set(NAME glm)

file(GLOB ROOT\_SOURCE \*.cpp)

file(GLOB ROOT\_INLINE \*.inl)

file(GLOB ROOT\_HEADER \*.hpp)

file(GLOB\_RECURSE CORE\_SOURCE ./core/\*.cpp)

file(GLOB\_RECURSE CORE\_INLINE ./core/\*.inl)

file(GLOB\_RECURSE CORE\_HEADER ./core/\*.hpp)

file(GLOB\_RECURSE GTC\_SOURCE ./gtc/\*.cpp)

file(GLOB\_RECURSE GTC\_INLINE ./gtc/\*.inl)

file(GLOB\_RECURSE GTC\_HEADER ./gtc/\*.hpp)

file(GLOB\_RECURSE GTX\_SOURCE ./gtx/\*.cpp)

file(GLOB\_RECURSE GTX\_INLINE ./gtx/\*.inl)

file(GLOB\_RECURSE GTX\_HEADER ./gtx/\*.hpp)

file(GLOB\_RECURSE VIRTREV\_SOURCE ./virtrev/\*.cpp)

file(GLOB\_RECURSE VIRTREV\_INLINE ./virtrev/\*.inl)

file(GLOB\_RECURSE VIRTREV\_HEADER ./virtrev/\*.hpp)

source\_group("Core Files" FILES ${CORE\_SOURCE})

source\_group("Core Files" FILES ${CORE\_INLINE})

source\_group("Core Files" FILES ${CORE\_HEADER})

source\_group("GTC Files" FILES ${GTC\_SOURCE})

source\_group("GTC Files" FILES ${GTC\_INLINE})

source\_group("GTC Files" FILES ${GTC\_HEADER})

source\_group("GTX Files" FILES ${GTX\_SOURCE})

source\_group("GTX Files" FILES ${GTX\_INLINE})

source\_group("GTX Files" FILES ${GTX\_HEADER})

source\_group("VIRTREV Files" FILES ${VIRTREV\_SOURCE})

source\_group("VIRTREV Files" FILES ${VIRTREV\_INLINE})

source\_group("VIRTREV Files" FILES ${VIRTREV\_HEADER})

include\_directories(${CMAKE\_CURRENT\_SOURCE\_DIR}/..)

add\_executable(${NAME}

${ROOT\_SOURCE} ${ROOT\_INLINE} ${ROOT\_HEADER}

${CORE\_SOURCE} ${CORE\_INLINE} ${CORE\_HEADER}

${GTC\_SOURCE} ${GTC\_INLINE} ${GTC\_HEADER}

${GTX\_SOURCE} ${GTX\_INLINE} ${GTX\_HEADER}

${VIRTREV\_SOURCE} ${VIRTREV\_INLINE} ${VIRTREV\_HEADER})