

DCMTK - Feature #903

Add "Auto" setting to DCMTK_COMPILE_WIN32_MULTITHREADED_DLL

2019-11-04 08:56 - Marco Eichelberg

Status:	Closed	Start date:	2019-11-04
Priority:	Normal	Due date:	
Assignee:	Marco Eichelberg	% Done:	100%
Category:		Estimated time:	0:00 hour
Target version:		Compiler:	
Module:	CMake		
Operating System:	Windows		
Description <p>Starting with DCMTK 3.6.5, there is a new DCMTK_COMPILE_WIN32_MULTITHREADED_DLL setting that is used when building on Windows. It allows the user to select whether the build should use the "multithreaded static" (/MT) or "multithreaded dll" (/MD) build model. In previous releases, this was automatically selected by CMake and was not properly user controllable.</p> <p>It would be desirable to convert DCMTK_COMPILE_WIN32_MULTITHREADED_DLL to a three state variable (ON, OFF, AUTO) where AUTO restores the pre-3.6.5 behaviour, i.e. accepts CMakes default.</p>			
Related issues:			
Related to DCMTK - Feature #722: Export all (relevant) CMake options to "DCMT...		Closed	2017-02-24

History

#1 - 2019-11-04 08:58 - Marco Eichelberg

- Related to Feature #722: Export all (relevant) CMake options to "DCMTKConfig.cmake", some "newer" options are still missing added

#2 - 2019-11-04 08:58 - Marco Eichelberg

We should also add a FAQ entry that explains the new behaviour.

Furthermore, DCMTK_COMPILE_WIN32_MULTITHREADED_DLL needs to be exported to DCMTKConfig.cmake.

#3 - 2020-02-25 11:22 - Marco Eichelberg

- Status changed from New to Closed

- Assignee set to Marco Eichelberg

- % Done changed from 0 to 100

Closed by commit #82a221881.

#4 - 2020-05-25 13:29 - Michael Onken

- Target version deleted (3.6.6)