGES_DIRS_CLASSIFICATIONS_OPTREQS
    <spkg1_name> <spkg1_dir> <spkg1_classifications> <spkg1_optreq>
    <spkg2_name> <spkg2_dir> <spkg2_classifications> <spkg2_optreq>
```

```

    ...
]
)

```

Every argument in this macro is optional. The arguments that apply a package itself are:

- **LIB_REQUIRED_PACKAGES:** List of upstream packages that must be enabled in order to build and use the libraries (or capabilities) in this package.
- **LIB_OPTIONAL_PACKAGES:** List of additional optional upstream packages that can be used in this package if enabled. These upstream packages need not be enabled in order to use this package but not enabling one or more of these optional upstream packages will result in diminished capabilities of this package.
- **TEST_REQUIRED_PACKAGES:** List of additional upstream packages that must be enabled in order to build and/or run the tests and/or examples in this packages. If any of these upstream packages is not enabled, then there will be no tests or examples defined or run for this package.
- **TEST_OPTIONAL_PACKAGES:** List of additional optional upstream packages that can be used by the tests in this package. These upstream packages need not be enabled in order to run basic tests for this package. Typically, extra tests that depend on optional test packages involve integration testing of some type.
- **LIB_REQUIRED_TPLS:** List of upstream TPLs that must be enabled in order to build and use the libraries (or capabilities) in this package.
- **LIB_OPTIONAL_TPLS:** List of additional optional upstream TPLs that can be used in this package if enabled. These upstream TPLs need not be enabled in order to use this package but not enabling one or more of these optional upstream TPLs will result in diminished capabilities of this package.
- **TEST_REQUIRED_TPLS:** List of additional upstream TPLs that must be enabled in order to build and/or run the tests and/or examples in this packages. If any of these upstream TPLs is not enabled, then there will be no tests or examples defined or run for this package.
- **TEST_OPTIONAL_TPLS:** List of additional optional upstream TPLs that can be used by the tests in this package. These upstream TPLs need not be enabled in order to run basic tests for this package. Typically, extra tests that depend on optional test TPLs involve integration testing of some type.

Only direct package dependencies need to be listed. Indirect package dependencies are automatically handled. For example, if this SE package directly depends on PKG2 which depends on PKG1 (but this SE package does not directly depend on anything in PKG1) then this package only needs to list a dependency on PKG2, not PKG1. The dependency on PKG1 will be taken care of automatically by the TriBITS dependency tracking system.

However, currently, all TPL dependencies must be listed, even the indirect ones. This is a requirement that will be dropped in the future.

The packages listed in LIB_REQUIRED_PACKAGES are implicitly also dependencies in TEST_REQUIRED_PACKAGES. Likewise LIB_OPTIONAL_PACKAGES are implicitly also dependencies in TEST_OPTIONAL_PACKAGES. Same goes for TPL dependencies.

The dependencies within a single list do not need to be listed in any order. For example if PKG2 depends on PKG1, and this given SE package depends on both, one can list “LIB_REQUIRED_PACKAGES PKG2 PKG1” or “LIB_REQUIRED_PACKAGES PKG1 PKG2”. Likewise the listing of TPLs order is not important.

If some upstream packages are allowed to be missing, this can be specified by calling the macro [TRIBITS_ALLOW_MISSING_EXTERNAL_PACKAGES\(\)](#).

A top-level package can also have subpackages. In this case, the following variable must be set:

- **SUBPACKAGES_DIRS_CLASSIFICATIONS_OPTREQS:** 2D array with rows listing the subpackages and the columns:
 - **SUBPACKAGE:** The name of the subpackage <spkg_name>. The full SE package name is “\${PARENT_PACKAGE_NAME}<spkg_name>”. The full SE package name is what is used in listing dependencies in other SE packages.

- **DIRS:** The subdirectory <spkg_dir> relative to the parent package’s base directory. All of the contents of the subpackage should be under this subdirectory. This is assumed by the TriBITS testing support software when mapping modified files to SE packages that need to be tested.
- **CLASSIFICATIONS*:** The test group PT, ST, EX and the maturity level EP, RS, PG, PM, GRS, GPG, GPM, and UM, separated by a coma ‘,’ with no spaces in between (e.g. “PT,GPM”). These have exactly the name meaning as for full packages (see [TRIBITS_DEFINE_REPOSITORY_PACKAGES\(\)](#)).
- **OPTREQ:** Determines if the outer parent package has an OPTIONAL or REQUIRED dependence on this subpackage.

Other variables that this macro handles:

- **REGRESSION_EMAIL_LIST:** The email list that is used to send CDash error messages. If this is missing, then the email list that CDash errors go to is determined by other means (see ??).

NOTE: All this macro really does is to just define the variables:

- LIB_REQUIRED_DEP_PACKAGES
- LIB_OPTIONAL_DEP_PACKAGES
- TEST_REQUIRED_DEP_PACKAGES
- TEST_OPTIONAL_DEP_PACKAGES
- LIB_REQUIRED_DEP_TPLS
- LIB_OPTIONAL_DEP_TPLS
- TEST_REQUIRED_DEP_TPLS
- TEST_OPTIONAL_DEP_TPLS
- REGRESSION_EMAIL_LIST
- SUBPACKAGES_DIRS_CLASSIFICATIONS_OPTREQS

which are then read by the TriBITS cmake code to build the package dependency graph. The advantage of using this macro instead of just directly setting the variables is that you only need to list the dependencies you have. Otherwise, you need to set all of these variables, even those that are empty. This is a error checking property of the TriBITS system to avoid misspelling the names of these variables.

TRIBITS_ALLOW_MISSING_EXTERNAL_PACKAGES()

Macro used in Dependencies.cmake files to allow some upstream dependent packages to be missing.

Usage:

```
TRIBITS_ALLOW_MISSING_EXTERNAL_PACKAGES (<pack_1> <pack_2> ...)
```

If the missing upstream SE package <pack_i> is optional, then the effect will be to simply ignore the missing package and remove it from the dependency list. However, if the missing upstream SE package <pack_i> is required, then in addition to ignoring the missing package, the current SE (sub)package will also be hard disabled, i.e. `${PROJECT_NAME}_ENABLE_{CURRENT_PACKAGE}=OFF`.

This function is typically used in packages in external TriBITS repos that are depend on other packages in other external TriBITS repos that might be missing.

NOTE: Using this function effectively turns off error checking for misspelled package names so it is important to only use it when it absolutely is needed.

TRIBITS_TPL_DECLARE_LIBRARIES()

Function that sets up cache variables for users to specify where to find a TPL's headers and libraries. This function is typically called inside of a file `FindTPL<tpl_name>.cmake` file.

Usage:

```
TRIBITS_TPL_DECLARE_LIBRARIES(  
  <tpl_name>  
  [REQUIRED_HEADERS <header1> <header2> ...]  
  [MUST_FIND_ALL_HEADERS]  
  [REQUIRED_LIBS_NAMES <libname1> <libname2> ...]  
  [MUST_FIND_ALL_LIBS]  
  [NO_PRINT_ENABLE_SUCCESS_FAIL]  
)
```

This function can set up a with header files and/or libraries.

The input arguments to this function are:

- `<tpl_name>`: Name of the TPL that is listed in a `TPLsList.cmake` file. Below, this is referred to as the local CMake variable `TPL_NAME`.
- `REQUIRED_HEADERS`: List of header files that are searched for the TPL using `FIND_PATH()`.
- `MUST_FIND_ALL_HEADERS`: If set, then all of the header files listed in `REQUIRED_HEADERS` must be found in order for `TPL_${TPL_NAME}_INCLUDE_DIRS` to be defined.
- `REQUIRED_LIBS_NAMES`: List of libraries that are searched for when looked for the TPLs libraries with `FIND_LIBRARY(...)`.
- `MUST_FIND_ALL_LIBS`: If set, then all of the library files listed in `REQUIRED_LIBS_NAMES` must be found or the TPL is considered not found!
- **`NO_PRINT_ENABLE_SUCCESS_FAIL`: If set, then the final success/fail will not be printed**

The following cache variables, if set, will be used by that this function:

- `${TPL_NAME}_INCLUDE_DIRS:PATH`: List of paths to search first for header files defined in `REQUIRED_HEADERS`.
- `${TPL_NAME}_INCLUDE_NAMES:STRING`: List of include names to be looked for instead of what is specified in `REQUIRED_HEADERS`.
- `${TPL_NAME}_LIBRARY_DIRS:PATH`: The list of directories to search first for libraies defined in `REQUIRED_LIBS_NAMES`.
- `${TPL_NAME}_LIBRARY_NAMES:STRING`: List of library names to be looked for instead of what is specified in `REQUIRED_LIBS_NAMES`.

This function sets global variables to return state so it can be called from anywhere in the call stack. The following cache variables defined that are intended for the user to set and/or use:

- `TPL_${TPL_NAME}_INCLUDE_DIRS`: A list of common-separated full directory paths that contain the TPLs headers. If this variable is set before calling this function, then no headers are searched for and this variable will be assumed to have the correct list of header paths.
- `TPL_${TPL_NAME}_LIBRARIES`: A list of commons-seprated full library names (output from `FIND_LIBRARY(...)`) for all of the libraries found for the TPL. IF this variable is set before calling this function, no libraries are searched for and this variable will be assumed to have the correct list of libraries to link to.

TRIBITS_PACKAGE()

Macro called at the very beginning of a package's top-level CMakeLists.txt file.

Usage:

```
TRIBITS_PACKAGE (  
  <packageName>  
  [ENABLE_SHADOWING_WARNINGS]  
  [DISABLE_STRONG_WARNINGS]  
  [CLEANED]  
  [DISABLE_CIRCULAR_REF_DETECTION_FAILURE]  
)
```

See [TRIBITS_PACKAGE_DECL\(\)](#) for the documentation for the arguments and [TRIBITS_PACKAGE_DECL\(\)](#) and [TRIBITS_PACKAGE\(\)](#) for a description the side-effects (and variables set) after calling this macro.

TRIBITS_PACKAGE_DECL()

Macro called at the very beginning of a package's top-level CMakeLists.txt file when a packages has subpackages.

If the package does not have subpackages, just call [TRIBITS_PACKAGE\(\)](#) which calls this macro.

Usage:

```
TRIBITS_PACKAGE_DECL (  
  <packageName>  
  [ENABLE_SHADOWING_WARNINGS]  
  [DISABLE_STRONG_WARNINGS]  
  [CLEANED]  
  [DISABLE_CIRCULAR_REF_DETECTION_FAILURE]  
)
```

The arguments are:

<packageName>

Gives the name of the Package, mostly just for checking and documentation purposes. This must match the name of the package provided in the PackagesLists.cmake or it is an error.

ENABLE_SHADOWING_WARNINGS

If specified, then shadowing warnings will be turned on for supported platforms/compilers. The default is for shadowing warnings to be turned off. Note that this can be overridden globally by setting the cache variable `${PROJECT_NAME}_ENABLE_SHADOWING_WARNINGS`.

DISABLE_STRONG_WARNINGS

If specified, then all strong warnings will be turned off, if they are not already turned off by global cache variables. Strong warnings are turned on by default in development mode.

CLEANED

If specified, then warnings will be promoted to errors for all defined warnings.

DISABLE_CIRCULAR_REF_DETECTION_FAILURE

If specified, then the standard grep looking for RCPNode circular references that causes tests to fail will be disabled. Note that if these warnings are being produced then it means that the test is leaking memory and user like may also be leaking memory.

There are several side-effects of calling this macro:

- The the variables listed the packages set of library targets `${PACKAGE_NAME}_LIB_TARGETS` and all targets `${PACKAGE_NAME}_ALL_TARGETS` and are initialized to empty.
- The local variables `PACKAGE_SOURCE_DIR` and `PACKAGE_BINARY_DIR` are set for this package's use in its CMakeLists.txt files.
- Package-specific compiler options are set up in package-scoped (i.e., the package's subdir and its subdirs) in `CMAKE_<LANG>_FLAG`.
- This packages's cmake subdir `${PACKAGE_SOURCE_DIR}/cmake` is added to `CMAKE_MODULE_PATH` locally so that the package's try-compile modules can be read in with just a raw `INCLUDE ()` leaving off the full path and the `*.cmake` extension.

TRIBITS_PACKAGE_DEF()

Macro called after subpackages are processed in order to handle the libraries, tests, and examples of the final package.

Usage:

```
TRIBITS_PACKAGE_DEF ()
```

If the package does not have subpackages, just call [TRIBITS_PACKAGE\(\)](#) which calls this macro.

This macro has several side effects:

- The variable `PACKAGE_NAME` is set in the local scope for usage by the package's CMakeLists.txt files.
- The intra-package dependency variables (i.e. list of include directoires, list of libraries, etc.) are initialized to empty.

TRIBITS_PROCESS_SUBPACKAGES()

Macro that processes subpackages for packages that have them. This is called in the parent packages top-level CMakeLists.txt file.

Usage:

```
TRIBITS_PROCESS_SUBPACKAGES ()
```

Must be called after [TRIBITS_PACKAGE_DECL\(\)](#) but before [TRIBITS_PACKAGE_DEF\(\)](#).

TRIBITS_ADD_TEST_DIRECTORIES()

Macro called to add a set of test directories for an SE package.

Usage:

```
TRIBITS_ADD_TEST_DIRECTORIES (<dir1> <dir2> ...)
```

This macro only needs to be called from the top most CMakeList.txt file for which all subdirectories are all "tests".

This macro can be called several times within a package and it will have the right effect.

Currently, really all it does macro does is to call `ADD_SUBDIRECTORY (<diri>)` if `${PACKAGE_NAME}_ENABLE_TESTS` or `${PARENT_PACKAGE_NAME}_ENABLE_TESTS` are true. However, this macro may be extended in the futgure in order to modify behavior related to adding tests and examples in a uniform way..

TRIBITS_ADD_EXAMPLE_DIRECTORIES()

Macro called to conditionally add a set of example directories for an SE package.

Usage:

```
TRIBITS_ADD_EXAMPLE_DIRECTORIES(<dir1> <dir2> ...)
```

This macro only needs to be called from the top most CMakeList.txt file for which all subdirectories are all “examples”.

This macro can be called several times within a package and it will have the right effect.

Currently, really all it does macro does is to call `ADD_SUBDIRECTORY(<dir>)` if `${PACKAGE_NAME}_ENABLE_EXAMPLES` or `${PARENT_PACKAGE_NAME}_ENABLE_EXAMPLES` are true. However, this macro may be extended in the future in order to modify behavior related to adding tests and examples in a uniform way..

TRIBITS_SET_ST_FOR_DEV_MODE()

Function that allows packages to easily make a feature `ST` for development builds and `PT` for release builds by default.

Usage:

```
TRIBITS_SET_ST_FOR_DEV_MODE(<outputVar>)
```

`${<outputVar>}` is set to `ON` or `OFF` based on the configure state. In development mode it will be set to `ON` only if `ST` code is enabled, otherwise it is set to `OFF`. In release mode it is always set to `ON`. This allows some sections of a TriBITS package to be considered `ST` for development mode reducing testing time which includes only `PT` code., while still having important functionality available to users by default in a release.

TRIBITS_WRITE_FLEXIBLE_PACKAGE_CLIENT_EXPORT_FILES()

Utility function for writing `${PACKAGE_NAME}Config.cmake` and/or the `Makefile.export.${PACKAGE_NAME}` for package `PACKAGE_NAME` with some greater flexibility than `TRIBITS_WRITE_PACKAGE_CLIENT_EXPORT_FILES()`

Usage:

```
TRIBITS_WRITE_FLEXIBLE_PACKAGE_CLIENT_EXPORT_FILES (
  PACKAGE_NAME <packageName>
  [EXPORT_FILE_VAR_PREFIX <exportFileVarPrefix>]
  [WRITE_CMAKE_CONFIG_FILE <cmakeConfigFileFullPath>]
  [WRITE_EXPORT_MAKLEFILE <exportMakefileFileFullPath>]
  [WRITE_INSTALL_CMAKE_CONFIG_FILE]
  [WRITE_INSTALL_EXPORT_MAKLEFILE]
)
```

The arguments are:

`PACKAGE_NAME <packageName>`

Gives the name of the TriBITS package for which the export files should be created for.

`EXPORT_FILE_VAR_PREFIX <exportFileVarPrefix>`

If specified, then all of the variables in the generated export files will be prefixed with “<exportFileVarPrefix>_” instead of “`${PACKAGE_NAME}_`”. This is to provide flexibility.

`WRITE_CMAKE_CONFIG_FILE <cmakeConfigFileFullPath>`

If specified, then the package <packageName>'s cmake configure export file for external CMake client projects will be created in the file <cmakeConfigFileFullPath>. NOTE: the argument should be the full path!

`WRITE_EXPORT_MAKLEFILE <exportMakefileFileFullPath>`

If specified, then the package <packageName>'s cmake configure export file for external Makefile client projects will be created in the file <exportMakefileFileFullPath>. NOTE: the argument should be the full path!

`WRITE_INSTALL_CMAKE_CONFIG_FILE`

If specified, then the package <packageName>'s install cmake configure export to be installed will be written. The name and location of this file is hard-coded.

`WRITE_INSTALL_EXPORT_MAKLEFILE`

If specified, then the package <packageName>'s install export makefile to be installed will be written. The name and location of this file is hard-coded.

NOTE: The arguments to this function may look strange but the motivation is to support very speicalized use cases such as when a TriBITS package needs to generate an export makefile for a given package but name the export makefile differently and use different variable name prefixes. The particular driver use case is when wrapping an external autotools project that depends on Trilinos and needs to read in the Makefile.export.Trilinos file but this file needs to be generated for a subset of enabled packages on the fly during a one-pass configure.

NOTE: This function does *not* contain the the `INSTALL()` commands because CMake will not allow those to even be present in scripting mode that is used for unit testing this function.

TRIBITS_CONFIGURE_FILE()

Macro that configures the package's main configured header file (typically called `${PACKAGE_NAME}_config.h` but any name can be used).

Usage:

```
TRIBITS_CONFIGURE_FILE(<packageConfigFile>)
```

This function requires the file:

```
${PACKAGE_SOURCE_DIR}/cmake/<packageConfigFile>.in
```

exists and it creates the file:

```
${CMAKE_CURRENT_BINARY_DIR}/<packageConfigFile>
```

by calling the built-in `CONFIGURE_FILE()` command:

```
CONFIGURE_FILE(  
  ${PACKAGE_SOURCE_DIR}/cmake/<packageConfigFile>.in  
  ${CMAKE_CURRENT_BINARY_DIR}/<packageConfigFile>  
)
```

which does basic substitution of CMake variables (see documentation for built-in `CONFIGURE_FILE()` command for rules on how it performs substitutions).

In addition to just calling `CONFIGURE_FILE()`, this function also aids in creating configured header files adding macros for deprecating code.

Deprecated Code Macros

If `${PARENT_PACKAGE_NAME}_SHOW_DEPRECATED_WARNINGS` is TRUE, then the local CMake variable `${PARENT_PACKAGE_NAME_UC}_DEPRECATED_DECLARATIONS` adds a define `<PARENT_PACKAGE_NAME_UC>_DEPRECATED` (where `<PARENT_PACKAGE_NAME_UC>` is the package name in all upper-case letters) add the compiler-specific deprecated warning for an entity. To use this, just add the line:

```
@<PARENT_PACKAGE_NAME_UC>_DEPRECATED_DECLARATIONS@
```

to the `<packageConfigFile>.in` file and it will be expended.

Then C/C++ code can use this macro to deprecate functions, variables, classes, etc., for example, using:

```
<PARENT_PACKAGE_NAME_UC>_DEPRECATED class SomeDeprecatedClass { ... }.
```

If the particular compiler does not support deprecated warnings, then this macro is defined to be empty. See [Regulated Backward Compatibility and Deprecated Code](#) for more details.

TRIBITS_COPY_FILES_TO_BINARY_DIR()

Function that copies a list of files from a source directory to a destination directory at configure time, typically so that it can be used in one or more tests. This sets up all of the custom CMake commands and targets to ensure that the files in the destination directory are always up to date just by building the ALL target.

Usage:

```
TRIBITS_COPY_FILES_TO_BINARY_DIR(  
  <targetName>  
  [SOURCE_FILES <file1> <file2> ...]  
  [SOURCE_DIR <sourceDir>]  
  [DEST_FILES <dfile1> <dfile2> ...]  
  [DEST_DIR <destDir>]  
  [TARGETDEPS <targDep1> <targDep2> ...]  
  [EXEDEPS <exeDep1> <exeDep2> ...]  
  [NOEXEPREFIX]  
  [CATEGORIES <category1> <category2> ...]  
)
```

This function has a few valid calling modes:

1) Source files and destination files have the same name:

```
TRIBITS_COPY_FILES_TO_BINARY_DIR(  
  <targetName>  
  SOURCE_FILES <file1> <file2> ...  
  [SOURCE_DIR <sourceDir>]  
  [DEST_DIR <destDir>]  
  [TARGETDEPS <targDep1> <targDep2> ...]  
  [EXEDEPS <exeDep1> <exeDep2> ...]  
  [NOEXEPREFIX]  
  [CATEGORIES <category1> <category2> ...]  
)
```

In this case, the names of the source files and the destination files are the same but just live in different directories.

2) Source files have a prefix different from the destination files:

```
TRIBITS_COPY_FILES_TO_BINARY_DIR(  
  <targetName>  
  DEST_FILES <file1> <file2> ...  
  SOURCE_PREFIX <srcPrefix>  
  [SOURCE_DIR <sourceDir>]  
  [DEST_DIR <destDir>]  
  [EXEDEPS <exeDep1> <exeDep2> ...]  
  [NOEXEPREFIX]  
  [CATEGORIES <category1> <category2> ...]  
)
```

In this case, the source files have the same basic name as the destination files except they have the prefix 'srcPrefix' appended to the name.

3) Source files and destination files have completely different names:

```
TRIBITS_COPY_FILES_TO_BINARY_DIR(  
  <targetName>  
  SOURCE_FILES <sfile1> <sfile2> ...  
  [SOURCE_DIR <sourceDir>]  
  DEST_FILES <dfile1> <dfile2> ...  
  [DEST_DIR <destDir>]  
  [EXEDEPS <exeDep1> <exeDep2> ...]  
  [NOEXEPREFIX]  
  [CATEGORIES <category1> <category2> ...]  
)
```

In this case, the source files and destination files have completely different prefixes.

The individual arguments are:

```
SOURCE_FILES <file1> <file2> ...
```

Listing of the source files relative to the source directory given by the argument SOURCE_DIR <sourceDir>. If omitted, this list will be the same as DEST_FILES with the argument SOURCE_PREFIX <srcPrefix> appended.

```
SOURCE_DIR <sourceDir>
```

Optional argument that gives (absolute) the base directory for all of the source files. If omitted, this takes the default value of \${CMAKE_CURRENT_SOURCE_DIR}.

```
DEST_FILES <file1> <file2> ...
```

Listing of the destination files relative to the destination directory given by the argument DEST_DIR <destDir> If omitted, this list will be the same as given by the SOURCE_FILES list.

```
DEST_DIR <destDir>
```

Optional argument that gives the (absolute) base directory for all of the destination files. If omitted, this takes the default value of \${CMAKE_CURRENT_BINARY_DIR}

```
TARGETDEPS <targDep1> <targDep2> ...
```

Listing of general CMake targets that these files will be added as dependencies to.

```
EXEDEPS <exeDep1> <exeDep2> ...
```


Listing of executable targets that these files will be added as dependencies to. By default the prefix `${PACKAGE_NAME}_` will be appended to the names of the targets. This ensures that if the executable target is built that these files will also be copied as well.

`NOEXEPREFIX`

Option that determines if the prefix `${PACKAGE_NAME}_` will be appended to the arguments in the `EXEDEPS` list.

TRIBITS_INCLUDE_DIRECTORIES()

This function is to override the standard behavior of `include_directories` for a TriBITS package.

Usage:

```
TRIBITS_INCLUDE_DIRECTORIES (
    [REQUIRED_DURING_INSTALLATION_TESTING] <dir0> <dir1> ...
)
```

If specified, `REQUIRED_DURING_INSTALLATION_TESTING` can appear anywhere in the argument list.

This function allows overriding the default behavior for installation testing, to ensure that include directories will not be inadvertently added to the build lines for tests during installation testing. Normally we want the include directories to be handled as `cmake` usually does. However during TriBITS installation testing we do not want most of the include directories to be used as the majority of the files should come from the installation we are building against. There is an exception to this and that is when there are test only headers that are needed. For that case we allow people to set `REQUIRED_DURING_INSTALLATION_TESTING` to tell us that this include directory does need to be set for installation testing.

TRIBITS_ADD_LIBRARY()

Function used to add a CMake library and target using `ADD_LIBRARY()`.

Usage:

```
TRIBITS_ADD_LIBRARY (
    <libName>
    [HEADERS <h0> <h1> ...]
    [NOINSTALLHEADERS <nih0> <hih1> ...]
    [SOURCES <src0> <src1> ...]
    [DEPLIBS <deplib0> <deplib1> ...]
    [IMPORTEDLIBS <ideplib0> <ideplib1> ...]
    [TESTONLY]
    [NO_INSTALL_LIB_OR_HEADERS]
    [CUDALIBRARY]
)
```

Sections:

- [Formal Arguments \(TRIBITS_ADD_LIBRARY\(\)\)](#)
- [Include Directories \(TRIBITS_ADD_LIBRARY\(\)\)](#)
- [Install Targets \(TRIBITS_ADD_LIBRARY\(\)\)](#)
- [Additional Library and Source File Properties \(TRIBITS_ADD_LIBRARY\(\)\)](#)
- [Miscellaneous Notes \(TRIBITS_ADD_LIBRARY\(\)\)](#)

Formal Arguments (TRIBITS_ADD_LIBRARY())

<libName>

Required name of the library. This is the name passed to

ADD_LIBRARY (<libName> ...). The name is *not* prefixed by the package name. CMake will of course add any standard prefix or post-fix to the library file name appropriate for the platform and if this is a static or shared library build.

HEADERS <h0> <h1> ...

List of public header files for using this library. By default, these header files are assumed to be in the current source directory. They can also contain the relative path or absolute path to the files if they are not in the current source directory. List of headers is passed into ADD_LIBRARY (...) as well (which is not strictly needed but is helpful for some build tools, like MS Visual Studio). By default, these headers will be installed as well (see [Include Directories \(TRIBITS_ADD_LIBRARY\(\)\)](#)).

NOINSTALLHEADERS <nih0> <hih1> ...

List of private header files which are used by this library. These headers are not installed and do not need to be passed in for any purpose other than to pass them into ADD_LIBRARY() as some build tools like to have these listed (e.g. MS Visual Studio).

SOURCES <src0> <src1> ...

List of source files passed into ADD_LIBRARY() that are compiled into header files and included in the library. The compiler used to compile the files is determined automatically based on the file extension (see CMake documentation).

DEPLIBS <deplib0> <deplib1> ...

List of dependent libraries that are built in the current SE package that this library is dependent on. These libraries are passed into TARGET_LINK_LIBRARIES (<libName> ...) so that CMake knows about the dependency. You should **not** list libraries in other upstream SE packages or libraries built externally from this TriBITS CMake project. The TriBITS system automatically handles linking to libraries in upstream TriBITS packages and external libraries need to be listed in IMPORTEDLIBS instead.

IMPORTEDLIBS <ideplib0> <ideplib1> ...

List of dependent libraries built externally from this TriBITS CMake project. These libraries are passed into TARGET_LINK_LIBRARIES (<libName> ...) so that CMake knows about the dependency. These libraries are added to the \${PACKAGE_NAME}_LIBRARIES so that downstream SE packages will also have these libraries and the link line also and these libraries will show up in the generated Makefile.export.\${PACKAGE_NAME} and \${PACKAGE_NAME}Config.cmake files if they are generated.

TESTONLY

If passed in, then <libName> will **not** be added to \${PACKAGE_NAME}_LIBRARIES and an install target for the library will not be added. In this case, the current include directories will be set in the global variable <libName>_INCLUDE_DIR which will be used in [TRIBITS_ADD_EXECUTABLE\(\)](#) when a test-only library is linked in.

NO_INSTALL_LIB_OR_HEADERS

If specified, then no install targets will be added for the library <libName> or the header files listed in HEADERS.

CUDALIBRARY

If specified then `CUDA_ADD_LIBRARY()` is used instead of `ADD_LIBRARY()` where `CUDA_ADD_LIBRARY()` is assumed to be defined by the standard `FindCUDA.cmake` module as processed using the standard `TriBITS FindTPLCUDA.cmake` file. For this option to work, this SE package must have an enabled direct or indirect dependency on the TriBITS CUDA TPL or a configure-time error will occur about not finding `CUDA_ALL_LIBRARY()`.

Include Directories (`TRIBITS_ADD_LIBRARY()`)

Any base directories for these header files listed in `HEADERS` or `NOINSTALLHEADERS` should be passed into `INCLUDE_DIRECTORIES()` *before* calling this function. These include directories will then be added to current packages list of include directories `${PACKAGE_NAME}_INCLUDE_DIRS`.

Install Targets (`TRIBITS_ADD_LIBRARY()`)

By default, an install target for the library is created using `INSTALL(TARGETS <libName> ...)` to install into the directory `${CMAKE_INSTALL_PREFIX}/lib/` (actual install directory is given by `${PROJECT}_INSTALL_LIB_DIR`). However, this install target will not get created if `${PROJECT_NAME}_INSTALL_LIBRARIES_AND_HEADERS=FALSE` and `BUILD_SHARD_LIBS=OFF`. But when `BUILD_SHARD_LIBS=ON`, the install target will get created. Also, this install target will *not* get created if `TESTONLY` or `NO_INSTALL_LIB_OR_HEADERS` are passed in.

By default, an install target for the headers listed in `HEADERS` will get created using `INSTALL(FILES <h1> <h2> ...)`, but only if `TESTONLY` and `NO_INSTALL_LIB_OR_HEADERS` are not passed in as well. These headers get installed into the flat directory `${CMAKE_INSTALL_PREFIX}/include/` (the actual install directory is given by `${PROJECT_NAME}_INSTALL_INCLUDE_DIR`). Note that an install target will *not* get created for the headers listed in `NOINSTALLHEADERS`.

Additional Library and Source File Properties (`TRIBITS_ADD_LIBRARY()`)

Once `ADD_LIBRARY(<libName> ... <src0> <src1> ...)` is called, one can set and change properties on the `<libName>` library target using `SET_TARGET_PROPERTIES()` as well as properties on any of the source files listed in `SOURCES` using `SET_SOURCE_FILE_PROPERTIES()` just like in any CMake project.

Miscellaneous Notes (`TRIBITS_ADD_LIBRARY()`)

WARNING: Do **NOT** use `ADD_DEFINITIONS()` to add defines `-D<someDefine>` to the compile command line that will affect a header file! These defines are only set locally in this directory and child directories. These defines will **NOT** be set when code in peer directories (e.g. a downstream TriBITS package) compiles code that may include these header files. To add defines, please use a configured header file (see [TRIBITS_CONFIGURE_FILE\(\)](#)).

TRIBITS_ADD_EXECUTABLE()

Function used to create an executable (typically for a test or example), using the built-in CMake command `ADD_EXECUTABLE()`.

Usage:

```
TRIBITS_ADD_EXECUTABLE(  
  <exeRootName>  [NOEXEPREFIX]  [NOEXESUFFIX]  [ADD_DIR_TO_NAME]  
  SOURCES <src0> <src1> ...  
  [CATEGORIES <category0> <category1> ...]  
  [HOST <host0> <host1> ...]  
  [XHOST <host0> <host1> ...]  
  [HOSTTYPE <hosttype0> <hosttype1> ...]  
  [XHOSTTYPE <hosttype0> <hosttype1> ...]  
  [DIRECTORY <dir>]  
  [DEPLIBS <lib0> <lib1> ...]  
  [COMM [serial] [mpi]]  
  [LINKER_LANGUAGE (C|CXX|Fortran)]  
  [DEFINES -D<define0> -D<define1> ...]
```

```
[ INSTALLABLE ]
)
```

Sections:

- [Formal Arguments \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)
- [Executable and Target Name \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)
- [Additional Executable and Source File Properties \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)
- [Install Target \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)

Formal Arguments (TRIBITS_ADD_EXECUTABLE())

`<exeRootName>`

The root name of the executable (and CMake target) (see [Executable and Target Name \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)).

`NOEXEPREFIX`

If passed in, then `${PACKAGE_NAME}_` is not added the beginning of the executable name (see [Executable and Target Name \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)).

`NOEXESUFFIX`

If passed in, then `${PROJECT_NAME}_CMAKE_EXECUTABLE_SUFFIX` and not added to the end of the executable name (see [Executable and Target Name \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)).

`ADD_DIR_TO_NAME`

If passed in, the directory path relative to the package base directory (with “/” replaced by “_”) is added to the executable name (see [Executable and Target Name \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)). This provides a simple way to create unique test executable names inside of a given TriBITS package. Only test executables in the same directory would need to have unique `<exeRootName>` passed in.

`SOURCES <src0> <src1> ...`

Gives the source files that will be compiled into the built executable. By default, these sources are assumed to be in the current working directory or gives the relative path to the current working directory. If `<srci>` is an absolute path, then that full file path is used. This list of sources (with adjusted directory path) are passed into `ADD_EXECUTABLE(<fullExeName> ...)`. After calling this function, the properties of the source files can be altered using `SET_SOURCE_FILE_PROPERTIES()`.

`DIRECTORY <dir>`

If specified, then the sources for the executable listed in `SOURCES <src0> <src1> ...` are assumed to be in the relative or absolute directory `<dir>` instead of the current source directory. This directory path is prepended to each source file name `<srci>` unless `<srci>` is an absolute path.

`CATEGORIES <category0> <category1> ...`

Gives the test categories for which this test will be added. See [TRIBITS_ADD_TEST\(\)](#) for more details.

`HOST <host0> <host1> ...`

The list of hosts for which to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

XHOST <host0> <host1> ...

The list of hosts for which **not** to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

HOSTTYPE <hosttype0> <hosttype1> ...

The list of host types for which to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

XHOSTTYPE <hosttype0> <hosttype1> ...

The list of host types for which **not** to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

DEPLIBS <lib0> <lib1> ...

Specifies extra libraries that will be linked to the executable using `TARGET_LINK_LIBRARY()`. Note that regular libraries (i.e. not "TESTONLY") defined in the current SE package or any upstream SE packages do **NOT** need to be listed! TriBITS automatically links these libraries to the executable! The only libraries that should be listed in this argument are either TESTONLY libraries, or other libraries that are built external from this CMake project and are not provided through a proper TriBITS TPL. The latter usage is not recommended. External TPLs should be handled as a declared TriBITS TPL. For a TESTONLY library, the include directories will automatically be added using:

```
INCLUDE_DIRECTORIES(${<libi>_INCLUDE_DIRS})
```

where `<libi>_INCLUDE_DIRS` was set by:

```
TRIBITS_ADD_LIBRARY(<libi> ... TESTONLY ...)
```

Therefore, to link to a defined TESTONLY library in any upstream enabled package, one just needs to pass in the library name through `DEPLIBS ... <libi> ...` and that is it!

COMM [serial] [mpi]

If specified, selects if the test will be added in serial and/or MPI mode. See the `COMM` argument in the script [TRIBITS_ADD_TEST\(\)](#) for more details.

LINKER_LANGUAGE (C|CXX|Fortran)

If specified, overrides the linker language used by setting the target property `LINKER_LANGUAGE`. By default, CMake chooses the compiler to be used as the linker based on file extensions. The most typical use case is when Fortran-only or C-only sources are passed in through `SOURCES` but a C++ linker is needed because there are upstream C++ libraries.

DEFINES -D<define0> -D<define1> ...

Add the listed defines using `ADD_DEFINITIONS()`. These should only affect the listed sources for the built executable and not other compiles in this directory due to the `FUNCTION` scoping.

INSTALLABLE

If passed in, then an install target will be added to install the built executable into the `${CMAKE_INSTALL_PREFIX}/bin/` directory (see [Install Target \(TRIBITS_ADD_EXECUTABLE\(\)\)](#)).

Executable and Target Name (TRIBITS_ADD_EXECUTABLE())

By default, the full name of the executable and target name `<fullExecName> =`

```
${PACKAGE_NAME}_<exeRootName>
```

If `ADD_DIR_TO_NAME` is set, then the directory path relative to the package base directory (with "/" replaced with "_"), or `<relDirName>`, is added to the executable name to form `<fullExecName> =`

`${PACKAGE_NAME}_<relDirName>_<exeRootName>`

If the option `NOEXEPREFIX` is passed in, the prefix `${PACKAGE_NAME}_` is removed.

CMake will add the executable suffix `${PROJECT_NAME}_CMAKE_EXECUTABLE_SUFFIX` the actual executable file if the option `NOEXESUFFIX` is not passed in but this suffix is never added to the target name.

The reason that a default prefix is prepended to the executable and target name is because the primary reason to create an executable is typically to create a test or an example that is private to the package. This prefix helps to namespace the executable and its target so as to avoid name clashes with targets in other packages. It also helps to avoid clashes if the executable gets installed into the install directory (if `INSTALLABLE` is specified).

Additional Executable and Source File Properties (`TRIBITS_ADD_EXECUTABLE()`)

Once `ADD_EXECUTABLE(<fullExeName> ...)` is called, one can set and change properties on the `<fullExeName>` executable target using `SET_TARGET_PROPERTIES()` as well as properties on any of the source files listed in `SOURCES` using `SET_SOURCE_FILE_PROPERTIES()` just like in any CMake project.

Install Target (`TRIBITS_ADD_EXECUTABLE()`)

If `INSTALLABLE` is passed in, then an install target `INSTALL(TARGETS <fullExeName> ...)` is added to install the built executable into the `${CMAKE_INSTALL_PREFIX}/bin/` directory (actual install directory path is determined by `${PROJECT_NAME}_INSTALL_RUNTIME_DIR`).

TRIBITS_ADD_EXECUTABLE_AND_TEST()

Add an executable and a test (or several tests) all in one shot.

Usage:

```
TRIBITS_ADD_EXECUTABLE_AND_TEST(  
  <exeRootName> [NOEXEPREFIX] [NOEXESUFFIX] [ADD_DIR_TO_NAME]  
  SOURCES <src0> <src1> ...  
  [NAME <testName> | NAME_POSTFIX <testNamePostfix>]  
  [CATEGORIES <category0> <category1> ...]  
  [HOST <host0> <host1> ...]  
  [XHOST <xhost0> <xhost1> ...]  
  [XHOST_TEST <xhost0> <xhost1> ...]  
  [HOSTTYPE <hosttype0> <hosttype1> ...]  
  [XHOSTTYPE <xhosttype0> <xhosttype1> ...]  
  [XHOSTTYPE_TEST <xhosttype0> <xhosttype1> ...]  
  [DIRECTORY <dir>]  
  [DEFINES -DS<someDefine>]  
  [DEPLIBS <lib0> <lib1> ... ]  
  [COMM [serial] [mpi]]  
  [ARGS "<arg0> <arg1> ..." "<arg2> <arg3> ..." ...]  
  [NUM_MPI_PROCS <numProcs>]  
  [LINKER_LANGUAGE (C|CXX|Fortran)]  
  [STANDARD_PASS_OUTPUT  
    | PASS_REGULAR_EXPRESSION "<regex0>;<regex1>;..."]  
  [FAIL_REGULAR_EXPRESSION "<regex0>;<regex1>;..."]  
  [WILL_FAIL]  
  [ENVIRONMENT <var0>=<value0> <var1>=<value1> ...]  
  [INSTALLABLE]  
  [TIMEOUT <maxSeconds>]  
)
```

This function takes a fairly common set of arguments to [TRIBITS_ADD_EXECUTABLE\(\)](#) and [TRIBITS_ADD_TEST\(\)](#) but not the full set passed to `TRIBITS_ADD_TEST()`. See the documentation for [TRIBITS_ADD_EXECUTABLE\(\)](#) and [TRIBITS_ADD_TEST\(\)](#) to see which arguments are accepted by which functions.

Arguments that are specific to this function and not contained in `TRIBITS_ADD_EXECUTABLE()` or `TRIBITS_ADD_TEST()` include:

```
XHOST_TEST <xhost0> <xhost1> ...
```

When specified, this disables just running the tests for the named hosts `<xhost0>`, `<xhost0>` etc. but still builds the executable for the test.

```
XHOSTTYPE_TEST <xhosttype0> <hosttype1> ...
```

When specified, this disables just running the tests for the named host types `<hosttype0>`, `<hosttype0>`, ..., but still builds the executable for the test.

This is the function to use for simple test executables that you want to run that either takes no arguments or just a simple set of arguments passed in through `ARGS`.

TRIBITS_ADD_TEST()

Add a test or a set of tests for a single executable or command.

Usage:

```
TRIBITS_ADD_TEST(  
  <exeRootName> [NOEXEPREFIX] [NOEXESUFFIX]  
  [NAME <testName> | NAME_POSTFIX <testNamePostfix>]  
  [DIRECTORY <directory>]  
  [ADD_DIR_TO_NAME]  
  [ARGS "<arg0> <arg1> ..." "<arg2> <arg3> ..." ...  
    | POSTFIX_AND_ARGS_0 <postfix> <arg0> <arg1> ...  
    POSTFIX_AND_ARGS_1 ... ]  
  [COMM [serial] [mpi]]  
  [NUM_MPI_PROCS <numProcs>]  
  [CATEGORIES <category0> <category1> ...]  
  [HOST <host0> <host1> ...]  
  [XHOST <host0> <host1> ...]  
  [HOSTTYPE <hosttype0> <hosttype1> ...]  
  [XHOSTTYPE <hosttype0> <hosttype1> ...]  
  [STANDARD_PASS_OUTPUT  
    | PASS_REGULAR_EXPRESSION "<regex0>;<regex1>;..." ]  
  [FAIL_REGULAR_EXPRESSION "<regex0>;<regex1>;..." ]  
  [WILL_FAIL]  
  [ENVIRONMENT <var0>=<value0> <var1>=<value1> ...]  
  [TIMEOUT <maxSeconds>]  
)
```

Sections:

- [Formal Arguments \(TRIBITS_ADD_TEST\(\)\)](#)
- [Determining the Executable or Command to Run \(TRIBITS_ADD_TEST\(\)\)](#)
- [Determining the Full Test Name \(TRIBITS_ADD_TEST\(\)\)](#)
- [Adding Multiple Tests \(TRIBITS_ADD_TEST\(\)\)](#)
- [Determining Pass/Fail \(TRIBITS_ADD_TEST\(\)\)](#)
- [Setting additional test properties \(TRIBITS_ADD_TEST\(\)\)](#)
- [Debugging and Examining Test Generation \(TRIBITS_ADD_TEST\(\)\)](#)

- [Disabling Tests Externally \(TRIBITS_ADD_TEST\(\)\)](#)

Formal Arguments (TRIBITS_ADD_TEST())

`<exeRootName>`

The name of the executable or path to the executable to run for the test (see [Determining the Executable or Command to Run \(TRIBITS_ADD_TEST\(\)\)](#)). This name is also the default root name for the test (see [Determining the Full Test Name \(TRIBITS_ADD_TEST\(\)\)](#)).

`NOEXEPREFIX`

If specified, then the prefix `${PACKAGE_NAME}_` is not assumed to be prepended to `<exeRootName>`.

`NOEXESUFFIX`

If specified, then the postfix `${PROJECT_NAME}_CMAKE_EXECUTABLE_SUFFIX` is not assumed to be post-pended to `<exeRootName>`.

`NAME <testRootName>`

If specified, gives the root name of the test. If not specified, then `<testRootName>` is taken to be `<exeRootName>`. The actual test name will always be prefixed as `${PACKAGE_NAME}_<testRootName>` passed into the call to the built-in CMake command `ADD_TEST (. . .)`. The main purpose of this argument is to allow multiple tests to be defined for the same executable. CTest requires all test names to be globally unique in a single project.

`NAME_POSTFIX <testNamePostfix>`

If specified, gives a postfix that will be added to the standard test name based on `<exeRootName>` (appended as `_<NAME_POSTFIX>`). If the `NAME <testRootName>` argument is given, this argument is ignored.

`DIRECTORY <dir>`

If specified, then the executable is assumed to be in the directory given by `<dir>`. The directory `<dir>` can either be a relative or absolute path. If not specified, the executable is assumed to be in the current binary directory.

`ADD_DIR_TO_NAME`

If specified, then the directory name that this test resides in will be added into the name of the test after the package name is added and before the root test name (see below). The directory will have the package's base directory stripped off so only the unique part of the test directory will be used. All directory separators will be changed into underscores.

`RUN_SERIAL`

If specified then no other tests will be allowed to run while this test is running. This is useful for devices (like cuda cards) that require exclusive access for processes/threads. This just sets the CTest test property `RUN_SERIAL` using the built-in CMake function `SET_TESTS_PROPERTIES ()`.

`ARGS "<arg0> <arg1> ..." "<arg2> <arg3> ..." ...`

If specified, then a set of arguments can be passed in quotes. If multiple groups of arguments are passed in different quoted clusters of arguments then a different test will be added for each set of arguments. In this way, many different tests can be added for a single executable in a single call to this function. Each of these separate tests will be named `${TEST_NAME}_xy` where `xy = 00, 01, 02`, and so on.

POSTFIX_AND_ARGS_<IDX> <postfix> <arg0> <arg1> ...

If specified, gives a sequence of sets of test postfix names and arguments lists for different tests. For example, a set of three different tests with argument lists can be specified as:

```
POSTIFX_AND_ARGS_0 postfix0 --arg1 --arg2="dummy"
POSTIFX_AND_ARGS_1 postfix1  --arg2="fly"
POSTIFX_AND_ARGS_2 postfix2  --arg2="bags"
```

This will create three different test cases with the postfix names `postfix0`, `postfix1`, and `postfix2`. The indexes must be consecutive starting a 0 and going up to (currently) 19. The main advantages of using these arguments instead of just 'ARGS' are that you can give meaningful name to each test case and you can specify multiple arguments without having to quote them and you can allow long argument lists to span multiple lines.

COMM [serial] [mpi]

If specified, selects if the test will be added in serial and/or MPI mode. If the COMM argument is missing, the test will be added in both serial and MPI builds of the code.

NUM_MPI_PROCS <numProcs>

If specified, gives the number of processes that the test will be defined to run. If <numProcs> is greater than `#{MPI_EXEC_MAX_NUMPROCS}` then the test will be excluded. If not specified, then the default number of processes for an MPI build will be `#{MPI_EXEC_DEFAULT_NUMPROCS}`. For serial builds, this argument is ignored.

HOST <host0> <host1> ...

If specified, gives a list of hostnames where the test will be included. The current hostname is determined by the built-in CMake command `SITE_NAME (${PROJECT_NAME}_HOSTNAME)`. On Linux/Unix systems, this is typically the value returned by 'uname -n'. If this list is given, the value of `#{${PROJECT_NAME}_HOSTNAME}` must equal one of the listed host names <hosti> or test will not be added. The value of `#{PROJECT_NAME}_HOSTNAME` gets printed out in the TriBITS cmake output under the section Probing the environment.

XHOST <host0> <host1> ...

If specified, gives a list of hostnames (see HOST argument) where the test will *not* be added. This check is performed after the check for the hostnames in the HOST list if it should exist. Therefore, this list exclusion list overrides the 'HOST' inclusion list.

CATEGORIES <category0> <category1> ...

If specified, gives the specific categories of the test. Valid test categories include BASIC, CONTINUOUS, NIGHTLY, WEEKLY and PERFORMANCE. By default, the category is BASIC. When the test category does not match `#{PROJECT_NAME}_TEST_CATEGORIES`, then the test is not added. When the CATEGORIES is BASIC it will match `#{PROJECT_NAME}_TEST_CATEGORIES` equal to CONTINUOUS, NIGHTLY, and WEEKLY. When the CATEGORIES contains CONTINUOUS it will match `#{PROJECT_NAME}_TEST_CATEGORIES` equal to CONTINUOUS, NIGHTLY, and WEEKLY. When the CATEGORIES is NIGHTLY it will match `#{PROJECT_NAME}_TEST_CATEGORIES` equal to NIGHTLY and WEEKLY. When the CATEGORIES is PERFORMANCE it will match `#{PROJECT_NAME}_TEST_CATEGORIES=PERFORMANCE` only.

HOSTTYPE <hosttype0> <hosttype1> ...

If specified, gives the names of the host system type (given by `CMAKE_HOST_SYSTEM_NAME` which is printed in the TriBITS cmake configiure output in the section Probing the environment) to include the test. Typical host system type names include Linux, Darwain etc.

XHOSTTYPE <hosttype0> <hosttype1> ...

If specified, gives the names of the host system type to *not* include the test. This check is performed after the check for the host system names in the HOSTTYPE list if it should exist. Therefore, this list exclusion list overrides the HOSTTYPE inclusion list.

STANDARD_PASS_OUTPUT

If specified, then the standard test output `End Result: TEST PASSED` is greped for to determine success. This is needed for MPI tests on some platforms since the return value is unreliable. This is set using the built-in ctest property `PASS_REGULAR_EXPRESSION`.

PASS_REGULAR_EXPRESSION "<regex0>;<regex1>;..."

If specified, then a test will be assumed to pass only if one of the regular expressions <regex0>, <regex1> etc. match the output. Otherwise, the test will fail. This is set using the built-in test property `PASS_REGULAR_EXPRESSION`. Consult standard CMake documentation.

FAIL_REGULAR_EXPRESSION "<regex0>;<regex1>;..."

If specified, then a test will be assumed to fail if one of the regular expressions <regex0>, <regex1> etc. match the output. Otherwise, the test will pass. This is set using the built-in test property `FAIL_REGULAR_EXPRESSION`.

WILL_FAIL

If passed in, then the pass/fail criteria will be inverted. This is set using the built-in test property `WILL_FAIL`.

ENVIRONMENT <var0>=<value0> <var1>=<value1> ...

If passed in, the listed environment variables will be set before calling the test. This is set using the built-in test property `ENVIRONMENT`.

TIMEOUT <maxSeconds>

If passed in, gives maximum number of seconds the test will be allowed to run before being timed-out. This sets the test property `TIMEOUT`. **WARNING:** Rather than just increasing the timeout for an expensive test, please try to either make the test run faster or relegate the test to being run less often (i.e. set `CATEGORIES NIGHTLY` or even `WEEKLY` for extremely expensive tests). Expensive tests are one of the worse forms of technical debt that a project can have!

In the end, this function just calls the built-in CMake commands `ADD_TEST(${TEST_NAME} ...)` and `SET_TESTS_PROPERTIES(${TEST_NAME} ...)` to set up an executable process for ctest to run, determine pass/fail criteria, and set some other test properties. Therefore, this wrapper function does not provide any fundamentally new features that are already available in the basic usage of CMake/CTest. However, this wrapper function takes care of many of the details and boiler-plate CMake code that it takes to add such a test (or tests) and enforces consistency across a large project for how tests are defined, run, and named (to avoid test name clashes).

If more flexibility or control is needed when defining tests, then the function `TRIBITS_ADD_ADVANCED_TEST()` should be used instead.

In the following subsections, more details on how tests are defined and run is given.

Determining the Executable or Command to Run (TRIBITS_ADD_TEST())

This function is primarily designed to make it easy to run tests for executables built using the function [TRIBITS_ADD_EXECUTABLE\(\)](#). To set up tests to run arbitrary executables, see below.

By default, the command to run for the executable is determined by first getting the executable name which by default is assumed to be <fullExeName> =:

```
${PACKAGE_NAME}_<exeRootName>${ ${PROJECT_NAME}_CMAKE_EXECUTABLE_SUFFIX }
```

which is (by no coincidence) identical to how it is selected in [TRIBITS_ADD_EXECUTABLE\(\)](#). This name can be altered by passing in `NOEXEPREFIX`, `NOEXESUFFIX`, and `ADD_DIR_TO_NAME` as described in [Executable and Target Name \(TRIBITS_ADD_EXECUTABLE\(\)\)](#).

By default, this executable is assumed to be in the current CMake binary directory `${CMAKE_CURRENT_BINARY_DIR}` but the directory location can be changed using the `DIRECTORY <dir>` argument.

If an arbitrary executable is to be run for the test, then pass in `NOEXEPREFIX` and `NOEXESUFFIX` and set `<exeRootName>` to the relative or absolute path of the executable to be run. If `<exeRootName>` is not an absolute path, then `${CMAKE_CURRENT_BINARY_DIR}/<exeRootName>` is set as the executable to run.

Whatever executable path is specified using this logic, if the executable is not found, then when `ctest` goes to run the test, it will mark it as `NOT RUN`.

Determining the Full Test Name (TRIBITS_ADD_TEST())

By default, the base test name is selected to be:

```
${PACKAGE_NAME}_<exeRootName>
```

If `NAME <testRootName>` is passed in, then `<testRootName>` is used instead of `<exeRootName>`.

If `NAME_POSTFIX <testNamePostfix>` is passed in, then the base test name is selected to be:

```
${PACKAGE_NAME}_<exeRootName>_<testNamePostfix>
```

If `ADD_DIR_TO_NAME` is passed in, then the directory name relative to the package directory name is added to the name as well to help disambiguate the test name (see the above).

Let the test name determined by this process be `TEST_NAME`. If no arguments or one set of arguments are passed in through `ARGS`, then this is the test name actually passed in to `ADD_TEST()`. If multiple tests are defined, then this name becomes the base test name for each of the tests. See below.

Finally, for any test that gets defined, if MPI is enabled (i.e. `TPL_ENABLE_MPI=ON`), then the terminal suffix `_MPI_${NUM_MPI_PROCS}` will be added to the end of the test name (even for multiple tests). No such prefix is added for the serial case (i.e. `TPL_ENABLE_MPI=OFF`).

Adding Multiple Tests (TRIBITS_ADD_TEST())

ToDo: Explain how multiple tests can be added with different sets of arguments in one of two ways.

Determining Pass/Fail (TRIBITS_ADD_TEST())

ToDo: Fill in!

Setting additional test properties (TRIBITS_ADD_TEST())

ToDo: Fill in!

Debugging and Examining Test Generation (TRIBITS_ADD_TEST())

ToDo: Describe setting `${PROJECT_NAME}_VERBOSE_CONFIGURE=ON` and seeing what info it prints out.

ToDo: Describe how to examine the generated CTest files to see what test(s) actually got added (or not added) and what the pass/fail criteria is.

Disabling Tests Externally (TRIBITS_ADD_TEST())

The test can be disabled externally by setting the CMake cache variable

`${FULL_TEST_NAME}_DISABLE=TRUE`. This allows tests to be disabled on a case-by-case basis. This is the *exact* name that shows up in 'ctest -N' when running the test. If multiple tests are added in this function through multiple argument sets to `ARGS` or through multiple `POSTFIX_AND_ARGS_<IDX>` arguments, then `${FULL_TEST_NAME}_DISABLE=TRUE` must be set for each test individually.

TRIBITS_ADD_ADVANCED_TEST()

Function that creates an advanced test defined by stringing together one or more executables and/or commands that is run as a separate CMake -P script with very flexible pass/fail criteria.

This function allows you to add a single CTest test as a single unit that is actually a sequence of one or more separate commands strung together in some way to define the final pass/fail. You will want to use this function to add a test instead of `TRIBITS_ADD_TEST()` when you need to run more than one command, or you need more sophisticated checking of the test result other than just greping STDOUT (i.e. by running programs to examine output files).

Usage:

```
TRIBITS_ADD_ADVANCED_TEST(  
  <testName>  
  TEST_0 (EXEC <execTarget0> | CMND <cmndExec0>) ...  
  [TEST_1 (EXEC <execTarget1> | CMND <cmndExec1>) ...]  
  ...  
  [TEST_N (EXEC <execTargetN> | CMND <cmndExecN>) ...]  
  [OVERALL_WORKING_DIRECTORY (<overallWorkingDir> | TEST_NAME)]  
  [FAIL_FAST]  
  [KEYWORDS <keyword1> <keyword2> ...]  
  [COMM [serial] [mpi]]  
  [OVERALL_NUM_MPI_PROCS <overallNumProcs>]  
  [CATEGORIES <category0> <category1> ...]  
  [HOST <host0> <host1> ...]  
  [XHOST <host0> <host1> ...]  
  [HOSTTYPE <hosttype0> <hosttype1> ...]  
  [XHOSTTYPE <hosttype0> <hosttype1> ...]  
  [FINAL_PASS_REGULAR_EXPRESSION <regex> | FINAL_FAIL_REGULAR_EXPRESSION <regex>]  
  [ENVIRONMENT <var1>=<value1> <var2>=<value2> ...]  
)
```

Each atomic test case is either a package-built executable or just a basic command. An atomic test command takes the form:

```
TEST_<i>  
  (EXEC <exeRootName> [NOEXEPREFIX] [NOEXESUFFIX] [ADD_DIR_TO_NAME]  
    [DIRECTORY <dir>]  
    | CMND <cmndExec>)  
  [ARGS <arg1> <arg2> ... <argn>]  
  [MESSAGE "<message>"]  
  [WORKING_DIRECTORY <workingDir>]  
  [NUM_MPI_PROCS <numProcs>]  
  [OUTPUT_FILE <outputFile>]  
  [NO_ECHO_OUTPUT]  
  [PASS_ANY  
    | PASS_REGULAR_EXPRESSION "<regex>"  
    | PASS_REGULAR_EXPRESSION_ALL "<regex1>" "<regex2>" ... "<regexn>"  
    | FAIL_REGULAR_EXPRESSION "<regex>"  
    | STANDARD_PASS_OUTPUT  
  ]
```

By default, each and every atomic test or command needs to pass (as defined below) in order for the overall test to pass.

Sections:

- [Overall Arguments \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)
- [TEST_<IDX> Test Blocks and Arguments \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)

- [Overall Pass/Fail \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)
- [Argument Ordering \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)
- [Implementation Details \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)
- [Setting Additional Test Properties \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)
- [Disabling Tests Externally \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)
- [Debugging and Examining Test Generation \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#)

Overall Arguments (TRIBITS_ADD_ADVANCED_TEST())

Below are given some overall arguments. Remaining overall arguments that control overall pass/fail are described in [Overall Pass/Fail \(TRIBITS_ADD_ADVANCED_TEST\(\)\)](#).

`<testName>`

The name of the test (which will have `${PACKAGE_NAME}_` prepended to the name) that will be used to name the output CMake script file as well as the CTest test name passed into `ADD_TEST()`. This must be the first argument.

`OVERALL_WORKING_DIRECTORY <overallWorkingDir>`

If specified, then the working directory `<overallWorkingDir>` will be created and all of the test commands by default will be run from within this directory. If the value `<overallWorkingDir>=TEST_NAME` is given, then the working directory will be given the name `${PACKAGE_NAME}_<testName>`. If the directory `<overallWorkingDir>` exists before the test runs, it will be deleted and created again. Therefore, if you want to preserve the contents of this directory between test runs you need to copy the files it somewhere else. This is a good option to use if the commands create intermediate files and you want to make sure they get deleted before a set of test cases runs again.

`FAIL_FAST`

If specified, then the remaining test commands will be aborted when any test command fails. Otherwise, all of the test cases will be run.

`RUN_SERIAL`

If specified then no other tests will be allowed to run while this test is running. This is useful for devices (like cuda cards) that require exclusive access for processes/threads. This just sets the CTest test property `RUN_SERIAL` using the built-in CMake function `SET_TESTS_PROPERTIES()`.

`COMM [serial] [mpi]`

If specified, selects if the test will be added in serial and/or MPI mode. See the `COMM` argument in the script [TRIBITS_ADD_TEST\(\)](#) for more details.

`OVERALL_NUM_MPI_PROCS <overallNumProcs>`

If specified, gives the default number of processes that each executable command runs on. If `<numProcs>` is greater than `${MPI_EXEC_MAX_NUMPROCS}` then the test will be excluded. If not specified, then the default number of processes for an MPI build will be `${MPI_EXEC_DEFAULT_NUMPROCS}`. For serial builds, this argument is ignored.

`CATEGORIES <category0> <category1> ...`

Gives the test categories for which this test will be added. See [TRIBITS_ADD_TEST\(\)](#) for more details.

`HOST <host0> <host1> ...`

The list of hosts for which to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

```
XHOST <host0> <host1> ...
```

The list of hosts for which **not** to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

```
HOSTTYPE <hosttype0> <hosttype1> ...
```

The list of host types for which to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

```
XHOSTTYPE <hosttype0> <hosttype1> ...
```

The list of host types for which **not** to enable the test (see [TRIBITS_ADD_TEST\(\)](#)).

```
ENVIRONMENT <var1>=<value1> <var2>=<value2> ...
```

If passed in, the listed environment variables will be set before calling the test. This is set using the built-in test property `ENVIRONMENT`.

TEST_<IDX> Test Blocks and Arguments (TRIBITS_ADD_ADVANCED_TEST())

Each test command block `TEST_<IDX>` runs either a package-built test executable or some general command executable and is defined as either `EXEC <exeRootName>` or `CMND <cmndExec>`:

```
EXEC <exeRootName> [NOEXEPREFIX] [NOEXESUFFIX] [ADD_DIR_TO_NAME]
[DIRECTORY <dir>]
```

If specified, then `<exeRootName>` gives the the name of an executable target that will be run as the command. The full executable path is determined in exactly the same way it is in the [TRIBITS_ADD_TEST\(\)](#) function (see [Determining the Executable or Command to Run \(TRIBITS_ADD_TEST\(\)\)](#)). If this is an MPI build, then the executable will be run with MPI using `NUM_MPI_PROCS <numProcs>` or `OVERALL_NUM_MPI_PROCS <overallNumProcs>` (if `NUM_MPI_PROCS` is not set for this test case). If the number of maximum MPI processes allowed is less than this number of MPI processes, then the test will *not* be run. Note that `EXEC <exeRootName>` is basically equivalent to `CMND <cmndExec>` when `NOEXEPREFIX` and `NOEXESUFFIX` are specified. In this case, you can pass in `<exeRootName>` to any command you would like and it will get run with MPI in MPI mode just like any other command.

```
CMND <cmndExec>
```

If specified, then `<cmndExec>` gives the executable for a command to be run. In this case, MPI will never be used to run the executable even when configured in MPI mode (i.e. `TPL_ENABLE_MPI=ON`).

By default, the output (stdout/stderr) for each test command is captured and is then echoed to stdout for the overall test. This is done in order to be able to grep the result to determine pass/fail.

Other miscellaneous arguments for each `TEST_<i>` block include:

```
DIRECTORY <dir>
```

If specified, then the executable is assumed to be in the directory given by relative `<dir>`. See [TRIBITS_ADD_TEST\(\)](#).

```
MESSAGE "<message>"
```

If specified, then the string in `"<message>"` will be print before this test command is run. This allows adding some documentation about each individual test invocation to make the test output more understandable.

```
WORKING_DIRECTORY <workingDir>
```

If specified, then the working directory `<workingDir>` will be created and the test will be run from within this directory. If the value `<workingDir> = TEST_NAME` is given, then the working directory will be given the name `${PACKAGE_NAME}_<testName>`. If the directory `<workingDir>` exists before the test runs, it will be deleted and created again. Therefore, if you want to preserve the contents of this directory between test runs you need to copy it somewhere else. Using `WORKING_DIRECTORY`` for individual test commands allows creating independent working directories for each test case. This would be useful if a single ``OVERALL_WORKING_DIRECTORY` was not sufficient for some reason.

`NUM_MPI_PROCS <numProcs>`

If specified, then `<numProcs>` is the number of processors used for MPI executables. If not specified, this will default to `<overallNumProcs>` from `OVERALL_NUM_MPI_PROCS <overallNumProcs>`.

`OUTPUT_FILE <outputFile>`

If specified, then stdout and stderr for the test case will be sent to `<outputFile>`.

`NO_ECHO_OUTPUT`

If specified, then the output for the test command will not be echoed to the output for the entire test command.

By default, an atomic test line is assumed to pass if the executable returns a non-zero value. However, a test case can also be defined to pass based on:

`PASS_ANY`

If specified, the test command ``i`` will be assumed to pass regardless of the return value or any other output. This would be used when a command that is to follow will determine pass or fail based on output from this command in some way.

`PASS_REGULAR_EXPRESSION "<regex>"`

If specified, the test command ``i`` will be assumed to pass if it matches the given regular expression. Otherwise, it is assumed to fail.

`PASS_REGULAR_EXPRESSION_ALL "<regex1>" "<regex2>" ... "<regexn>"`

If specified, the test command ``i`` will be assumed to pass if the output matches all of the provided regular expressions. Note that this is not a capability of raw ctest and represents an extension provided by TriBITS.

`FAIL_REGULAR_EXPRESSION "<regex>"`

If specified, the test command ``i`` will be assumed to fail if it matches the given regular expression. Otherwise, it is assumed to pass.

`STANDARD_PASS_OUTPUT`

If specified, the test command ``i`` will be assumed to pass if the string expression "Final Result: PASSED" is found in the output for the test.

Overall Pass/Fail (TRIBITS_ADD_ADVANCED_TEST())

By default, the overall test will be assumed to pass if it prints:

`"OVERALL FINAL RESULT: TEST PASSED"`

However, this can be changed by setting one of the following optional arguments:

`FINAL_PASS_REGULAR_EXPRESSION <regex>`

If specified, the test will be assumed to pass if the output matches <regex>. Otherwise, it will be assumed to fail.

`FINAL_FAIL_REGULAR_EXPRESSION <regex>`

If specified, the test will be assumed to fail if the output matches <regex>. Otherwise, it will be assumed to fail.

Argument Ordering (TRIBITS_ADD_ADVANCED_TEST())

For the most part, the listed arguments can appear in any order except for the following restrictions:

- The <testName> argument must be the first listed (it is the only positional argument).
- The test cases `TEST_<IDX>` must be listed in order (i.e. `TEST_0 . . . TEST_1 . . .`) and the test cases must be consecutive integers (i.e. can't jump from `TEST_5` to `TEST_7`).
- All of the arguments for a test case must appear directly below its `TEST_<IDX>` keyword and before the next `TEST_<IDX+1>` keyword or before any trailing overall keyword arguments.
- None of the overall arguments (e.g. `CATEGORIES`) can be inside listed inside of a `TEST_<IDX>` block but otherwise can be listed before or after all of the `TEST_<IDX>` blocks.

Other than that, the keyword arguments and options can appear in any order.

Implementation Details (TRIBITS_ADD_ADVANCED_TEST())

ToDo: Describe the generation of the *.cmake file and what gets added with `ADD_TEST()`.

Setting Additional Test Properties (TRIBITS_ADD_ADVANCED_TEST())

ToDo: Fill in!

Disabling Tests Externally (TRIBITS_ADD_ADVANCED_TEST())

The test can be disabled externally by setting the CMake cache variable

`${FULL_TEST_NAME}_DISABLE=TRUE`. This allows tests to be disabled on a case-by-case basis. This is the *exact* name that shows up in 'ctest -N' when running the test.

Debugging and Examining Test Generation (TRIBITS_ADD_ADVANCED_TEST())

ToDo: Describe setting `${PROJECT_NAME}_VERBOSE_CONFIGURE=ON` and seeing what info it prints out.

ToDo: Describe how to examine the generated CTest files to see what test(s) actually got added (or not added) and what the pass/fail criteria is.

TRIBITS_PACKAGE_POSTPROCESS()

Macro called at the very end of a package's top-level CMakeLists.txt file. This macro performs some critical post-processing activities before downstream packages are processed.

Usage:

```
TRIBITS_PACKAGE_POSTPROCESS()
```

NOTE: It is unfortunate that a package's CMakeLists.txt file must call this macro but limitations of the CMake language make it necessary to do so.

16 General Utility Macros and Functions

The following subsections give detailed documentation for some CMake macros and functions which are *not* a core part of the TriBITS system but are included in the TriBITS system that are used inside of the TriBITS system and are provided as a convenience to TriBITS project developers. One will see many of these functions and macros used throughout the implementation of TriBITS and even in the `CMakeLists.txt` files for projects that use TriBITS.

These macros and functions are *not* prefixed with `TRIBITS_`. There is really not a large risk to defining and using these non-namespaces utility functions and macros. It turns out that CMake allows you to redefine any macro or function, even built-in ones, inside of your project so even if CMake did add new commands that clashed with these names, there would be no conflict. When overriding a built-in command `some_builtin_command()`, you can always access the original built-in command as `_some_builtin_command()`.

ADD_SUBDIRECTORIES()

Macro that adds a list of subdirectories all at once (removed boiler-plate code).

Usage:

```
ADD_SUBDIRECTORIES(<dir1> <dir2> ...)
```

ADVANCED_OPTION()

Macro that sets an option and marks it as advanced (removes boiler-plate and duplication).

Usage:

```
ADVANCED_OPTION(<varName> [other arguments])
```

This is identical to:

```
ADVANCED_OPTION(<varName> [other arguments])  
MARK_AS_ADVANCED(<varName>)
```

ADVANCED_SET()

Macro that sets a variable and marks it as advanced (removes boiler-plate and duplication).

Usage:

```
ADVANCED_SET(<varName> [other arguments])
```

This is identical to:

```
ADVANCED_SET(<varName> [other arguments])  
MARK_AS_ADVANCED(<varName>)
```

APPEND_CMNDLINE_ARGS()

Utility function that appends command-line arguments to a variable of command-line options.

Usage:

```
APPEND_CMNDLINE_ARGS(<var> "<extraArgs>")
```

This function just appends the command-line arguments in the string `"<extraArgs>"` but does not add an extra space if `<var>` is empty on input.

APPEND_GLOB()

Utility macro that does a `FILE (GLOB ...)` and appends to an existing list (removes boiler-plate code).

Usage:

```
APPEND_GLOB(<fileListVar> <glob0> <glob1> ...)
```

On output, `<fileListVar>` will have the list of glob files appended.

APPEND_GLOBAL_SET()

Utility macro that appends arguments to a global variable (reduces boiler-plate code and mistakes).

Usage:

```
APPEND_GLOBAL_SET(<varName> <arg0> <arg1> ...)
```

NOTE: The variable `<varName>` must exist before calling this function. To set it empty initially use [GLOBAL_NULL_SET\(\)](#).

APPEND_SET()

Utility function to append elements to a variable (reduces boiler-plate code).

Usage:

```
APPEND_SET(<varName> <arg0> <arg1> ...)
```

Just calls:

```
LIST(APPEND <varName> <arg0> <arg1> ...)
```

APPEND_STRING_VAR()

Append strings to an existing string variable (reduces boiler-plate code and reduces mistakes).

Usage:

```
APPEND_STRING_VAR(<stringVar> "<string1>" "<string2>" ...)
```

Note that the usage of the characters `'[', ']', '{', '}'` are taken by CMake to bypass the meaning of `';` to separate string characters.

If you want to ignore the meaning of these special characters and are okay with just adding one string at a time use [APPEND_STRING_VAR_EXT\(\)](#).

APPEND_STRING_VAR_EXT()

Append a single string to an existing string variable, ignoring `';` (reduces boiler-plate code and reduces mistakes).

Usage:

```
APPEND_STRING_VAR_EXT(<stringVar> "<string>")
```

Simply sets `<stringVar> = "${<stringVar>}<string>"`.

APPEND_STRING_VAR_WITH_SEP()

Append strings to a given string variable, joining them using a separator.

Usage:

```
APPEND_STRING_VAR_WITH_SEP (<stringVar> "<sepStr>" "<str0>" "<str>" ...)
```

Each of the strings <stri> are appended to <stringVar> using the separation string <sepStr>.

ASSERT_DEFINED()

Assert that a variable is defined and if not call MESSAGE (SEND_ERROR ...).

Usage:

```
ASSERT_DEFINED (<varName>)
```

This is used to get around the problem of CMake not asserting the defreferencing of undefined variables. For example, how do you know if you did not misspell the name of a variable in an if statement like:

```
IF (SOME_VARIABLE)
    ...
ENDIF ()
```

? If you misspelled the variable `SOME_VARIABLE` (which you likely did in this case), the the if statement will always be false. To avoid this problem when you always expect the explicitly set, instead do:

```
ASSERT_DEFINED (SOME_VARIABLE)
IF (SOME_VARIABLE)
    ...
ENDIF ()
```

Now if you misspell the variable, it will asset and stop processing. This is not a perfect solution since you can misspell the variable name in the following if statemnt but typically you would always just copy and paste between the two statements so they are always the same. This is the best we can do in CMake unfortunately.

COMBINED_OPTION()

Set up a bool cache variable (i.e. an option) based on a set of dependent options.

Usage:

```
COMBINED_OPTION ( <combinedOptionName>
  DEP_OPTIONS_NAMES <depOpName0> <depOptName1> ...
  DOCSTR "<docstr0>" "<docstr1" ...
)
```

This sets up a bool cache variable <combinedOptionName> which is defaulted to ON if all of the listed dependent option variables <depOpName0>, <depOptName1>, ... are all ON. However, if <combinedOptionName> is set to ON by the user and not all of the dependent option variables are also true, this results in a fatal error and alll processing stops.

This is used by a CMake project to by default automatically turn on a feature that requires a set of other features to also be turned on but allows a user to disable the feature if desired.

CONCAT_STRINGS()

Concatenate a set of string arguments.

Usage:

```
CONCAT_STRINGS (<outputVar> "<str0>" "<str1>" ...)
```

On output, <outputVar> is set to "<str0><str1>...".

DUAL_SCOPE_APPEND_CMNDLINE_ARGS()

Utility function that appends command-line arguments to a variable of command-line options and sets the result in current scope and parent scope.

Usage:

```
DUAL_SCOPE_APPEND_CMNDLINE_ARGS (<var> "<extraArgs>")
```

Just calls [APPEND_CMNDLINE_ARGS\(\)](#) and then `SET (<var> ${<var>} PARENT_SCOPE)`.

DUAL_SCOPE_PREPEND_CMNDLINE_ARGS()

Utility function that prepends command-line arguments to a variable of command-line options and sets the result in current scope and parent scope.

Usage:

```
DUAL_SCOPE_PREPEND_CMNDLINE_ARGS (<var> "<extraArgs>")
```

Just calls [PREPEND_CMNDLINE_ARGS\(\)](#) and then `SET (<var> ${<var>} PARENT_SCOPE)`.

DUAL_SCOPE_SET()

Macro that sets a variable name both in the current scope and the parent scope.

Usage:

```
DUAL_SCOPE_SET (<varName> [other args])
```

It turns out that when you call `ADD_SUBDIRECTORY (<someDir>)` or enter a `FUNCTION` that CMake actually creates a copy of all of the regular non-cache variables in the current scope in order to create a new set of variables for the `CMakeLists.txt` file in <someDir>. This means that if you call `SET (SOMEVAR Blah PARENT_SCOPE)` that it will not affect the value of `SOMEVAR` in the current scope. This macro therefore is designed to set the value of the variable in the current scope and the parent scope in one shot to avoid confusion.

Global variables are different. When you move to a subordinate `CMakeLists.txt` file or enter a function, a local copy of the variable is *not* created. If you set the value name locally, it will shadow the global variable. However, if you set the global value with `SET (SOMEVAR someValue CACHE INTERNAL "")`, then the value will get changed in the current subordinate scope and in all parent scopes all in one shot!

GLOBAL_NULL_SET()

Set a variable as a null internal global (cache) variable (removes boiler plate).

Usage:

```
GLOBAL_NULL_SET (<varName>)
```

This just calls:

```
SET (<varName> "" CACHE INTERNAL "")
```

GLOBAL_SET()

Set a variable as an internal global (cache) variable (removes boiler plate).

Usage:

```
GLOBAL_SET(<varName> [other args])
```

This just calls:

```
SET(<varName> [other args] CACHE INTERNAL "")
```

JOIN()

Join a set of strings into a single string using a join string.

Usage:

```
JOIN(<outputStrVar> <sepStr> <quoteElements> "<string0>" "<string1>" ...)
```

Arguments:

<outputStrVar>

The name of a variable that will hold the output string.

<sepStr>

A string to use to join the list of strings.

<quoteElements>

If TRUE, then each <stringi> is quoted using an escaped quote char \". If FALSE then no escaped quote is used.

On output the variable <outputStrVar> is set to:

```
"<string0><sepStr><string1><sepStr>..."
```

If <quoteElements>=TRUE, then it is set to:

```
"\"<string0>\"<sepStr>\"<string1>\"<sepStr>..."
```

For example, the latter can be used to set up a set of command-line arguments given a CMake array like:

```
JOIN(CMND_LINE_ARGS " " TRUE ${CMND_LINE_ARRAY})
```

WARNING: Be careful to quote string arguments that have spaces because CMake interprets those as array boundaries.

MESSAGE_WRAPPER()

Function that wraps the standard CMake/CTest MESSAGE () function call in order to allow unit testing to intercept the call.

Usage:

```
MESSAGE_WRAPPER (<arg0> <arg1> ...)
```

This function takes exactly the same arguments as built-in MESSAGE (). When the variable MESSAGE_WRAPPER_UNIT_TEST_MODE is set to TRUE, then this function will not call MESSAGE (<arg0> <arg1> ...) but instead will prepend set to global variable MESSAGE_WRAPPER_INPUT that input arguments. To capture just this call's input, first call GLOBAL_NULL_SET (MESSAGE_WRAPPER_INPUT (MESSAGE_WRAPPER_INPUT) before calling this function.

This function allows one to unit test other user-defined CMake macros and functions that call this to catch error conditions without stopping the CMake program. Otherwise, this is used to capture print messages to verify that they say the right thing.

MULTILINE_SET()

Function to set a single string by concatenating a list of separate strings

Usage:

```
MULTILINE_SET (<outputStrVar>
    "<string0>"
    "<string1>"
    ...
)
```

On output, the local variables <outputStrVar> is set to:

```
"<string0><string1>..."
```

The purpose of this is to make it easier to set longer strings without going too far to the right.

PARSE_ARGUMENTS()

Parse a set of macro/function input arguments into different lists. This allows the easy implementation of keyword-based user-defined macros and functions.

Usage:

```
PARSE_ARGUMENTS (
    <prefix> <argNamesList> <optionNamesList>
    <inputArgsList>
)
```

Arguments to this macro:

<prefix>

Prefix <prefix>_ added the list and option variables created listed in
<argNamesList> and <optionNamesList>.

<argNamesList>

Quoted array of list arguments (e.g. "<argName0>;<argName1>;..."). For each variable name <argNamei>, a local variable will be created in the current scope with the name <prefix>_<argNamei> which gives the list of variables parsed out of <inputArgsList>.

<optionNamesList>

Quoted array of list arguments (e.g. "<optName0>;<optName1>;..."). For each variable name <optNamei>, a local variable will be created in the current scope with the name <prefix>_<optNamei> that is either set to TRUE or FALSE depending if <optNamei> appears in <inputArgsList> or not.

<inputArgsList>

List of arguments keyword-based arguments passed in for the outer macro or function to be parsed out into the different argument and option lists.

What this macro does is very simple yet very powerful. What it does is to allow you to create your own keyword-based macros and functions like CMake has.

For example, consider the following user-defined macro that uses both positional and keyword-based arguments using `PARSE_ARGUMENTS()`:

```
MACRO (PARSE_SPECIAL_VARS    BASE_NAME)

    PARSE_ARGUMENTS (
        #prefix
        ${BASE_NAME}
        #lists
        "ARG0;ARG1;ARG2"
        #options
        "OPT0;OPT1"
        ${ARGN}
    )

ENDMACRO ()
```

Calling this macro as:

```
PARSE_SPECIAL_VARS(MyVar ARG0 a b ARG2 c OPT1)
```

sets the following variables in the current scope:

- `MyVar_ARG0="a;b"`
- `MyVar_ARG1=""`
- `MyVar_ARG2="c"`
- `MyVar_OPT0="FALSE"`
- `MyVar_OPT1="TRUE"`

Any initial arguments that are not recognised as <argNamesList> keyword arguments will be put into the local variable <prefix>_DEFAULT_ARGS. If no arguments in `${ARGN}` match any in <argNamesList>, then all non-option arguments are point into <prefix>_DEFAULT_ARGS.

This allows you to define user-defined macros and functions that have a mixture of positional arguments and keyword-based arguments like you can do in other languages. The keyword-based arguments can be passed in any order and those that are missing are empty (or false) by default.

If `PARSE_ARGUMENTS_DUMP_OUTPUT_ENABLED` is set to `TRUE`, then a bunch of detailed debug info will be printed. This should only be used in the most desperate of debug situations because it will print a *lot* of output!

PERFORMANCE: This function will scale as:

```
O( (len(<argNamesList>) * len(<optionNamesList>)) * len(<inputArgsList>) )
```

Therefore, this could scale very badly for large lists of argument and option names and input argument lists.

PREPEND_CMNDLINE_ARGS()

Utility function that prepends command-line arguments to a variable of command-line options.

Usage:

```
PREPEND_CMNDLINE_ARGS(<var> "<extraArgs>")
```

This function just prepends the command-line arguments in the string "<extraArgs>" but does not add an extra space if <var> is empty on input.

PREPEND_GLOBAL_SET()

Utility macro that prepends arguments to a global variable (reduces boiler-plate code and mistakes).

Usage:

```
PREPEND_GLOBAL_SET(<varName> <arg0> <arg1> ...)
```

NOTE: The variable <varName> must exist before calling this function. To set it empty initially use [GLOBAL_NULL_SET\(\)](#).

APPEND_SET()

Utility function to append elements to a variable (reduces boiler-plate code).

Usage:

```
APPEND_SET(<varName> <arg0> <arg1> ...)
```

Just calls:

```
LIST(APPEND <varName> <arg0> <arg1> ...)
```

PRINT_NONEMPTY_VAR()

Print a defined variable giving its name then value only if it is not empty.

Usage:

```
PRINT_NONEMPTY_VAR(<varName>)
```

Calls `PRINT_VAR(<varName>)` if `${<varName>}` is not empty.

PRINT_VAR()

Unconditionally print a variable giving its name then value.

Usage:

```
PRINT_VAR(<varName>)
```

This prints:

```
MESSAGE("-- " "${VARIABLE_NAME}" "${VARIABLE_NAME}")
```

The variable <varName> can be defined or undefined or empty. This uses an explicit "-- " line prefix so that it prints nice even on Windows CMake.

REMOVE_GLOBAL_DUPLICATES()

Remove duplicate elements from a global list variable.

Usage:

```
REMOVE_GLOBAL_DUPLICATES (<globalVarName>)
```

This function is necessary in order to preserve the “global” nature of the variable. If you just call `LIST(REMOVE_DUPLICATES ...)` it will actually create a local variable of the same name and shadow the global variable! That is a fun bug to track down!

SET_AND_INC_DIRS()

Set a variable to an include dir and call `INCLUDE_DIRECTORIES()` (removes boiler plate).

Usage:

```
SET_AND_INC_DIRS(<dirVarName> <includeDir>)
```

On output, this justs `<dirVarName>` to `<includeDir>` in the local scope and calls `INCLUDE_DIRECTORIES(<includeDir>)`.

SET_CACHE_ON_OFF_EMPTY()

Usage:

```
SET_CACHE_ON_OFF_EMPTY(<varName> <initialVal> "<docString>" [FORCE])
```

Sets a special string cache variable with possible values “”, “ON”, or “OFF”. This results in a nice dropdown box in the CMake cache manipulation GUIs.

SET_DEFAULT()

Give a local variable a default if a non-empty value is not already set.

Usage:

```
SET_DEFAULT (<varName> <arg0> <arg1> ...)
```

If on input `"${<varName>}"==" "`, then `<varName>` is set to the given default. Otherwise, the existing non-empty value is preserved.

SET_DEFAULT_AND_FROM_ENV()

Set a default value for a local variable and override from an env var of the same name if it is set.

Usage:

```
SET_DEFAULT_AND_FROM_ENV (<varName> <defaultVal>)
```

First calls `SET_DEFAULT (<varName> <defaultVal>)` and then looks for an environment variable named `<varName>` and if non-empty, then overrides the value of `<varName>`.

This macro is primarily used in CTest code to provide a way to pass in the value of CMake variables. Older versions of `ctest` did not support the option `-D <var>:<type>=<value>` to allow variables to be set through the commandline like `cmake` always allowed.

SPLIT()

Split a string variable into a string array/list variable.

Usage:

```
SPLIT ("<inputStr>" "<sepStr>" <outputStrListVar>)
```

The `<sepStr>` string is used with `STRING (REGEX . . .)` to replace all occurrences of `<sepStr>` in ```<inputStr>` with “;” and writing into `<outputStrListVar>`.

WARNING: `<sepStr>` is interpreted as a regular expression so keep that in mind when considering special regex chars like `'*'`, `'.'`, etc!

TIMER_GET_RAW_SECONDS()

Return the raw time in seconds since epoch, i.e., since 1970-01-01 00:00:00 UTC.

Usage:

```
TIMER_GET_RAW_SECONDS (<rawSecondsVar>)
```

This function is used along with [TIMER_GET_REL_SECONDS\(\)](#), and [TIMER_PRINT_REL_TIME\(\)](#) to time big chunks of CMake code for timing and profiling purposes. See [TIMER_PRINT_REL_TIME\(\)](#) for more details and an example.

NOTE: This function runs an external process to run the `date` command. Therefore, it only works on Unix/Linux type systems that have a standard `date` command. Since this runs an external process, this function should only be used to time very coarse grained operations (i.e. that take longer than a second).

TIMER_GET_REL_SECONDS()

Return the relative time between start and stop seconds.

Usage:

```
TIMER_GET_REL_SECONDS (<startSeconds> <endSeconds> <relSecondsOutVar>)
```

This simple function computes the relative number of seconds between `<startSeconds>` and `<endSeconds>` (i.e. from [TIMER_GET_RAW_SECONDS\(\)](#)) and sets the result in the local variable `<relSecondsOutVar>`.

TIMER_PRINT_REL_TIME()

Print the relative time between start and stop timers in `<min>m<sec>s` format.

Usage:

```
TIMER_PRINT_REL_TIME(<startSeconds> <endSeconds> “<messageStr>”)
```

Differences the raw times `<startSeconds>` and `<endSeconds>` (i.e. gotten from [TIMER_GET_RAW_SECONDS\(\)](#)) and prints the time in `<min>m<sec>s` format. This can only resolve times a second or greater apart. If the start and end times are less than a second then `0m0s` will be printed.

This is meant to be used with [TIMER_GET_RAW_SECONDS\(\)](#) to time expensive blocks of CMake code like:

```

TIMER_GET_RAW_SECONDS (REAL_EXPENSIVE_START)

REAL_EXPENSIVE (...)

TIMER_GET_RAW_SECONDS (REAL_EXPENSIVE_END)

TIMER_PRINT_REL_TIME (${REAL_EXPENSIVE_START} ${REAL_EXPENSIVE_END}
    "REAL_EXPENSIVE() time")

```

This will print something like:

```
REAL_EXPENSIVE() time: 0m5s
```

Again, don't try to time something that takes less than 1 second as it will be recored as 0m0s.

UNITTEST_COMPARE_CONST()

Perform a single unit test equality check and update overall test statistics

Usage:

```
UNITTEST_COMPARE_CONST(<varName> <expectedValue>)
```

If `${<varName>} == <expectedValue>`, then the check passes, otherwise it fails. This prints the variable name and values and shows the test result.

This updates the global variables `UNITTEST_OVERALL_NUMRUN`, `UNITTEST_OVERALL_NUMPASSED`, and `UNITTEST_OVERALL_PASS` which are used by the unit test harness system to assess overall pass/fail.

UNITTEST_STRING_REGEX()

Perform a series regexes of given strings and update overall test statistics.

Usage:

```

UNITTEST_STRING_REGEX(
    <inputString>
    REGEX_STRINGS <str0> <str1> ...
)

```

If the `<inputString>` matches all of the of the regexs `<str0>`, "`<str1>`", ..., then the test passes. Otherwise it fails.

This updates the global variables `UNITTEST_OVERALL_NUMRUN`, `UNITTEST_OVERALL_NUMPASSED`, and `UNITTEST_OVERALL_PASS` which are used by the unit test harness system to assess overall pass/fail.

UNITTEST_FILE_REGEX()

Perform a series regexes of given strings and update overall test statistics.

Usage:

```

UNITTEST_FILE_REGEX(
    <inputFileName>
    REGEX_STRINGS <str1> <str2> ...
)

```

The contents of `<inputFileName>` are read into a string and then passed to [UNITTEST_STRING_REGEX\(\)](#) to assess pass/fail.

UNITTEST_FINAL_RESULT()

Print final statistics from all tests and assert final pass/fail

Usage:

```
UNITTEST_FINAL_RESULT(<expectedNumPassed>)
```

If `${UNITTEST_OVERALL_PASS}==TRUE` and `${UNITTEST_OVERALL_NUMPASSED} == <expectedNumPassed>`, then the overall test program is determined to have passed and string:

```
"Final UnitTests Result: PASSED"
```

is printed. Otherwise, the overall test program is determined to have failed, the string:

```
"Final UnitTests Result: FAILED"
```

is printed and `MESSAGE(SEND_ERROR "FAIL")` is called.

The reason that we require passing in the expected number of passed tests is an extra precaution to make sure that important unit tests are not left out. CMake is a loosely typed language and it pays to be a little paranoid.

17 References

18 Appendix

History of TriBITS

TriBITS started development in November 2007 as a set of helper macros to provide a CMake build system for a small subset of packages in Trilinos. The initial goal was to just to support a native Windows build (using Visual C++) to compile and install these few Trilinos packages on Windows for usage by another project (the Sandia Titan project which included VTK). At that time, Trilinos was using a highly customized autotools build system. Initially, this CMake system was just a set of macros to streamline creating executables and tests. Some of the conventions started in that early effort (e.g. naming conventions of variables and macros where functions use upper case like old FORTRAN and variables are mixed case) were continued in later efforts and are reflected in the current. Then, starting in early 2008, a more detailed evaluation was performed to see if Trilinos should stitch over to CMake as the default (and soon only) supported build and test system (see “Why CMake?” in [TriBITS Overview](#)). This led to the initial implementation of a scale-able package-based architecture (PackageArch) for the Trilinos CMake project in late 2008. This Trilinos CMake PackageArch system evolved over the next few years with development in the system slowing into 2010. This Trilinos CMake build system was then adopted as the build infrastructure for the CASL VERA effort in 2011 where CASL VERA packages were treated as add-on Trilinos packages (see Section [Multi-Repository Support](#)). Over the next year, there was significant development of the system to support larger multi-repo projects in support of CASL VERA. That led to the decision to formally generalize the Trilinos CMake PackageArch build system outside of Trilinos and the name TriBITS was formally adopted in November 2011. Work to refactor the Trilinos CMake system into a general reusable stand-alone CMake-based build system started in October 2011 and an initial implementation was complete in December 2011 when it was used for the CASL VERA build system. In early 2012, the ORNL CASL-related projects Denovo and SCALE ([\[SCALE\]](#)) adopted TriBITS as their native development build systems. Shortly after TriBITS was adopted the native build system for the the CASL-related University of Michigan code MPACT. In addition to being used in CASL, all of these codes also had a significant life outside of CASL. Because they used the same TriBITS build system, it proved relatively easy to keep these various codes integrated together in the CASL VERA code meta-build. At the same time, TriBITS well served the independent development teams and non-CASL projects independent from CASL VERA. Since the initial extraction of TriBITS from Trilinos, the TriBITS system was further extended and refined, driven by CASL VERA development and expansion. Independently, an early version of TriBITS from 2012 was adopted by the LiveV project footnote(<https://github.com/lifev/cmake>) which was forked and extended independently.

[SCALE] <http://scale.ornl.gov/>