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cmake_minimum_required(VERSION 2.6)
PROJECT( leandroComp )

# Sources set
SET ( SOURCES
  leandroComp.cpp
  leandroI.cpp
  worker.cpp

  monitor.cpp
  commonbehaviorI.cpp

  $ENV{ROBOCOMP}/Classes/rapplication/rapplication.cpp
  $ENV{ROBOCOMP}/Classes/qlog/qlog.cpp
  $ENV{ROBOCOMP}/Classes/rcdraw/rcdraw.cpp #To draw into a QT QFrame in GUI
  trackCamShift.cpp #Class to run CAMSHIFT TRACKING

  osgArt.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/osgview.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/findnamednode.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/getworldcoorofnode.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/viewerqt.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/adapterwidget.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/innermodel/robotinnermodel.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/innermodel/innermodel/innermodel.cpp #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/innermodel/innermodel/innermodelreader.cpp #To OSGArt integration
)

# Headers set
SET ( HEADERS
  leandroI.h
  worker.h

  monitor.h
  commonbehaviorI.h

  trackCamShift.h #Class to run CAMSHIFT TRACKING
  $ENV{ROBOCOMP}/Classes/rcdraw/rcdraw.h #To draw into a QT QFrame in GUI

  osgArt.h #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/osgview.h #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/findnamednode.h #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/viewerqt.h #To OSGArt integration
  $ENV{ROBOCOMP}/Classes/osgviewer/adapterwidget.h #To OSGArt integration
)

# RoboComp
INCLUDE( $ENV{ROBOCOMP}/CMake/robocomp.cmake )
ROBOCOMP_INITIALIZE( $ENV{ROBOCOMP}/ )
ROBOCOMP_WRAP_ICE( CommonBehavior Leandro Camera CommonHead JointMotor DifferentialRobot Kinect
Laser CamMotion)#Added Laser & CamMotion to OSGArt integration
ROBOCOMP_LIBRARY( qmat )

SET (EXECUTABLE_OUTPUT_PATH ../bin)

# Graphical User Interfaces
SET (UIS leandroDlg.ui) #To draw into a QT GUI

# IPP
INCLUDE( $ENV{ROBOCOMP}/CMake/ipp.cmake )

#Open Scene Graph
INCLUDE( $ENV{ROBOCOMP}/CMake/opensg.cmake ) #To OSGArt integration

# FrameWave
# INCLUDE( $ENV{ROBOCOMP}/CMake/framewave.cmake )

# Qt4
ADD_DEFINITIONS( -Wall -DQT_DLL -DQT_GUI_LIB -DQT_CORE_LIB )
FIND_PACKAGE( Qt4 REQUIRED )
FIND_PACKAGE( OpenCV REQUIRED )

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SET( QT_USE_QTGUI TRUE )
SET( QT_USE_QTOPENGL TRUE )
SET( QT_USE_QTXML TRUE )
INCLUDE( ${QT_USE_FILE} )
QT4_WRAP_CPP( MOC_SOURCES ${HEADERS} )
QT4_WRAP_UI( UI_HEADERS ${UIS} ) #To draw into a QT GUI

# Specify construction and link process
ADD_EXECUTABLE( leandroComp ${SOURCES} ${MOC_SOURCES} ${RC_SOURCES} ${UI_HEADERS} )
TARGET_LINK_LIBRARIES( leandroComp ${QT_LIBRARIES} ${LIBS} ${OpenCV_LIBS} osgART) #Added osgART to
osgArt

INSTALL(FILES leandroComp DESTINATION /opt/robocomp/bin/ PERMISSIONS OWNER_READ OWNER_WRITE
OWNER_EXECUTE GROUP_READ GROUP_EXECUTE WORLD_READ WORLD_EXECUTE )
```