Selecting Windows SDK version 10.0.18362.0 to target Windows 10.0.19041.

The CXX compiler identification is MSVC 19.28.29336.0

The C compiler identification is MSVC 19.28.29336.0

Detecting CXX compiler ABI info

Detecting CXX compiler ABI info - done

Check for working CXX compiler: C:/Program Files (x86)/Microsoft Visual Studio/2019/Community/VC/Tools/MSVC/14.28.29333/bin/Hostx64/x64/cl.exe - skipped

Detecting CXX compile features

Detecting CXX compile features - done

Detecting C compiler ABI info

Detecting C compiler ABI info - done

Check for working C compiler: C:/Program Files (x86)/Microsoft Visual Studio/2019/Community/VC/Tools/MSVC/14.28.29333/bin/Hostx64/x64/cl.exe - skipped

Detecting C compile features

Detecting C compile features - done

== Setting paths ==

Build CGAL from release in directory CGAL-5.2

Packagenames: CGAL-5.2

== Setting paths (DONE) ==

== Generate version files ==

CGAL\_MAJOR\_VERSION=5

CGAL\_MINOR\_VERSION=2

CGAL\_BUGFIX\_VERSION=0

CGAL\_SONAME\_VERSION=13

CGAL\_SOVERSION =13.0.3

Building shared libraries

Visual Leak Detector (VLD) is not found.

Targetting Visual Studio 16 2019

Target build enviroment supports auto-linking

Using VC toolset 142.

Generator uses intermediate configuration directory: $(Configuration)

USING CMake version: 3.19.3

System: Windows

== Generate version files (DONE) ==

Multi-configuration CMake generator: cannot display flags

== Detect external libraries ==

== Detect external libraries (DONE) ==

== Generating build files ==

Configuring libCGAL

CMake Error at C:/Users/Jeb Gaither/Downloads/cmake-3.19.3-win32-x86/cmake-3.19.3-win32-x86/share/cmake-3.19/Modules/FindPackageHandleStandardArgs.cmake:218 (message):  
Could NOT find GMP (missing: GMP\_LIBRARIES GMP\_INCLUDE\_DIR)  
Call Stack (most recent call first):  
C:/Users/Jeb Gaither/Downloads/cmake-3.19.3-win32-x86/cmake-3.19.3-win32-x86/share/cmake-3.19/Modules/FindPackageHandleStandardArgs.cmake:582 (\_FPHSA\_FAILURE\_MESSAGE)  
cmake/modules/FindGMP.cmake:53 (find\_package\_handle\_standard\_args)  
cmake/modules/CGAL\_SetupGMP.cmake:24 (find\_package)  
cmake/modules/CGAL\_SetupCGALDependencies.cmake:41 (include)  
src/CGAL/CMakeLists.txt:5 (include)

Configuring incomplete, errors occurred!

See also "C:/Users/Jeb Gaither/Documents/Art/CGAL2021/CMakeFiles/CMakeOutput.log".

CONTENT OF CMAKEOUTPUT.LOG

he system is: Windows - 10.0.19041 - AMD64

Compiling the CXX compiler identification source file "CMakeCXXCompilerId.cpp" succeeded.

Compiler:

Build flags:

Id flags:

The output was:

0

Microsoft (R) Build Engine version 16.8.3+39993bd9d for .NET Framework

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Build started 1/25/2021 4:43:20 PM.

Project "C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\3.19.3\CompilerIdCXX\CompilerIdCXX.vcxproj" on node 1 (default targets).

PrepareForBuild:

Creating directory "Debug\".

Creating directory "Debug\CompilerIdCXX.tlog\".

InitializeBuildStatus:

Creating "Debug\CompilerIdCXX.tlog\unsuccessfulbuild" because "AlwaysCreate" was specified.

ClCompile:

C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29333\bin\HostX64\x64\CL.exe /c /nologo /W0 /WX- /diagnostics:column /Od /D \_MBCS /Gm- /EHsc /RTC1 /MDd /GS /fp:precise /Zc:wchar\_t /Zc:forScope /Zc:inline /Fo"Debug\\" /Fd"Debug\vc142.pdb" /Gd /TP /FC /errorReport:queue CMakeCXXCompilerId.cpp

CMakeCXXCompilerId.cpp

Link:

C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29333\bin\HostX64\x64\link.exe /ERRORREPORT:QUEUE /OUT:".\CompilerIdCXX.exe" /INCREMENTAL:NO /NOLOGO kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbccp32.lib /MANIFEST /MANIFESTUAC:"level='asInvoker' uiAccess='false'" /manifest:embed /PDB:".\CompilerIdCXX.pdb" /SUBSYSTEM:CONSOLE /TLBID:1 /DYNAMICBASE /NXCOMPAT /IMPLIB:".\CompilerIdCXX.lib" /MACHINE:X64 Debug\CMakeCXXCompilerId.obj

CompilerIdCXX.vcxproj -> C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\3.19.3\CompilerIdCXX\CompilerIdCXX.exe

PostBuildEvent:

for %%i in (cl.exe) do @echo CMAKE\_CXX\_COMPILER=%%~$PATH:i

:VCEnd

CMAKE\_CXX\_COMPILER=C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29333\bin\Hostx64\x64\cl.exe

FinalizeBuildStatus:

Deleting file "Debug\CompilerIdCXX.tlog\unsuccessfulbuild".

Touching "Debug\CompilerIdCXX.tlog\CompilerIdCXX.lastbuildstate".

Done Building Project "C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\3.19.3\CompilerIdCXX\CompilerIdCXX.vcxproj" (default targets).

Build succeeded.

0 Warning(s)

0 Error(s)

Time Elapsed 00:00:02.26

Compilation of the CXX compiler identification source "CMakeCXXCompilerId.cpp" produced "CompilerIdCXX.exe"

Compilation of the CXX compiler identification source "CMakeCXXCompilerId.cpp" produced "CompilerIdCXX.vcxproj"

The CXX compiler identification is MSVC, found in "C:/Users/Jeb Gaither/Documents/Art/CGAL2021/CMakeFiles/3.19.3/CompilerIdCXX/CompilerIdCXX.exe"

Compiling the C compiler identification source file "CMakeCCompilerId.c" succeeded.

Compiler:

Build flags:

Id flags:

The output was:

0

Microsoft (R) Build Engine version 16.8.3+39993bd9d for .NET Framework

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Build started 1/25/2021 4:43:23 PM.

Project "C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\3.19.3\CompilerIdC\CompilerIdC.vcxproj" on node 1 (default targets).

PrepareForBuild:

Creating directory "Debug\".

Creating directory "Debug\CompilerIdC.tlog\".

InitializeBuildStatus:

Creating "Debug\CompilerIdC.tlog\unsuccessfulbuild" because "AlwaysCreate" was specified.

ClCompile:

C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29333\bin\HostX64\x64\CL.exe /c /nologo /W0 /WX- /diagnostics:column /Od /D \_MBCS /Gm- /EHsc /RTC1 /MDd /GS /fp:precise /Zc:wchar\_t /Zc:forScope /Zc:inline /Fo"Debug\\" /Fd"Debug\vc142.pdb" /Gd /TC /FC /errorReport:queue CMakeCCompilerId.c

CMakeCCompilerId.c

Link:

C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29333\bin\HostX64\x64\link.exe /ERRORREPORT:QUEUE /OUT:".\CompilerIdC.exe" /INCREMENTAL:NO /NOLOGO kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbccp32.lib /MANIFEST /MANIFESTUAC:"level='asInvoker' uiAccess='false'" /manifest:embed /PDB:".\CompilerIdC.pdb" /SUBSYSTEM:CONSOLE /TLBID:1 /DYNAMICBASE /NXCOMPAT /IMPLIB:".\CompilerIdC.lib" /MACHINE:X64 Debug\CMakeCCompilerId.obj

CompilerIdC.vcxproj -> C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\3.19.3\CompilerIdC\CompilerIdC.exe

PostBuildEvent:

for %%i in (cl.exe) do @echo CMAKE\_C\_COMPILER=%%~$PATH:i

:VCEnd

CMAKE\_C\_COMPILER=C:\Program Files (x86)\Microsoft Visual Studio\2019\Community\VC\Tools\MSVC\14.28.29333\bin\Hostx64\x64\cl.exe

FinalizeBuildStatus:

Deleting file "Debug\CompilerIdC.tlog\unsuccessfulbuild".

Touching "Debug\CompilerIdC.tlog\CompilerIdC.lastbuildstate".

Done Building Project "C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\3.19.3\CompilerIdC\CompilerIdC.vcxproj" (default targets).

Build succeeded.

0 Warning(s)

0 Error(s)

Time Elapsed 00:00:01.89

Compilation of the C compiler identification source "CMakeCCompilerId.c" produced "CompilerIdC.exe"

Compilation of the C compiler identification source "CMakeCCompilerId.c" produced "CompilerIdC.vcxproj"

The C compiler identification is MSVC, found in "C:/Users/Jeb Gaither/Documents/Art/CGAL2021/CMakeFiles/3.19.3/CompilerIdC/CompilerIdC.exe"

Detecting CXX compiler ABI info compiled with the following output:

Change Dir: C:/Users/Jeb Gaither/Documents/Art/CGAL2021/CMakeFiles/CMakeTmp

Run Build Command(s):C:/Program Files (x86)/Microsoft Visual Studio/2019/Community/MSBuild/Current/Bin/MSBuild.exe cmTC\_65aa9.vcxproj /p:Configuration=Debug /p:Platform=x64 /p:VisualStudioVersion=16.0 /v:m && Microsoft (R) Build Engine version 16.8.3+39993bd9d for .NET Framework

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Microsoft (R) C/C++ Optimizing Compiler Version 19.28.29336 for x64

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CMakeCXXCompilerABI.cpp

cl /c /Zi /W1 /WX- /diagnostics:column /Od /Ob0 /D WIN32 /D \_WINDOWS /D "CMAKE\_INTDIR=\"Debug\"" /D \_MBCS /Gm- /EHsc /RTC1 /MDd /GS /fp:precise /Zc:wchar\_t /Zc:forScope /Zc:inline /GR /Fo"cmTC\_65aa9.dir\Debug\\" /Fd"cmTC\_65aa9.dir\Debug\vc142.pdb" /Gd /TP /errorReport:queue "C:\Users\Jeb Gaither\Downloads\cmake-3.19.3-win32-x86\cmake-3.19.3-win32-x86\share\cmake-3.19\Modules\CMakeCXXCompilerABI.cpp"

cmTC\_65aa9.vcxproj -> C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\CMakeTmp\Debug\cmTC\_65aa9.exe

Detecting C compiler ABI info compiled with the following output:

Change Dir: C:/Users/Jeb Gaither/Documents/Art/CGAL2021/CMakeFiles/CMakeTmp

Run Build Command(s):C:/Program Files (x86)/Microsoft Visual Studio/2019/Community/MSBuild/Current/Bin/MSBuild.exe cmTC\_3cedf.vcxproj /p:Configuration=Debug /p:Platform=x64 /p:VisualStudioVersion=16.0 /v:m && Microsoft (R) Build Engine version 16.8.3+39993bd9d for .NET Framework

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Microsoft (R) C/C++ Optimizing Compiler Version 19.28.29336 for x64

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CMakeCCompilerABI.c

cl /c /Zi /W1 /WX- /diagnostics:column /Od /Ob0 /D WIN32 /D \_WINDOWS /D "CMAKE\_INTDIR=\"Debug\"" /D \_MBCS /Gm- /RTC1 /MDd /GS /fp:precise /Zc:wchar\_t /Zc:forScope /Zc:inline /Fo"cmTC\_3cedf.dir\Debug\\" /Fd"cmTC\_3cedf.dir\Debug\vc142.pdb" /Gd /TC /errorReport:queue "C:\Users\Jeb Gaither\Downloads\cmake-3.19.3-win32-x86\cmake-3.19.3-win32-x86\share\cmake-3.19\Modules\CMakeCCompilerABI.c"

cmTC\_3cedf.vcxproj -> C:\Users\Jeb Gaither\Documents\Art\CGAL2021\CMakeFiles\CMakeTmp\Debug\cmTC\_3cedf.exe