cmake\_minimum\_required(VERSION 3.14)

project(runner LANGUAGES CXX)

# Define the application target. To change its name, change BINARY\_NAME in the

# top-level CMakeLists.txt, not the value here, or `flutter run` will no longer

# work.

#

# Any new source files that you add to the application should be added here.

add\_executable(${BINARY\_NAME} WIN32

"flutter\_window.cpp"

"main.cpp"

"utils.cpp"

"win32\_window.cpp"

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

"Runner.rc"

"runner.exe.manifest"

)

# Apply the standard set of build settings. This can be removed for applications

# that need different build settings.

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

# Add preprocessor definitions for the build version.

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION=\"${FLUTTER\_VERSION}\"")

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_MAJOR=${FLUTTER\_VERSION\_MAJOR}")

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_MINOR=${FLUTTER\_VERSION\_MINOR}")

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_PATCH=${FLUTTER\_VERSION\_PATCH}")

target\_compile\_definitions(${BINARY\_NAME} PRIVATE "FLUTTER\_VERSION\_BUILD=${FLUTTER\_VERSION\_BUILD}")

# Disable Windows macros that collide with C++ standard library functions.

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

# Add dependency libraries and include directories. Add any application-specific

# dependencies here.

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

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

# Run the Flutter tool portions of the build. This must not be removed.

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