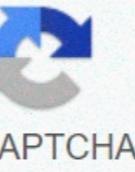


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## If else in cmake

Keep the length of the line below 80 characters when possible, and when this does not harm readability, and below 100 characters in any case. Indenting is made with two spaces. Not allowed accompanying white space. Each text file must be pushed using the end of the UNIX line. (On windows, it is advised to set core.autocrlf to true). Use the spelling checker when writing comments. The press in the comments are annoying and distracting. Never use the old CMake syntax code for loops or constructs: #NE if(foo) # ... other (foo) # ... endif(foo) # YES if(foo) # ... other() # ... endif() Although CMake is quite permissive with case sensitivity, please write each function in the case below, and separate words underlined: #NO function (QI\_MY WONDERFUL FUNCTION) # ... endfunction() #YES function (qi\_my\_nice\_function) # ... endfunction() Any function in the public QiBuild code API (i.e. which could be typed into the user's cmake code) must start with qi, the other should not start with qi (prefer to use \_qi for example). Module CMakeParseArguments is very useful, please use it. Please do not use the C-like construct for wires that span several lines: message(STATUS This is a very long message on several lines) Prefer to use a nice CMake feature for this: message(STATUS This is a very long message that spans several lines) See CMake Syntax Every function in the public API must have the appropriate documentation. It looks a bit like Doxygen, but with the syntax of python-sphinx #! Foobar : this function foo then bar! (small description) ## this is a long description for the function, the function has two # parameters, # accept two flags, two parameters and two groups. # Paragraph separated by blank lines ## \arg: list of optional arguments # \arg:first\_arg first argument # \arg:second\_arg second argument # \param:PARAM1 PARAM1 specify the foitness of the # \param:PARAM2 PARAM2 should always be 42 # \group:GROUP1 GROUP1 is a list of projects for foo # \group:GROUP2 This group represents an optional project for passing into the bar # function(foobar first\_arg second\_arg) cmake\_parse\_arguments(ARG FLAG1; FLAG2 PARAM1; PARAM2 GROUP1; GROUP2 \${ARGN}) endfunction() Note the bang in the first place of the function documentation. The rest is simple \arg: this represents a function parameter, the name is the name of the parameter that you<&gt;name<&gt; document. \flag:<&gt;FLAG<&gt; This represents a boolean value, the flag may or may not be present. (see CMakeParseArguments) \param: indicates the single value option : the keyword must be tracked &lt;PARAM&gt; value (see CMakeParseArguments) \group:<&gt;GROUP<&gt; denotes mut value option : the keyword will be accompanied by a list of values (see CMakeParseArguments) Keep e.g. if you add full functionality, you may want to add new functions to the new file. For example, qi\_make\_coffee in coffee.cmake ovom slučaju morate: dodati<&gt;/GROUP<&gt; &lt;/name&gt; somewhere in qibuild/general.cmake add the file to the list of documented files in doc / tools / gen\_cmake\_doc.py and of course add a tutorial on how to make coffee with qibuild. When writing a practical function, which is not used outside, start the name with underwriting, if you have a whole bunch of internal functions, put them in a separate file, in the internal sub-measure. Use the log functions carefully. The CMake output must remain minimal (when it gets too long, it's impossible for the user to see if something has gone wrong) If you run into a CMake alert, never ignore it. Fix the code or report an error report. (CMake alerts almost always mean there's a nasty bug somewhere) Always quote a variable representing the string: set (myvar foo) if (\${myvar} STREQUAL bar) # ... endif() Do not quote a variable that is set for booleans (myvar ON) (myvar OFF) if (\${myvar}) # endif() When saving paths in variables, DO NOT have cmake variables end with the line: # YES: set(\_my\_path put /to/foo) set(\_my\_other\_path \${\_my\_path}/\$\_my\_var) # NO: set(my\_path path/to/foo) set(\_my\_other\_path \${\_my\_path}/\$\_my\_var) # This is a bug!, see below If you don't, you can end up with paths that contain // . This does not matter on linux, but on windows this time it can be converted back to original paths (for example, in .bat generated cmake), so you end up with \\ in the name of the path on the windows, which is a note for shared folders ... Always use the list (APPEND) to access the list: list (APPEND my\_list one item) Always quote a string when comparing a string in if: set (myvar test) if (\${myvar} STREQUAL test) endif() Always use if(DEFINED varname) to check if a variable is set: if (DEFINED myvar) # ... endif() Do not quote variables that CMake expects to be a list: set(\_foo\_args -foo --bar) # YES: execute\_process(COMMAND foo \${\_foo\_args}) # NO: execute\_process(COMMAND foo \${\_foo\_args}) In the second row, since you quoted the list, you call foo with one argument, (-foo - bar). When you need a function to return results, use: function compute\_stuff(arg res) set (\_result) # ... # Store something in \_result using \${arg} set (\${res} \${\_result}) PARENT\_SCOPE endfunction() # ... compute\_stuff(my\_arg result) do\_something(\${result}) # NOT set(res ... PARENT\_SCOPE) Common errors¶ A very common mistake is to use something like: set (\_my\_out { CMAKE\_BINARY\_DIR}/ sdk) It will work fine most of the time, but : qibuild users may have chosen a unique sdk dir they may also have chosen a unique construction directory (useful for the eclipse, for example) so please use QI\_SDK\_DIR Don't post CMAKE\_CXX\_FLAGS instead: # This will break the compilation set (CMAKE\_CXX\_FLAGS # Use: add\_definitions(-DFOO=42) # Or, better, place the compilation flags # when necessary: # (it will save to compile the time when you change the definition!) set\_source\_files\_properties ( src / foo.cpp PROPERTIES COMPILE\_DEFINITIONS FOO = 42 ) Do not set CMAKE\_FIND\_ROOT\_PATH: # It will break the finding of packages in the tool: set(COMPILER\_DEFINITIONS CMAKE\_FIND\_ROOT\_PATH/a blank list if it doesn't exist) if(NE CMAKE\_FIND\_ROOT\_PATH) set up an (CMAKE\_FIND\_ROOT\_PATH) endif() list (APPEND CMAKE\_FIND\_ROOT\_PATH /path/up/something) Don't set CMAKE\_MODULE\_PATH: # This will break finding qibuild frame # include (qibuild/general) will no longer work set (CMAKE\_MODULE\_PATH /path/to/something) # Use this instead: # (create CMAKE\_FIND\_ROOT\_PATH a blank list if it doesn't exist) if(NE CMAKE\_MODULE\_PATH) set up (CMAKE\_MODULE\_PATH /path/to/something) CGold Examples on GitHub Example of using a command with NO/YES constants and variables with NO/ YES values : cmake\_minimum\_required(VERZIJA 2.8) projekt (foo NONE) ako(DA) poruka(Uvjet 1) endif() ako(NE) poruka(Stanje 2) endif() set(A DA) set (B NE) ako(A) poruka(Stanje 3) endif() ako(B) poruka(Stanje 4) endif() [control-structures]&gt; rm -rf \_builds [kontrolne strukture] &gt; cmake -Hif-simple -B\_builds Condition 1 Condition 3 -- Konfiguriranje učinjeno - Generiranje učinjeno - Izgradite datoteke napisane su na: ../../control-structures/\_builds Adding else/elseif: cmake\_minimum\_required(VERSION 2.8) project(foo NONE) set(A TRUE) set(B FALSE) aka(A) (Uvjet 1) drugi() poruka(Uvjet 2) endif() aka(B) poruka(Uvjet 3) ostalo() poruka(Uvjet 4) endif() set (C OFF) aka(C) poruka(Stanje 5) elseif(D) poruka(Stanje 6) endif(E) 0) aka(E) poruka (Stanje 8) elseif(F) poruka(Stanje 9) ostalo() poruka(Stanje 10) endif() [kontrolne strukture]&gt; rm -rf \_builds Stanje 1 Stanje 4 Stanje 6 10 -- Configuring Done -- Generating Ready-made -- File Building is written on: ../../control-structures/\_builds Some of the commands accept &lt;variable>|string arguments. This can lead to quite surprising behavior. For example, if we have variable A and it is set to an empty string, we can check it with: set(A ) if(A STREQUAL) message(Value A is an empty string) endif() You can save the name of the variables in another variable and do the same: set (A ) set (B A) # save variable name if(\${B} STREQUAL) message(Value \${B} is a blank string) krajif() If CMake policy CMP0054 is set to OLD or not present at all (before CMake 3.1), this operation ignores quotes: set(A ) set (B A) # save variable name if(\${B} STREQUAL) # same as if(\${B} STREQUAL) message(Value \${B} is a blank string) endif() This means &lt;variable>|string depends on the context: is the variable with the name \${B} present on the current scale or not? cmake\_minimum\_required(VERSION 3.0) project (foo LANGUAGES NONE) set(Jane Doe) message(A = \${A}) if(\${A} STREQUAL) message(A is empty) endif() [control structure]&gt; rm -rf \_builds [control structures] &gt; cmake -Hcmp0054-confuse -B\_builds A = Jane Doe A is empty - Configuration done - Generate Done - Build files are written on: ../../control-structures/\_builds Since CMake accepts any variable names that you cannot filter from &lt;variable>|string adding reserved symbols: cmake\_minimum\_required(VERSION 3.0) project (foo NONE LANGUAGES) set(Jane Doe) set(xJane Doe x) set(! Jane Doe!) set(Jane Doe) set (Jane Doe) message(A = \${A}) if(x\${A} STREQUAL x) message(A is empty (1)) endif() if(!\${A} STREQUAL !) message(A is empty (2)) endif(gt) ifQUAL( \${A} STRE ) message(A is empty (3)) endif(gt) [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Htry-fix -B\_builds A = Jane Doe A is empty (1) A is empty (2) blank (3) - Configuration done - Generating done - Build files are written on: ../../control-control\_structures/\_builds To avoid such problems, you should use the CMake 3.1 and CMP0054 policy: cmake\_minimum\_required(VERSION 3.1) project (foo LANGUAGES NONE) set(xJane Doe x) set(! Jane Doe!) set(Jane Doe) message(A = \${A}) if(x\${A} STREQUAL x) message(A is empty (1)) endif() if(!\${A} STREQUAL !) message(A is empty (2)) endif(gt) ifQUAL( \${A} STRE ) message(A is empty (3)) endif(gt) [control structure]&gt; rm -rf \_builds [control structure] &gt; cmake -Hcmp0054-fix -B\_builds A = Jane Doe -- Configuration done -- Generating done - Build files are written on: ../../control-structures/\_builds For CMake before 3.1 as a buzzing solution you can use a series (COMPARE EQUAL ...) command: cmake\_minimum\_required(VERSION 3.0) project (foo NONE LANGUAGES) set(Jane Doe) set(A Jane Doe) message(A = \${A}) string(COMPARE \${A} is\_empty) if(is\_empty) message(A is empty) else() message(A is not empty) endif() [control-structures]&gt; rm -rf \_builds [control structures] &gt; cmake -Hcmp0054-workaround -B\_builds A = Jane Doe A is not empty -- Configuration done -- Generating done -- File construction is written on: ../../control-structures/\_builds CMake Documentation Example foreach()&lt;variable>|string&gt; commands: cmake\_minimum\_required(VERSION 2.8) project (foo NONE) message(Explicit list:) foreach (item A B C) message( \${item}) endforeach() message(Dereferenced list:) set (mylist foo boo bar) foreach (x \${mylist}) message(Blank List) foreach(x) message( \${x}) endforeach()&lt;variable>|string&gt; &lt;variable>|empty list set(empty\_list) foreach(x \${empty\_list}) message( \${x}) endforeach() message(Blank Element List:) foreach(s) message( \${i}) endforeach() message(Combined List:) (combined\_list \${mylist} x;y;z) foreach(x \${combined\_list}) message( \${x}) endforeach() [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Hforeach -B\_builds Explicit list: A B C Dereferenced list: foo boo bar Blank list Dereferenced blank list with blank element: " Separate lists: a;b;c x;y;z Combined list: a b c x y z -- Configuration done -- Generating ready-made -- Build files are written on: ../../control-structures/\_builds As you can notice foreach (x \${mylist} x;y;z) is not treated as a single list, but as a list with two elements: : \${mylist} and x;y;z. If you want to merge two lists, you should do so explicitly set up (combined\_list \${mylist} x;y;z) or use a foreach(x \${mylist} x y z) form. Example of using foreach(... RANGE ...) Command: cmake\_minimum\_required(VERSION 2.8) project message (foo NONE) foreach(x RANGE 10) message( \${x}) endforeach() message(Range with restrictions:) foreach(x RANGE 3 8) message( \${x}) endforeach() message(Range with restrictions:) step:) foreach (x RANGE 10 14 2) message( \${x}) endforeach() [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Hforeach-range -B\_builds Simple range: 0 1 2 3 4 5 6 7 8 9 10 Limitation range: 3 4 5 6 7 8 Step range: 10 12 14 -- Configures done - Generating done - Build files are written on: ../../control-structures/\_builds Example of using some time commands: cmake\_minimum\_required(VERSION 2.8) project (foo NONE) set (TRUE condition) message(Loop with state as variable:) while(status) set ( \${a}x) message( a = \${a}) string(COMPARE NOTEQUAL \${a} xxxx condition) endwhile() message() message(Explicit State Loop :) while(NOT a STREQUAL xxxx) set(a \${a}x) message( a = \${a}) endwhile() [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Hwhile -B\_builds Loop with variable status: = x a = xx a = xxxx a = xxxxx Explicit state loop: a = x a = xx a = xxxx a = xxxxx -- Configures done -- Generating finished -- File creation is written on: ../../control-structures/\_builds CMak documentation Exit loop with break command: cmake\_minimum\_required(VERSION 2.8) project message (foo NONE) (Stop 'while' loop:) set(a ) while(TRUE) set(a \${a}x) message( \${a}) string(COMPARE EQUAL \${a} xxx done) if(done) break() endwhile() message(Stop 'while' loop:) foreach(x RANGE 10) message( \${x}) if(x EQUAL 4) break() endforeach() [control-structures]&gt; rm -rf \_builds [control-structures] &gt; -Hbreak -B\_builds Stop 'while' loop : : xx xxx Stop 'foreach' loop: 0 1 2 3 4 -- Configuring done -- Generating finished -- Build files are written on: ../../control-structures/\_builds Since CMake 3.2 it is possible to continue the loop: cmake\_minimum\_required(VERSION 3.2) project (foo NONE) message(Loop with continue:) for (x RANGE 10) if (x EQUAL 2 OR x EQUAL 5) the message( skip \${x}) continues()endif() message( process \${x}) endforeach() [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Hcontinue -B\_builds Loop with teaching': process 0 process 1 skip 2 process 3 process 4 skip 5 process 6 process 7 process 9 process 10 -- Configuration done - Generating done - Build files are written on: ../../control-control\_structures/\_builds CMake Documentation Function without arguments: cmake\_minimum\_required(VERSION 2.8) project (foo NONE) message (Calling foo function) endfunction() foo() [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Hsimple-function -B\_builds Calling 'foo' function Calling 'foo' function -- Configuration done - Generation Done - Build files are written on : ../../control-structures/\_builds Function with arguments and example ARGV\*, ARGC, ARGN usage: cmake\_minimum\_required(VERSION 2.8) project (foo NONE) function (foo x y z) message(Call function 'foo') message( x = \${x}) message( y = \${y}) message( z = \${z}) endfunction() function(boo x y z) message( x = \${ARGV0}) message( y = \${ARGV1}) message( z = \${ARGV2}) message( total = \${ARGC}) endfunction() function (bar x y z) message( All = \${ARGV}) message( Unexpected = \${ARGN}) endfunction() foo(1 2 3) boo(4 5 6) bar(7 8 9 10 11) [control-structures]&gt; rm -rf \_builds [control-structures] &gt; cmake -Hfunction-args -B\_builds Calling function 'foo': x = 1 y = 2 z = 3 Call function 'boo': x = 4 y = 5 z = 6 total = 3 Calling function 'bar': All = 7;8;9;10;11 -- Configuration done -- Generating finished -- Creating files is written on: ../../control-structures/\_builds CMake documentation cmake\_parse\_arguments function can be used for parsing: cmake\_minimum\_required(VERSION 2.8) project (foo NONE) include (CMakeParseArguments) # cmake\_parse\_arguments function(foo) set (optional FOO BOO) set(one X Y Z) set(multiple L1 L2) # Introduction : # \* x\_FOO # \* x\_BOO # \* x\_X # \* x\_Y &lt;9;&gt; # \* x\_Z # \* x\_L1 # \* x\_L2 cmake\_parse\_arguments(x \${optional} \${one} \${multiple} \${ARGV}) string(COMPARE NOTEQUAL \${x} UNPARED ARGUMENTS) has unparsed if(has unparsed) message(FOO: \${x} FOO) message(BOO: \${x} BOO) message(X: \${x} X) message(Y:

string(COMPARE NOTEQUAL \${foo\_UNPARSED\_ARGUMENTS} has\_unparsed) if(has\_unparsed) message(FATAL\_ERROR Unparsed arguments: \${foo\_UNPARSED\_ARGUMENTS}) endif() message({ param1, param2 } = { \${foo\_PARAM1}, \${foo\_PARAM2} }) endfunction() message(\*\* Run (1) \*\*\*) foo(L1 item1 item2 item3 X value FOO) message(\*\* Run (2) \*\*\*) foo(L2 item1 item3 Y abc Z 123 FOO BOO) message(\*\* Run (3) \*\*\*) foo(L1 item1 L1 item2 L1 item3) message(\*\* Run (4) \*\*\*) boo(PARAM1 123 PARAM2 888) [control-structures]&gt; cmake -Hcmake-style -B\_builds \*\*\* Run (1) \*\*\* FOO: TRUE BOO: FALSE X: value Y: Z: L1 : item1 item2 item3 L2 : \*\*\* Run (2) \*\*\* FOO: TRUE BOO: TRUE X: Y: abc Z: 123 L1: L2: item1 item3 \*\*\* Run (3) \*\*\* FOO: FALSE BOO: FALSE X: Y: Z: L1: item1 item2 item3 L2: \*\*\* Run (4) \*\*\* { param1, param2 } = { { 123, 888 } -- Konfiguriranje učinjeno -- Generiranje gotovog -- Izrada datoteka napisana je na: /.../control-structures/\_builds Budući da nije moguće stvoriti popis s jednim praznim elementom i zbog unutarnjih CMakeParseArguments ograničenja sljedećih poziva imat će ekvivalentne rezultate: cmake\_minimum\_required(VERZIJA 2.8) projekt (foo NONE) uključuje (CMakeParseArguments) # cmake\_parse\_arguments funkacija(foo set(opcija ) set(jedan X) set(višestruki ) # Predstavite: # \* x\_X cmake\_parse\_arguments(x \${optional} \${one} \${multiple} \${ARGV}) string(COMPARE NOTEQUAL \${x\_UNPARSED\_ARGUMENTS} has\_unparsed) if(has\_unparsed ), poruka (FATAL\_ERROR Neusporedivi argumenti: \${x\_UNPARSED\_ARGUMENTS}) endif() ako (DEFINIRANO x\_X) skup (is\_defined DA) ostalo() set (is\_defined NE) endif() poruka(X je definirana : \${is\_defined}) poruka(X vrijednost: \${x\_X}) endfunkcija() poruka(\* Run (1) \*\*\*) foo(X ) poruka(\*\* Run (2) \*\*\*) foo(X) poruka(\*\* Run (3) \*\*\*) foo() [primjeri]&gt; rm -rf \_builds [primjeri]&gt; cmake -Hcon Definirane su strukture/ograničenja stila cmake -B\_builds \*\*\* Run (1) \*\*\* X: NO X vrijednost: " \*\*\* Run (2) \*\*\* X je definiran: NO X vrijednost: " \*\*\* Run (3) \*\*\* X je definiran: NO X vrijednost: " - Konfiguriranje učinjeno - Generiranje učinjeno - Izgradite datoteke napisane su na: /.../primjeri/\_builds Ne postoji posebna naredba za vraćanje vrijednosti s funkcije. Umjesto toga možete postaviti varijablu na roditeljski opseg: cmake\_minimum\_required(VERZIJA 2.8) projekt (foo NONE) funkcija(boo) set (A 123 PARENT\_SCOPE) endfunkcija() set(A 333) poruka(Prije 'boo': \${A}) boo() poruka(Nakon 'boo': \${A}) funkcija(bar arg1 rezultat) set(\${result} ABC-\${arg1}-XYZ PARENT\_SCOPE) endfunkcija() poruka(Pozivanje trake s argumentima: 123 var\_out)bar(123 var\_out) poruka(Izlaz: \${var\_out}) [control-structures]&gt; cmake -Hreturn-value -B\_builds Before 'boo': 333 After 'boo': 123 Calling 'bar' s argumentima: '123' 'var\_out' Output: ABC-123-XYZ -- Konfiguriranje gotovo -- Generiranje učinjeno - Graditi datoteke su napisane na: /.../control-structures/\_builds CMake dokumentacija Možete izaći iz funkcije pomoću naredbe za povratak: cmake\_minimum\_required(VERZIJA 2.8) projekt (foo NONE) funkcija (foo A B) ako(A) poruka (Izlaz na A) povratak () endif() ako(B) poruka (Izlaz na B) vratil() endif() poruka (Izlaz) endfunkcija() foo(DA NE) foo(NE DA) [kontrolne strukture]&gt; rm -rf \_builds [kontrolne strukture]&lt;3&gt; &lt;2&gt; cmake -Hreturn -B\_builds Exit on A Exit on B Exit -- Konfiguriranje učinjeno -- Generiranje gotovog -- Build files su napisane na: /.../control-structures/\_builds Value of CMAKE\_CURRENT\_LIST\_FILE i CMAKE\_CURRENT\_LIST\_DIR je postavljen na datoteku / imenik odakle se funkcija zove , a ne datoteka u kojoj je funkcija definirana: # CMakeLists najviše razine.txt cmake\_minimum\_required(VERZIJA 2.8) popis projekta (foo NONE) (APPEND CMAKE\_MODULE\_PATH \${CMAKE\_CURRENT\_LIST\_DIR}/cmake/Moduli) uključuju(foo\_run) foo\_run(123) add\_subdirectory foo\_run) &lt;8&gt;(boo) # boo/CMakeLists.txt foo\_run(abc) # Module cmake/Modules/foo\_run.cmake set(FOO\_RUN\_FILE\_PATH \${CMAKE\_CURRENT\_LIST\_FILE}) set(FOO\_RUN\_DIR\_PATH \${CMAKE\_CURRENT\_LIST\_DIR}) funkcija (foo\_run vrijednost) poruka(foo\_run(\${value})) poruka (Called from: \${CMAKE\_CURRENT\_LIST\_DIR}) message(Defined in file: \${FOO\_RUN\_FILE\_PATH}) message(Defined in directory: \${FOO\_RUN\_DIR\_PATH}) endfunction() [control-structures]&gt; rm -rf \_builds CMAKE\_CURRENT\_LIST\_DIR &lt;4&gt; [kontrolne strukture] &gt; hmake -Hfunction-lokacija -B\_builds foo\_run(123) Pozvani iz : /.../control-structures/function-location/Definirano u datoteci: /.../control-structures/function-location/cmake/Modules/foo\_run.cmake Definirano u imeniku : /.../control-structures/function-location/boo Definirano u datoteci: /.../control-structures/function-location/cmake/Modules/foo\_run.cmake Definirano u imeniku: /.../control-structures/function-location/cmake/Modules -- Konfiguracija gotova -- Generiranje gotovih -- Izrada datoteka napisana je na: /.../control-structures/\_builds CMake dokumentacija CMAKE\_CURRENT\_LIST\_DIR CMAKE\_CURRENT\_LIST\_FILE Kako bi se izbjeglo da se naziv funkcije sukobljava s funkcijama iz drugih modula do prefiksнog naziva s nazivom projekta. U slučaju da se naziv funkcije podudara s nazivom modula, možete potvrditi da modul koji se koristi u vašem kodu samo jednostavnim pretraživanjem u datoteci (i naravno izbrisite ga ako ne): uključite (foo\_my\_module\_1) uključite (foo\_my\_module\_2) foo\_my\_module\_1(INPUT1 abc INPUT2 123 REZULTAT REZULTATA) foo\_my\_module\_2(INPUT1 \${result} INPUT2 xyz) Vidi također © 2015-2019, Ruslan Baratov. Audit 64b7c4dc. Built with sphinx using a theme provided by Read the Docs. Documents. Documents.

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