**Spdlog Library from Source usage in C++ / Cmake project:**

Two methods:

* **Dll based where you have to link the dlls with your exe like port them as multiple files.**

vcpkg install spdlog:x64-windows

After installation run this command:

vcpkg integrate install

That only automatically integrates with MSBuild-based projects (Visual Studio .sln, .vcxproj), not CMake CLI unless you configure it manually. For Cmake to auto get the lib without passing the toolchain add this in path variable of user  
  
Under **User Variables**, click **New**:

* Name: CMAKE\_TOOLCHAIN\_FILE
* Value: C:/Users/yourname/vcpkg/scripts/buildsystems/vcpkg.cmake

Here is a simple cmakeList

cmake\_minimum\_required(VERSION 3.31)

project(CppExamples LANGUAGES CXX)

set(CMAKE\_CXX\_STANDARD 17)

set(CMAKE\_CXX\_STANDARD\_REQUIRED ON)

# Find Boost (required for Boost.Asio)

find\_package(Boost REQUIRED COMPONENTS system serialization)

find\_package(spdlog REQUIRED)

# Add executable

add\_executable(CppExamples

src/main.cpp

)

# Link Boost

target\_link\_libraries(CppExamples PRIVATE

Boost::system

Boost::serialization

spdlog::spdlog

)

Now run using these:

rmdir /s /q build (to delete old build)

cmake -B build -S . -G "Visual Studio 17 2022" -A x64

cmake --build build --config Release

* **Static lib where you release only one large file**

vcpkg install spdlog:x64-windows-static

Follow all above step as same and run these commands for given cmakelist.

cmake\_minimum\_required(VERSION 3.31)

project(CppExamples LANGUAGES CXX)

set(CMAKE\_CXX\_STANDARD 17)

set(CMAKE\_CXX\_STANDARD\_REQUIRED ON)

set(SPDLOG\_USE\_STATIC\_LIB ON)

set(CMAKE\_MSVC\_RUNTIME\_LIBRARY "MultiThreaded$<$<CONFIG:Debug>:Debug>")

# Find Boost (required for Boost.Asio)

find\_package(Boost REQUIRED COMPONENTS system serialization)

find\_package(spdlog REQUIRED)

# Add executable

add\_executable(CppExamples

src/main.cpp

)

# Link Boost

target\_link\_libraries(CppExamples PRIVATE

Boost::system

Boost::serialization

spdlog::spdlog

)

Now run using these:

rmdir /s /q build (to delete old build)

cmake -B build -S . -DCMAKE\_TOOLCHAIN\_FILE=C:/Users/ yourname /vcpkg/scripts/buildsystems/vcpkg.cmake -DVCPKG\_TARGET\_TRIPLET=x64-windows-static

cmake --build build --config Release