

## Ryzom - Feature # 546

<b>Status:</b>	Validated	<b>Priority:</b>	Normal
<b>Author:</b>	sfb	<b>Category:</b>	Build
<b>Created:</b>	05/15/2009	<b>Assignee:</b>	sfb
<b>Updated:</b>	10/16/2010	<b>Due date:</b>	
<b>Subject:</b>	Update CMake to use SOURCE_GROUPS for MSVC Developers		
<b>Description</b>			
<p>Currently the CMake build environment uses a FILE GLOB to load all source files. This produces a very large Source and Headers group for some libraries and applications when using an IDE such as Visual Studio. We will need to remove the FILE GLOB and explicitly list each of the files and the group that they are in.</p>			

### History

#### #1 - 09/29/2010 09:41 pm - kerval

- Project changed from NeL to Ryzom
- Category changed from Build to Build
- Target version deleted (0.8.0)

#### #2 - 10/16/2010 10:04 am - kerval

- Status changed from New to Validated
- % Done changed from 0 to 30

This has already be done for Ryzom client, EGS and NeL 3D :)