
HPXCMake Documentation

Release 0.1

Thomas Heller

February 01, 2017

Contents

1 HPX – CMake Scripts	3
2 Table of Contents	5

HPXCMak is a collection of CMake scripts to be used for modular HPX development. The goal is to provide a basic set of CMake scripts that allow a convenient way of supporting modular development of HPX based libraries and applications. Its main goal is to provide a basis for developing HPX itself.

The key features are:

- Specification of dependant modules

```
add_module() HPX_MODULE_DIR variable:CMAKE_BINARY_DIR CMAKE_BINARY_DIR
```

HPX – CMake Scripts

HPXCMake is a collection of **CMake** scripts to be used for modular **HPX** development. The goal is to provide a basic set of **CMake** scripts that allow a convenient way of supporting modular development of **HPX** based libraries and applications. Its main goal is to provide a basis for developing **HPX** itself.

The key features are:

- Specification of dependant modules

```
add_module() HPX_MODULE_DIR variable:CMAKE_BINARY_DIR CMAKE_BINARY_DIR
```

Table of Contents

2.1 User Guide

2.1.1 Installation

2.1.2 Creating a HPX module

2.1.3 Developement of a HPX module

2.2 Reference

2.2.1 Commands

`hpx_add_module`

Add a module

```
hpx_add_module (<module> <commit>)
```

Adds the module as a dependency. If the module could not be found in `HPX_MODULE_DIR` it will be fetched from `HPX_MODULE_<module>_REPOSITORY` and `<commit>` is checked out. The location of the checkout will be `HPX_MODULE_DIR`.

2.2.2 Variables

`HPX_MODULE_DIR`

The root directory where modules should be searched for if they can't be found with `find_package(MODULE)`

A

add_module
 command, 1, 3

C

CMAKE_BINARY_DIR
 variable, 1, 3
command
 add_module, 1, 3
 command:find_package, 5
 hpx_add_module, 5
command:find_package
 command, 5

H

hpx_add_module
 command, 5
HPX_MODULE_<module>_REPOSITORY
 variable, 5
HPX_MODULE_DIR
 variable, 1, 3, 5, 5

V

variable
 CMAKE_BINARY_DIR, 1, 3
 HPX_MODULE_<module>_REPOSITORY, 5
 HPX_MODULE_DIR, 1, 3, 5, 5
 variable:CMAKE_BINARY_DIR, 1, 3
variable:CMAKE_BINARY_DIR
 variable, 1, 3