

Quick Guide: Building HELIOS++ on Windows with CMake and VisualStudio

Last edited: 2020-05-13

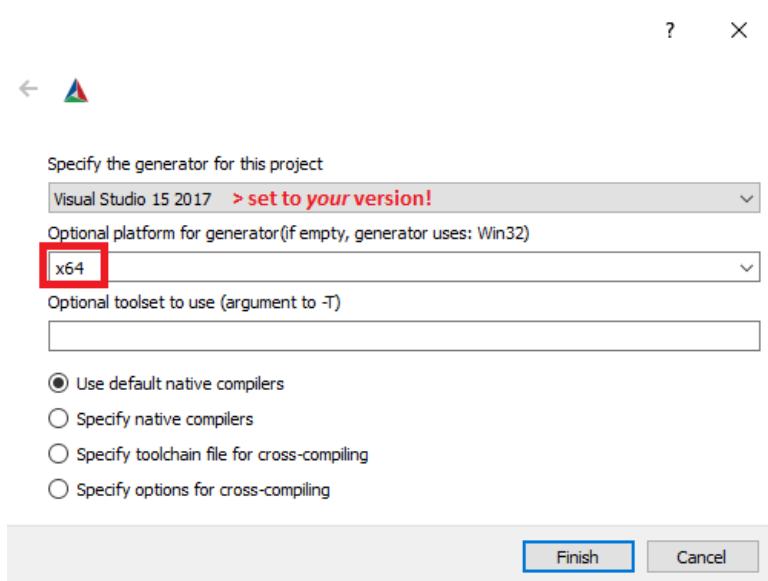
Step 1: Configuring the VS Project with Cmake



Where is the source code:

Where to build the binaries:

Configure



Specify the generator for this project

Visual Studio 15 2017 > set to your version!

Optional platform for generator (if empty, generator uses: Win32)

x64

Optional toolset to use (argument to -T)

☒ Use default native compilers

☐ Specify native compilers

☐ Specify toolchain file for cross-compiling

☐ Specify options for cross-compiling

→ Log will say “Configuring done”

Generate

→ Log will say “Generating done”

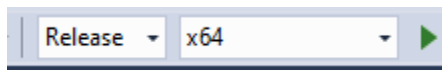
Done with cmake.

Step 2: Compiling HELIOS++ in VisualStudio

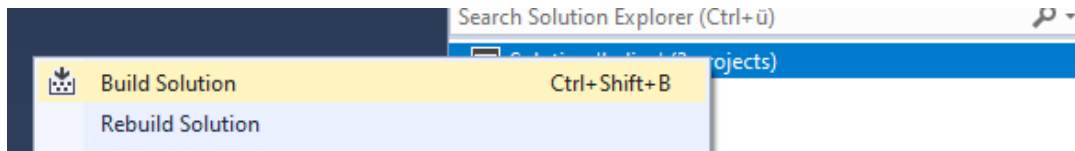
Open the VisualStudio Project “helios.sln” in helios-plusplus/mswin/

Solution configuration

Change the solution configuration to “Release” (x64)



Build the solution



At the end, the log should say:

```
===== Build: 2 succeeded, 0 failed, 0 up-to-date, 1 skipped =====
```

→ **helios.exe** resides in helios-plusplus/mswin/Release

Copy it to your project directory (typically helios-plusplus).

Done!