cmake script with visual studio 14 (windows) and compile-own-FFTW

When trying to compile gromacs 5.1.2 using the cmake utility and recommended options, and then using either cmake --build or loading the project into the visual studio GUI and trying to build the project, it crashes when trying to build/compile FFTW. This appears to be because some part of the project/script is telling it to call 'make', which doesn't exist in visual studio.

Obviously a low priority, but it makes it so that one has to understand how to compile FFTW from scratch (not a trivial task for idiots like me) or use the slower included fourier transform code (in which case gromacs compiles just fine with visual studio). Might be worth addressing this presumably minor issue in the next update.

Associated revisions

Revision 3901dc90 - 05/21/2016 04:44 PM - Erik Lindahl

Disable automated FFTW3 builds on Windows

The FFTW distribution does not include configurations to build it automatically on windows, in particular not through the ./configure; make; make install triad.

Fixes #1961.

Change-Id: Ifff74a0c80118b70da7ce4f8e26d2f2ee8fdec300

History

#1 - 05/17/2016 04:31 PM - Erik Lindahl
- Status changed from New to Accepted

We will have to disable that option for windows. Beyond our control, I'm afraid: The default version of FFTW only supports the GNU-style unix build chain.

#2 - 05/17/2016 04:59 PM - Gerrit Code Review Bot

Gerrit received a related patchset '1' for Issue #1961.
Uploader: Erik Lindahl (erik.lindahl@gmail.com)
Change-Id: Ifff74a0c80118b70da7ce4f8e26d2f2ee8fdec300
Gerrit URL: https://gerrit.gromacs.org/5876

#3 - 05/17/2016 04:59 PM - Erik Lindahl
- Status changed from Accepted to Fix uploaded

#4 - 05/21/2016 04:44 PM - Mark Abraham
I will shortly update the install guide to cover this.

#5 - 05/21/2016 04:45 PM - Mark Abraham
- Status changed from Fix uploaded to Closed