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####
#
# This Makefile provides generic definitions for use in testing Makefiles.
#


#
# Include Amulet makefile vars.  Note that AMULET_DIR is a UNIX environment
# var, per Amulet conventions.  This is included first in case we want to add
# to or override some of the Amulet defintions.
#
include $(AMULET_DIR)/bin/Makefile.vars

#
# Define the location of the project support Makefile.vars file and include it.
#
PROJECTROOTDIR = ../..
include $(PROJECTROOTDIR)/implementation/Makefile.vars

#
# Define the platform we're building on.
#
PLATFORM =              SUN4

#
# Define relative paths to design and implementation dirs.  Note that these
# paths are relative to the Makefiles below, in $(PLATFORM)/Makefile.
#
DESIGNDIR =     ../../design
IMPLEDIR =      ../../implementation
TESTDIR =       ..
IMPLEOBJDIR =   $(IMPLEDIR)/$(PLATFORM)

#
# Local include dirs are the project design dirs and global project include
# dir.
#
LOCALINCLUDES = \
                -I.. \
                -I$(DESIGNDIR) \
                -I$(PROJECTSROOTDIR)/include

#
# Add local cflags to Amulet's
#
CFLAGS =        $(AM_CFLAGS) -g -c $(LOCALINCLUDES)

#
# Define local ld flags.
#
LDFLAGS =       -g

#
# Add local lib dirs to Amulet's
#
LIBDIRS =       -L$(LIB_DIR) -L/usr/openwin/lib

#
# Add local libs to Amulet's
#
LIBS =          $(AM_LIBS) -lamulet -lm -ly -ll


#
# Define the abs path to the gcc lib dir
#
GNULIBDIR =     /opt/gnu/gcc2.7.0


#
# Define depend flags accordingly.
#
DEPENDFLAGS =   -I$(AMULET_DIR) \
                -I$(GNULIBDIR)/g++-include \
                $(LOCALINCLUDES)

#
# The following is an attempt to get rid of the makedepend "incomplete include"
# error messages.  Unfortunately, this attempt and a number of similar variants
# do not work.  Failed variants include surronding the amulet/* file names with
# '<' ... '>', '"' ... '"', and '\"' ... '\"'.
#               -DAM_IO__H=amulet/am_io.h \
#               -DDEBUGGER__H=amulet/debugger.h \
#               -DFORMULA__H=amulet/formula.h \
#               -DGDEFS__H=amulet/gdefs.h \
#               -DGEM__H=amulet/gem.h \
#               -DGESTURE__H=amulet/gesture.h \
#               -DIDEFS__H=amulet/idefs.h \
#               -DINTER__H=amulet/inter.h \
#               -DMISC__H=amulet/misc.h \
#               -DOBJECT__H=amulet/object.h \
#               -DOPAL__H=amulet/opal.h \
#               -DREGISTRY__H=amulet/registry.h \
#               -DSTDVALUE__H=amulet/stdvalue.h \
#               -DTEXT_FNS__H=amulet/text_fns.h \
#               -DTYPES__H=amulet/types.h \
#               -DUNIV_LST__H=amulet/univ_lst.h \
#               -DUNIV_MAP__H=amulet/univ_map.h \
#               -DUNIV_MAP__TPL=amulet/univ_map.tpl \
#               -DWEB__H=amulet/web.h \
#               -DWIDGETS__H=amulet/widget
```