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# **CMake Python Distributions Documentation**

*Release 3.26.4.post2.dev0+ge2e9824*

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CMake is used to control the software compilation process using simple platform and compiler independent configuration files, and generate native makefiles and workspaces that can be used in the compiler environment of your choice.

The suite of CMake tools were created by Kitware in response to the need for a powerful, cross-platform build environment for open-source projects such as [ITK](#) and [VTK](#).

The CMake python wheels provide [CMake 3.26.4](#).



## INSTALLATION

### 1.1 Install package with pip

To install with pip:

```
$ pip install cmake
```

### 1.2 Install from source

See *Building the CMake Python wheel*

### 1.3 Dependencies

#### 1.3.1 Python Packages

The development dependencies (for testing and coverage) are:

```
-r requirements-test.txt  
-r requirements-repair.txt
```





## USAGE

After *installing* the package using *pip*, the executables `cmake`, `cpack` and `ctest` will be available in the `PATH` and can be used to configure and build any projects.



## BUILDING THE CMAKE PYTHON WHEEL

### 3.1 Overview

This project has been designed to work with [scikit-build](#).

It provides a *setup.py* and allows to create both source and binary distributions of CMake.

This is done ensuring source files and build artifacts are copied and/or generated in expected locations.

### 3.2 Prerequisites

In addition of [Git](#), [Python](#) and [CMake](#), building the wheel with `BUILD_CMAKE_FROM_SOURCE` set to `ON` also requires a [C++ Compiler](#).

### 3.3 Quick start

Build the CMake Python wheel with the following command:

```
mkvirtualenv build-cmake
pip install -r requirements-dev.txt
python setup.py bdist_wheel
```

### 3.4 Source distribution (sdist)

CMake sources will always be downloaded in the `<ROOT>/src` directory.

This will ensure that the rules specified in `<ROOT>/MANIFEST.in` can successfully glob the source files.

The source distribution is generated using the following command:

```
python setup.py sdist
```

## 3.5 Binary distribution (build, bdist, bdist\_wheel)

The project has two mode of operations:

1. build CMake from source (BUILD\_CMAKE\_FROM\_SOURCE set to ON)
2. download CMake binaries (BUILD\_CMAKE\_FROM\_SOURCE set to OFF)

The binary distribution is generated using the following command:

```
python setup.py bdist_wheel
```

Changing the default mode is achieved by explicitly passing the option to CMake:

```
python setup.py bdist_wheel -- -DBUILD_CMAKE_FROM_SOURCE:BOOL=ON
```

## 3.6 Default value for BUILD\_CMAKE\_FROM\_SOURCE

Depending on the platform, option BUILD\_CMAKE\_FROM\_SOURCE has different default:

- Linux: ON
- MacOSX: OFF
- Windows: OFF

## 3.7 Controlling verbosity

### 3.7.1 configure and build output

By default, the output associated to the configure and build steps of the *CMakeProject-build* external project are logged into files. This can be changed by setting the BUILD\_VERBOSE option:

```
python setup.py bdist_wheel -- -DBUILD_VERBOSE:BOOL=1
```

### 3.7.2 list of files copied into the distributions

By default, the complete list of files copied into the distributions are reported. This can be changed passing the `--hide-listing` option:

```
python setup.py --hide-listing sdist
python setup.py --hide-listing bdist_wheel
```

## 3.8 Optimizations

On a given platform, when building different “flavor” of CMake python wheels (one for each <python tag>-<abi> tag), the whole process can be made faster in two ways.

### 3.8.1 Caching downloads

To avoid the re-download of CMake sources and/or binary packages, passing the option `-DCMakePythonDistributions_ARCHIVE_DOWNLOAD_DIR:PATH=/path/to/cache` enables successive build to re-use existing archives instead of re-downloading them.

### 3.8.2 Re-using build tree

And finally, on a given platform, to avoid rebuilding CMake, the idea is to first create a standalone build of the CMake project and then building the wheel using it.

Step 1: Standalone build:

```
mkdir -p standalone-build && cd $_  
cmake -DCMakePythonDistributions_ARCHIVE_DOWNLOAD_DIR:PATH=/path/to/cache -G Ninja ../
```

Step 2: Faster build reusing download and build directories:

```
python setup.py bdist_wheel -- \  
-DCMakePythonDistributions_ARCHIVE_DOWNLOAD_DIR:PATH=/path/to/cache \  
-DCMakeProject_BINARY_DIR:PATH=/path/to/standalone-build
```



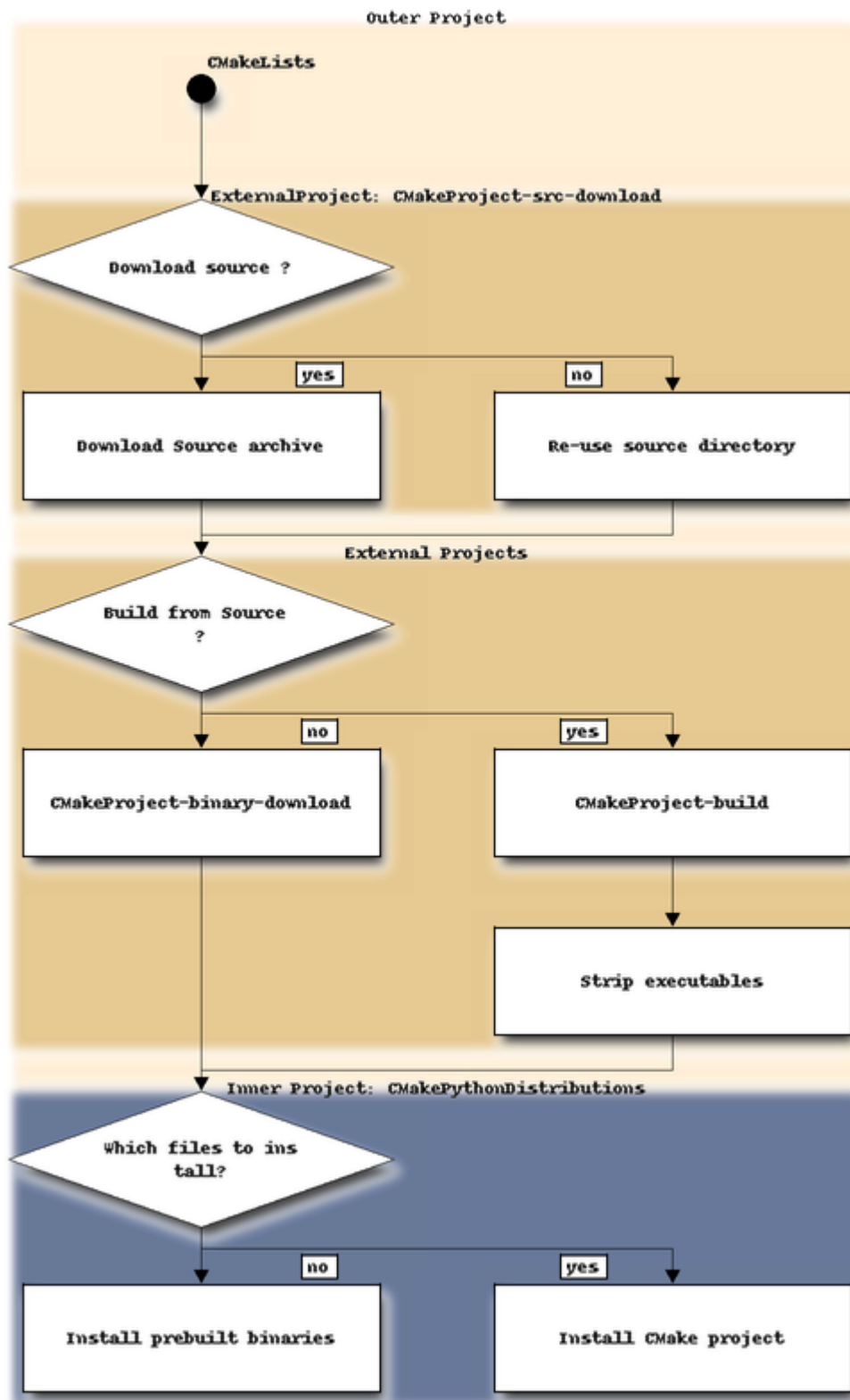
## UNDERSTANDING THE BUILD-SYSTEM

### 4.1 CMakeLists.txt

The build system is described by the [CMakeLists.txt](#) and is composed of few projects each responsible for a specific task. Once configured, the *Outer Project* is responsible for driving the overall build composed of multiple project called *external project*. Here is the list of *external project*:

- CMakeProject-src-download
- CMakeProject-binary-download
- CMakeProject-build
- CMakePythonDistributions: This corresponds to the *Inner Project* represented below.

The flow chart represented below illustrates which external projects are included based on the configure options and describes the role of each one:





Name	Description
CMakeLists	See <a href="#">CMakeLists.txt</a>
Download source ?	If option CMakeProject_SOURCE_DIR is set, skip source download.
Download Source archive	External project downloading archives from <a href="https://cmake.org/files/">https://cmake.org/files/</a> .
Re-use source directory	Empty external project.
Build from Source ?	Answer based on option BUILD_CMAKE_FROM_SOURCE
CMakeProject-binary-download	External project downloading pre-built binary archives from <a href="https://cmake.org/files/">https://cmake.org/files/</a> .
CMakeProject-build	External project building CMake from source.
Strip executables	If possible, reduce wheel size stripping cmake, cpack and ctest executables
Which files to install?	Answer based on option BUILD_CMAKE_FROM_SOURCE
Install prebuilt binaries	Recursively glob all files and explicitly add install rules.
Install CMake project	Achieved by including <code>\${CMakeProject_BINARY_DIR}/cmake_install.cmake</code> .



## CONTRIBUTING

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

### 5.1 Types of Contributions

You can contribute in many ways:

#### 5.1.1 Report Bugs

Report bugs at <https://github.com/scikit-build/cmake-python-distributions/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### 5.1.2 Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

#### 5.1.3 Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

#### 5.1.4 Write Documentation

The cmake-python-distributions project could always use more documentation. We welcome help with the official cmake-python-distributions docs, in docstrings, or even on blog posts and articles for the web.

## 5.1.5 Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/scikit-build/cmake-python-distributions/issues>.

If you are proposing a new feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

## 5.2 Get Started

Ready to contribute? Here's how to set up *cmake-python-distributions* for local development.

1. Fork the *cmake-python-distributions* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/cmake-python-distributions.git
```

3. Make sure you have nox installed (preferably use pipx or brew (macOS) if you have those):

```
$ pip install nox
$ cd cmake-python-distributions/
```

4. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

5. When you're done making changes, check that your changes pass linters and the tests:

```
$ nox
```

6. Commit your changes and push your branch to GitHub:

```
$ git add .
$ git commit -m "Your detailed description of your changes."
$ git push origin name-of-your-bugfix-or-feature
```

7. Submit a pull request through the GitHub website.

## 5.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in *README.rst*.
3. The pull request should work for Python 2.7, and 3.6+. Check [`GitHub Actions https://github.com/scikit-build/cmake-python-distributions/actions/workflows/build.yml`](https://github.com/scikit-build/cmake-python-distributions/actions/workflows/build.yml) and make sure that the tests pass for all supported Python versions.

## 5.4 Tips

To run a subset of tests:

```
$ pytest tests/test_cmake.py
# OR
$ nox -s tests -- tests/test_cmake.py
```



**CREDITS**

Please see the GitHub project page at <https://github.com/scikit-build/cmake-python-distributions/graphs/contributors>





## HISTORY

`cmake-python-distributions` was initially developed in September 2016 by Jean-Christophe Fillion-Robin to facilitate the distribution of project using `scikit-build` and depending on CMake.



## UPDATING THE CMAKE VERSION

A developer should use the following steps to update the version X.Y.Z of CMake associated with the current CMake python distributions.

Available CMake archives can be found at <https://cmake.org/files>.

### 8.1 Nox procedure

If using nox, run:

```
nox -s bump -- <version>
```

And follow the instructions it gives you. Leave off the version to bump to the latest version. Add `-commit` to run the commit procedure.

### 8.2 Classic procedure:

1. Install *requests*:

```
$ pip install requests
```

2. Execute `scripts/update_cmake_version.py` command line tool with the desired X.Y.Z CMake version available for download. For example:

```
$ release=3.26.4
$ ./scripts/update_cmake_version.py $release
Collecting URLs and SHA256s from 'https://api.github.com/repos/Kitware/CMake/
↳releases/tags/v3.26.4'
[...]
Collecting URLs and SHA256s from 'https://api.github.com/repos/Kitware/CMake/
↳releases/tags/v3.26.4' - done
Updating 'CMakeUrls.cmake' with CMake version 3.26.4
Updating 'CMakeUrls.cmake' with CMake version 3.26.4 - done
Updating docs/index.rst
Updating docs/index.rst - done
Updating README.rst
Updating README.rst - done
Updating tests/test_distribution.py
Updating tests/test_distribution.py - done
```

3. Create a topic named *update-to-cmake-X.Y.Z* and commit the changes. For example:

```
release=3.26.4
git switch -c update-to-cmake-$release
git add -u CMakeUrls.cmake docs/index.rst README.rst tests/test_distribution.py
↪ docs/update_cmake_version.rst
git commit -m "Update to CMake $release"
```

4. Push the topic and create a *Pull Request*.
5. If all CI tests are passing, merge the topic and consider *making a new release*.

## MAKING A RELEASE

A core developer should use the following steps to create a release *X.Y.Z* of **cmake-python-distributions** on PyPI. This is usually done after *Updating the CMake version*.

### 9.1 Prerequisites

- All CI tests are passing on [GitHub Actions](#).
- You have a [GPG signing key](#).

### 9.2 Documentation conventions

The commands reported below should be evaluated in the same terminal session.

Commands to evaluate starts with a dollar sign. For example:

```
$ echo "Hello"  
Hello
```

means that `echo "Hello"` should be copied and evaluated in the terminal.

### 9.3 PyPI: Step-by-step

1. Make sure that all CI tests are passing on [GitHub Actions](#).
2. Download the latest sources

```
$ cd /tmp && \  
  git clone git@github.com:scikit-build/cmake-python-distributions cmake-  
  ↪python-distributions-release && \  
  cd cmake-python-distributions-release
```

3. List all tags sorted by version

```
$ git fetch --tags && \  
  git tag -l | sort -V
```

4. Choose the next release version number

```
$ release=X.Y.Z
```

**Warning:** To ensure the packages are uploaded on [PyPI](#), tags must match this regular expression: `^[0-9]+(\.[0-9]+)*(\.post[0-9]+)?$`.

5. Tag the release

```
$ git tag --sign -m "cmake-python-distributions $release" $release master
```

**Warning:** We recommend using a [GPG signing key](#) to sign the tag.

6. Publish the release tag

```
$ git push origin $release
```

---

**Note:** This will trigger builds on each CI services and automatically upload the wheels and source distribution on [PyPI](#).

---

7. Check the status of the builds on [GitHub Actions](#).

8. Once the builds are completed, check that the distributions are available on [PyPI](#).

9. Make a GitHub release based on the tag. This will display the latest version in the GitHub sidebar, and will notify release watchers of the release. Title it *Version X.Y.Z* and add a little note about what changed (Python only).

10. Create a clean testing environment to test the installation

```
$ pushd $(mktemp -d) && \  
  mkvirtualenv cmake-$release-install-test && \  
  pip install cmake && \  
  cmake --version
```

---

**Note:** If the `mkvirtualenv` command is not available, this means you do not have `virtualenvwrapper` installed, in that case, you could either install it or directly use `virtualenv` or `venv`.

---

11. Cleanup

```
$ popd && \  
  deactivate && \  
  rm -rf dist/* && \  
  rmvirtualenv cmake-$release-install-test
```

## INDICES AND TABLES

- genindex
- modindex
- search





## RESOURCES

This project is maintained by Jean-Christophe Fillion-Robin from Kitware Inc. It is covered by the [Apache License, Version 2.0](#).

CMake is distributed under the OSI-approved BSD 3-clause License. For more information about CMake, visit <http://cmake.org>

- Documentation: <http://cmake-python-distributions.readthedocs.io/en/latest/>
- Source code: <https://github.com/scikit-build/cmake-python-distributions>
- Mailing list: <https://groups.google.com/forum/#!forum/scikit-build>