

---

Subject: Re: user rights for svn and software release tools  
Posted by [Bertram Kopf](#) on Fri, 23 Jan 2009 15:54:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Florian,  
thanks a lot for your mail. This is exactly that what I wanted to know.

Quote:

I don't know how the "babarians" organized their build process, but if i understand it correctly for each directory the developer had to provide several \*.mk files. In the end someone had to use some tools to validate if these files are consistent.

Each directory contains only "one" link\*.mk file and if an application is defined there it contains just "one" bin\*.mk file as well. As I already wrote in the message before these dependency files can be created automatically with the srt tools. In case that the compilation or the link procedure fails there are in addition some dignostic tools available for checking whether there are circular dependencies etc..

Quote:

With CMake everything you need is one file per subdirectory (CMakeLists.txt) where the source/(header) files the include directories and the link directories are defined. Everything else is done automatically. CMake generates takes care of the dependencies, creates the link commands and many things more. In the end CMake generates a complete set of Makefile (or IDE input files if you use KDevelop, Eclipse ...) which are then used to generate the project. In this sense i don't have to validate my input. If there is somewhere a problem i will get an error message. If there are problems to understand the CMakeLists.txt file we can provide an empty one where the user only has to fill the required information.

O.k.. This means that the developer has to provide / write the "CMakeLists.txt" file and all other things will then be done automatically. As far as I understood it the developer has to maintain this CMakeLists.txt manually. If one adds new classes, includes new files, etc. it is necessary to adjust this file.

Cheers,  
Bertram.

---