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# $Id: CMakeLists.txt 86065 2014-11-07 08:51:15Z gcosmo $
# Modified by Darren Holland 2020-11-02
# This file compiles the Geant4 code for a design

#-----
# Setup the project
#
cmake_minimum_required(VERSION 2.6 FATAL_ERROR)
project(Optimize CXX)

#-----
# Find Geant4 package, activating all available UI and Vis drivers by default
# You can set WITH_GEANT4_UIVIS to OFF via the command line or ccmake/cmake-gui
# to build a batch mode only executable
#
option(WITH_GEANT4_UIVIS "Build example with Geant4 UI and Vis drivers" ON)
if(WITH_GEANT4_UIVIS)
    find_package(Geant4 REQUIRED ui_all vis_all)
else()
    find_package(Geant4 REQUIRED)
endif()

set(CMAKE_TRY_COMPILE_TARGET_TYPE STATIC_LIBRARY)
#-----
# Setup Geant4 include directories and compile definitions
# Setup include directory for this project
#
include_directories(${FILE_DIR}/include)
include(${Geant4_USE_FILE})

#-----
# Locate sources and headers for this project
# NB: headers are included so they will show up in IDEs
#
file(GLOB sources ${FILE_DIR}/src/*.cc)
file(GLOB headers ${FILE_DIR}/include/*.hh)

#-----
# Add the executable, and link it to the Geant4 libraries
#
add_executable(${ExeName2} ${ExeName}.cc ${Settings}.cc ${sources} ${headers})
target_link_libraries(${ExeName2} ${Geant4_LIBRARIES})

#-----
# Copy all scripts to the build directory, i.e. the directory in which we
# build it. This is so that we can run the executable directly because it
# relies on these scripts being in the current working directory.
#
set(MYMESH_SCRIPTS)

foreach(_script ${MYMESH_SCRIPTS})
    configure_file(
        ${FILE_DIR}/${_script}
        ${PROJECT_BINARY_DIR}/${_script}
        COPYONLY
    )
endforeach()

#-----
# Install the executable to 'bin' directory under CMAKE_INSTALL_PREFIX
#
install(TARGETS ${ExeName2} DESTINATION bin)

```