CMake is increasingly becoming the de-facto build system for C++ projects. While it has been possible to build Qt applications using CMake for a long time, with Qt6, Qt switched its own internal build system to CMake.

The KDE Community was among the first large, open-source projects that adopted CMake about 15 years ago. Over this time, a lot of experience with CMake has accumulated in the community and solutions for recurring problems have been implemented.

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Links: