Exiv2 - Bug #722
Unit tests do not build with CMake and out of source build

28 Aug 2010 02:37 - Johannes Wienke

Status:	Closed		**Start date:**	28 Aug 2010
Priority:	Normal		**Due date:**	
Assignee:	Robin Mills		**% Done:**	100%
Category:	build		**Estimated time:**	0.00 hour
Target version:	0.24			

Description

[66%] Building CXX object samples/CMakeFiles/addmoddel.dir/addmoddel.cpp.o
cd /home/languitar/workspace/build/exiv2/samples && /usr/bin/c++   -DEXV_HAVE_DLL
-DEXV_LOCALEDIR=/home/languitar/vol/digikam/share/locale -DEXV_HAVE_STDINT_H -g
-I/home/languitar/workspace/build/exiv2 -I/home/languitar/workspace/exiv2/xmpsdk/include   -Wall -Wcast-align -Wpointer-arith
-Wformat-security -Wmissing-format-attribute -Woverloaded-virtual -W -o CMakeFiles/addmoddel.dir/addmoddel.cpp.o -c
/home/languitar/workspace/exiv2/samples/addmoddel.cpp
/home/languitar/workspace/exiv2/samples/addmoddel.cpp:5:27: fatal error: exiv2/exiv2.hpp: No such file or directory
compilation terminated.

The unit tests should make use of the headers from the source folder instead of an installed version (which is currently not installed on my computer, hence it fails). Or is there any good reason why this is not the case? Other wise I could easily generate a patch for this.

Related issues:

Related to Exiv2 - Feature # 536: Switch to a unified build system based on c...	**Closed**

History

#1 - 28 Aug 2010 03:18 - Andreas Huggel

It's important that the samples are built against the installed exiv2. That's part of the test. That way it tests pkgconfig and some other obscure issues. Last time I looked, I didn't quite see how to best do this with cmake, so if you can, yes, a patch would be most welcome.

Regards from the Coding Sprint @ Aix-en-Provence :)

#2 - 28 Aug 2010 03:26 - Johannes Wienke

Hm, I don't really agree to build unit tests against an installed version. Normally you want to use unit tests to check if installing a version is safe. I would propose to build the unit tests in the first instance against the code from the build folder and add a custom target like "postinstallcheck" that builds them against the installed version if desired. To support this a good pattern is to have the same folder structure for include files in the project as the headers are installed later on. Hence something like exiv2project/src/exiv2/xyz.cpp would make building tests easier.

#3 - 06 May 2012 17:29 - Andreas Huggel

- Assignee set to Robin Mills

#4 - 23 May 2012 18:39 - Robin Mills

- Status changed from New to Assigned

#5 - 03 Jun 2012 15:24 - Robin Mills

- Category set to build

- Target version set to 0.24

- % Done changed from 0 to 50

I've submitted changes to build exiv2 with MSVC: SVN:2746 (see Bug #536). I've modified the default configuration of CMakeLists.txt to build the sample applications. The build can be tested for Linux (and Mac) with:

cd exiv2

mkdir build ; cd build

cmake ..

cp -R ../test test

cd test ; make test

This runs the suite against the build you have just created. The script test/testMSVC.sh can be used to run the suite on MSVC builds from CygWin or MinGW.

I have not yet investigated "out of source" builds.

#6 - 02 Oct 2012 17:44 - Robin Mills

- Status changed from Assigned to Resolved

- % Done changed from 50 to 100

I've submitted a fix for this. SVN:2890 http://dev.exiv2.org/projects/exiv2/repository/revisions/2889

I put a symlink into the build-directory (and his children samples and po) exiv2 -> <exivdir>/src.

#7 - 24 Jul 2013 15:30 - Robin Mills

- Status changed from Resolved to Closed

Fixed in 0.24.