

Doomsday Engine - Bug #859

cmake cannot find source file [win32]

2010-01-22 01:33 - arclore

Status:	Closed	Start date:	2010-01-22
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta6		
Description			
CMake Error in CMakeLists.txt: Cannot find source file "sys_cdaudio.c". Tried extensions .c .C .c++ .cc .cpp .cxx .m .M .mm .h .hh .h++ .hm .hpp .hxx .in .txx			
The lines in question are 611-622:			
<pre>SET (DENG_ARCH_SPECIFIC_SOURCES \${CMAKE_SOURCE_DIR}/engine/win32/src/dd_winit.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_cdaudio.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_console.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_findfile.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_input.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_mixer.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_musd_win.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_sfxd_ds.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_sfxd_loader.c \${CMAKE_SOURCE_DIR}/engine/win32/src/sys_window.c \${LZSS_SOURCES})</pre>			
Of the ten source files listed (not counting lzss_sources), five do not exist in this directory: sys_cdaudio.c sys_mixer.c sys_musd_win.c sys_sfxd_ds.c and sys_sfxd_loader.c			
Labels: Build System			

History

#1 - 2010-01-22 11:00 - arclore

I experimented a little with just commenting out the offending lines in cmakelists.txt. The generating completes, and it compiles up to a point when it appears to run into a bug in the default FindOpenGL.cmake.

If the system is WIN32 AND NOT CYGWIN, it does not even attempt to set an include directory for OpenGL; it never encounters a FIND_PATH command.

#2 - 2010-01-26 03:40 - arclore

Disregard last comment
I was missing wglext.h

#3 - 2011-07-14 14:55 - danij

Cmake is not fully setup for use on WIN32. On WIN32 you currently have three options:

Use the Visual C++ solution, found in \build\win32\vs8
Use the Visual C++ command line compiler with vcbuild.bat, found in \build\win32
Use the CodeBlocks solution, found in \build\codeblocks and the Visual C++ command line compiler

CmakeLists as since been rewritten by skyjake (and now can be used on WIN32 too) but is not yet usable to produce a release build. As of Doomsday 1.9.0-beta7 we will be switching to cmake on all supported platforms.