

KDE Switches To CMake

By *srlinuxx*

Created 30/06/2006 - 11:58pm

Submitted by srlinuxx on Friday 30th of June 2006 11:58:57 PM Filed under [KDE](#) [1]

The KDE4 build system is now centered around CMake. If you are a developer, CMake will be much easier to learn, handle and maintain than what you are used to so far.

Alexander Neundorf, who took upon himself a big share of the actual work required for the switch, has published [Why the KDE project switched to CMake -- and how](#) [2] on the [LWN.net](#) [3] development pages. He outlines the considerations that led to choosing CMake over competing tools, shows why CMake is a better fit than the autotools used in KDE 1, 2 & 3, provides a short [introduction into CMake](#) [4] file syntax. He even allows some insights into the current KDE4 development state. Hot on the heels of KDE, [Scribus is switching](#) [5] as well

Found on [dot.kde.org](#) [6].

[KDE](#)

Source URL: <http://www.tuxmachines.org/node/7944>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/108>

[2] <http://lwn.net/Articles/188693/>

[3] <http://lwn.net/>

[4] <http://wiki.kde.org/tiki-index.php?page=KDECMakeIntro>

[5] <http://rants.scribus.net/2006/05/20/cmake-rocks/>

[6] <http://dot.kde.org/1151688350/>