# This is the CMakeCache file.  
# For build in directory: c:/Snake/build  
# It was generated by CMake: C:/Program Files/CMake/bin/cmake.exe  
# You can edit this file to change values found and used by cmake.  
# If you do not want to change any of the values, simply exit the editor.  
# If you do want to change a value, simply edit, save, and exit the editor.  
# The syntax for the file is as follows:  
# KEY:TYPE=VALUE  
# KEY is the name of a variable in the cache.  
# TYPE is a hint to GUIs for the type of VALUE, DO NOT EDIT TYPE!.  
# VALUE is the current value for the KEY.  
  
########################  
# EXTERNAL cache entries  
########################  
  
//Path to a program.  
CMAKE\_AR:FILEPATH=C:/Program Files (x86)/Microsoft Visual Studio/2019/Community/VC/Tools/MSVC/14.29.30133/bin/Hostx64/x64/lib.exe  
  
//Semicolon separated list of supported configuration types, only  
// supports Debug, Release, MinSizeRel, and RelWithDebInfo, anything  
// else will be ignored.  
CMAKE\_CONFIGURATION\_TYPES:STRING=Debug;Release;MinSizeRel;RelWithDebInfo  
  
//Flags used by the CXX compiler during all build types.  
CMAKE\_CXX\_FLAGS:STRING=/DWIN32 /D\_WINDOWS /W3 /GR /EHsc  
  
//Flags used by the CXX compiler during DEBUG builds.  
CMAKE\_CXX\_FLAGS\_DEBUG:STRING=/MDd /Zi /Ob0 /Od /RTC1  
  
//Flags used by the CXX compiler during MINSIZEREL builds.  
CMAKE\_CXX\_FLAGS\_MINSIZEREL:STRING=/MD /O1 /Ob1 /DNDEBUG  
  
//Flags used by the CXX compiler during RELEASE builds.  
CMAKE\_CXX\_FLAGS\_RELEASE:STRING=/MD /O2 /Ob2 /DNDEBUG  
  
//Flags used by the CXX compiler during RELWITHDEBINFO builds.  
CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO:STRING=/MD /Zi /O2 /Ob1 /DNDEBUG  
  
//Libraries linked by default with all C++ applications.  
CMAKE\_CXX\_STANDARD\_LIBRARIES:STRING=kernel32.lib user32.lib gdi32.lib winspool.lib shell32.lib ole32.lib oleaut32.lib uuid.lib comdlg32.lib advapi32.lib  
  
//Flags used by the C compiler during all build types.  
CMAKE\_C\_FLAGS:STRING=/DWIN32 /D\_WINDOWS /W3  
  
//Flags used by the C compiler during DEBUG builds.  
CMAKE\_C\_FLAGS\_DEBUG:STRING=/MDd /Zi /Ob0 /Od /RTC1  
  
//Flags used by the C compiler during MINSIZEREL builds.  
CMAKE\_C\_FLAGS\_MINSIZEREL:STRING=/MD /O1 /Ob1 /DNDEBUG  
  
//Flags used by the C compiler during RELEASE builds.  
CMAKE\_C\_FLAGS\_RELEASE:STRING=/MD /O2 /Ob2 /DNDEBUG  
  
//Flags used by the C compiler during RELWITHDEBINFO builds.  
CMAKE\_C\_FLAGS\_RELWITHDEBINFO:STRING=/MD /Zi /O2 /Ob1 /DNDEBUG  
  
//Libraries linked by default with all C applications.  
CMAKE\_C\_STANDARD\_LIBRARIES:STRING=kernel32.lib user32.lib gdi32.lib winspool.lib shell32.lib ole32.lib oleaut32.lib uuid.lib comdlg32.lib advapi32.lib  
  
//Flags used by the linker during all build types.  
CMAKE\_EXE\_LINKER\_FLAGS:STRING=/machine:x64  
  
//Flags used by the linker during DEBUG builds.  
CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG:STRING=/debug /INCREMENTAL  
  
//Flags used by the linker during MINSIZEREL builds.  
CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL:STRING=/INCREMENTAL:NO  
  
//Flags used by the linker during RELEASE builds.  
CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE:STRING=/INCREMENTAL:NO  
  
//Flags used by the linker during RELWITHDEBINFO builds.  
CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=/debug /INCREMENTAL  
  
//Install path prefix, prepended onto install directories.  
CMAKE\_INSTALL\_PREFIX:PATH=C:/Program Files (x86)/Snake  
  
//Path to a program.  
CMAKE\_LINKER:FILEPATH=C:/Program Files (x86)/Microsoft Visual Studio/2019/Community/VC/Tools/MSVC/14.29.30133/bin/Hostx64/x64/link.exe  
  
//Flags used by the linker during the creation of modules during  
// all build types.  
CMAKE\_MODULE\_LINKER\_FLAGS:STRING=/machine:x64  
  
//Flags used by the linker during the creation of modules during  
// DEBUG builds.  
CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG:STRING=/debug /INCREMENTAL  
  
//Flags used by the linker during the creation of modules during  
// MINSIZEREL builds.  
CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL:STRING=/INCREMENTAL:NO  
  
//Flags used by the linker during the creation of modules during  
// RELEASE builds.  
CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE:STRING=/INCREMENTAL:NO  
  
//Flags used by the linker during the creation of modules during  
// RELWITHDEBINFO builds.  
CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=/debug /INCREMENTAL  
  
//Path to a program.  
CMAKE\_MT:FILEPATH=CMAKE\_MT-NOTFOUND  
  
//Value Computed by CMake  
CMAKE\_PROJECT\_DESCRIPTION:STATIC=  
  
//Value Computed by CMake  
CMAKE\_PROJECT\_HOMEPAGE\_URL:STATIC=  
  
//Value Computed by CMake  
CMAKE\_PROJECT\_NAME:STATIC=Snake  
  
//RC compiler  
CMAKE\_RC\_COMPILER:FILEPATH=rc  
  
//Flags for Windows Resource Compiler during all build types.  
CMAKE\_RC\_FLAGS:STRING=-DWIN32  
  
//Flags for Windows Resource Compiler during DEBUG builds.  
CMAKE\_RC\_FLAGS\_DEBUG:STRING=-D\_DEBUG  
  
//Flags for Windows Resource Compiler during MINSIZEREL builds.  
CMAKE\_RC\_FLAGS\_MINSIZEREL:STRING=  
  
//Flags for Windows Resource Compiler during RELEASE builds.  
CMAKE\_RC\_FLAGS\_RELEASE:STRING=  
  
//Flags for Windows Resource Compiler during RELWITHDEBINFO builds.  
CMAKE\_RC\_FLAGS\_RELWITHDEBINFO:STRING=  
  
//Flags used by the linker during the creation of shared libraries  
// during all build types.  
CMAKE\_SHARED\_LINKER\_FLAGS:STRING=/machine:x64  
  
//Flags used by the linker during the creation of shared libraries  
// during DEBUG builds.  
CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG:STRING=/debug /INCREMENTAL  
  
//Flags used by the linker during the creation of shared libraries  
// during MINSIZEREL builds.  
CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL:STRING=/INCREMENTAL:NO  
  
//Flags used by the linker during the creation of shared libraries  
// during RELEASE builds.  
CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE:STRING=/INCREMENTAL:NO  
  
//Flags used by the linker during the creation of shared libraries  
// during RELWITHDEBINFO builds.  
CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=/debug /INCREMENTAL  
  
//If set, runtime paths are not added when installing shared libraries,  
// but are added when building.  
CMAKE\_SKIP\_INSTALL\_RPATH:BOOL=OFF  
  
//If set, runtime paths are not added when using shared libraries.  
CMAKE\_SKIP\_RPATH:BOOL=OFF  
  
//Flags used by the linker during the creation of static libraries  
// during all build types.  
CMAKE\_STATIC\_LINKER\_FLAGS:STRING=/machine:x64  
  
//Flags used by the linker during the creation of static libraries  
// during DEBUG builds.  
CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG:STRING=  
  
//Flags used by the linker during the creation of static libraries  
// during MINSIZEREL builds.  
CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL:STRING=  
  
//Flags used by the linker during the creation of static libraries  
// during RELEASE builds.  
CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE:STRING=  
  
//Flags used by the linker during the creation of static libraries  
// during RELWITHDEBINFO builds.  
CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO:STRING=  
  
//If this value is on, makefiles will be generated without the  
// .SILENT directive, and all commands will be echoed to the console  
// during the make. This is useful for debugging only. With Visual  
// Studio IDE projects all commands are done without /nologo.  
CMAKE\_VERBOSE\_MAKEFILE:BOOL=OFF  
  
//Value Computed by CMake  
Snake\_BINARY\_DIR:STATIC=C:/Snake/build  
  
//Value Computed by CMake  
Snake\_IS\_TOP\_LEVEL:STATIC=ON  
  
//Value Computed by CMake  
Snake\_SOURCE\_DIR:STATIC=C:/Snake  
  
  
########################  
# INTERNAL cache entries  
########################  
  
//ADVANCED property for variable: CMAKE\_AR  
CMAKE\_AR-ADVANCED:INTERNAL=1  
//This is the directory where this CMakeCache.txt was created  
CMAKE\_CACHEFILE\_DIR:INTERNAL=c:/Snake/build  
//Major version of cmake used to create the current loaded cache  
CMAKE\_CACHE\_MAJOR\_VERSION:INTERNAL=3  
//Minor version of cmake used to create the current loaded cache  
CMAKE\_CACHE\_MINOR\_VERSION:INTERNAL=22  
//Patch version of cmake used to create the current loaded cache  
CMAKE\_CACHE\_PATCH\_VERSION:INTERNAL=0  
//Path to CMake executable.  
CMAKE\_COMMAND:INTERNAL=C:/Program Files/CMake/bin/cmake.exe  
//Path to cpack program executable.  
CMAKE\_CPACK\_COMMAND:INTERNAL=C:/Program Files/CMake/bin/cpack.exe  
//Path to ctest program executable.  
CMAKE\_CTEST\_COMMAND:INTERNAL=C:/Program Files/CMake/bin/ctest.exe  
//ADVANCED property for variable: CMAKE\_CXX\_FLAGS  
CMAKE\_CXX\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_DEBUG  
CMAKE\_CXX\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_MINSIZEREL  
CMAKE\_CXX\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELEASE  
CMAKE\_CXX\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO  
CMAKE\_CXX\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_CXX\_STANDARD\_LIBRARIES  
CMAKE\_CXX\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_C\_FLAGS  
CMAKE\_C\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_C\_FLAGS\_DEBUG  
CMAKE\_C\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_C\_FLAGS\_MINSIZEREL  
CMAKE\_C\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELEASE  
CMAKE\_C\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_C\_FLAGS\_RELWITHDEBINFO  
CMAKE\_C\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_C\_STANDARD\_LIBRARIES  
CMAKE\_C\_STANDARD\_LIBRARIES-ADVANCED:INTERNAL=1  
//Executable file format  
CMAKE\_EXECUTABLE\_FORMAT:INTERNAL=Unknown  
//ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS  
CMAKE\_EXE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG  
CMAKE\_EXE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL  
CMAKE\_EXE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE  
CMAKE\_EXE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO  
CMAKE\_EXE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//Name of external makefile project generator.  
CMAKE\_EXTRA\_GENERATOR:INTERNAL=  
//Name of generator.  
CMAKE\_GENERATOR:INTERNAL=Visual Studio 16 2019  
//Generator instance identifier.  
CMAKE\_GENERATOR\_INSTANCE:INTERNAL=C:/Program Files (x86)/Microsoft Visual Studio/2019/Community  
//Name of generator platform.  
CMAKE\_GENERATOR\_PLATFORM:INTERNAL=  
//Name of generator toolset.  
CMAKE\_GENERATOR\_TOOLSET:INTERNAL=  
//Source directory with the top level CMakeLists.txt file for this  
// project  
CMAKE\_HOME\_DIRECTORY:INTERNAL=C:/Snake  
//ADVANCED property for variable: CMAKE\_LINKER  
CMAKE\_LINKER-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS  
CMAKE\_MODULE\_LINKER\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG  
CMAKE\_MODULE\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL  
CMAKE\_MODULE\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE  
CMAKE\_MODULE\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO  
CMAKE\_MODULE\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_MT  
CMAKE\_MT-ADVANCED:INTERNAL=1  
//number of local generators  
CMAKE\_NUMBER\_OF\_MAKEFILES:INTERNAL=1  
//Platform information initialized  
CMAKE\_PLATFORM\_INFO\_INITIALIZED:INTERNAL=1  
//noop for ranlib  
CMAKE\_RANLIB:INTERNAL=:  
//ADVANCED property for variable: CMAKE\_RC\_COMPILER  
CMAKE\_RC\_COMPILER-ADVANCED:INTERNAL=1  
CMAKE\_RC\_COMPILER\_WORKS:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_RC\_FLAGS  
CMAKE\_RC\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_RC\_FLAGS\_DEBUG  
CMAKE\_RC\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_RC\_FLAGS\_MINSIZEREL  
CMAKE\_RC\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_RC\_FLAGS\_RELEASE  
CMAKE\_RC\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_RC\_FLAGS\_RELWITHDEBINFO  
CMAKE\_RC\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//Path to CMake installation.  
CMAKE\_ROOT:INTERNAL=C:/Program Files/CMake/share/cmake-3.22  
//ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS  
CMAKE\_SHARED\_LINKER\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG  
CMAKE\_SHARED\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL  
CMAKE\_SHARED\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE  
CMAKE\_SHARED\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO  
CMAKE\_SHARED\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_SKIP\_INSTALL\_RPATH  
CMAKE\_SKIP\_INSTALL\_RPATH-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_SKIP\_RPATH  
CMAKE\_SKIP\_RPATH-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS  
CMAKE\_STATIC\_LINKER\_FLAGS-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG  
CMAKE\_STATIC\_LINKER\_FLAGS\_DEBUG-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL  
CMAKE\_STATIC\_LINKER\_FLAGS\_MINSIZEREL-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE  
CMAKE\_STATIC\_LINKER\_FLAGS\_RELEASE-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO  
CMAKE\_STATIC\_LINKER\_FLAGS\_RELWITHDEBINFO-ADVANCED:INTERNAL=1  
//ADVANCED property for variable: CMAKE\_VERBOSE\_MAKEFILE  
CMAKE\_VERBOSE\_MAKEFILE-ADVANCED:INTERNAL=1