

DCMTK - Feature #823

Enhance compiler flag handling

2018-04-11 10:09 - Jan Schlamelcher

<b>Status:</b>	New	<b>Start date:</b>	2018-04-11
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>		<b>Compiler:</b>	
<b>Module:</b>	CMake		
<b>Operating System:</b>			
<b>Description</b> The current CMake setup "heuristically" determines compiler flags (e.g. CMAKE_CXX_FLAGS) based on several factors and potentially overwrites any user settings. Newer versions of CMake provide a better mechanism to do so and already ship with heuristics for various compilers, potentially better than the ones we provide with DCMTK: <a href="https://cmake.org/cmake/help/latest/manual/cmake-compile-features.7.html">https://cmake.org/cmake/help/latest/manual/cmake-compile-features.7.html</a> . DCMTK's CMake setup should be modified to use cmake_compile_features() et al., while ensuring that existing convenience functionality provided by the custom scripts keeps working.			
<b>Related issues:</b> Related to DCMTK - Feature #824: Add C++11 support for more compilers <b>Closed</b> <b>2018-04-11</b>			

History

#1 - 2018-04-11 10:12 - Jan Schlamelcher

- Related to Feature #824: Add C++11 support for more compilers added