



CONAN 2  
C/C++ Package Manager

# Conan Documentation

*Release 2.11.0*

**The Conan team**

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Welcome! This is the user documentation for Conan, an open source, decentralized C/C++ package manager that works in all platforms and with all build systems and compilers. Other relevant resources:

- [Conan home page](#). Entry point to the project, with links to docs, blog, social, downloads, release mailing list, etc.
- [Github project and issue tracker](#). The main support channel, file issues here for questions, bug reports and feature requests.

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## INTRODUCTION

Conan is a dependency and package manager for C and C++ languages. It is **free and open-source**, works in all platforms ( Windows, Linux, OSX, FreeBSD, Solaris, etc.), and can be used to develop for all targets including embedded, mobile (iOS, Android), and bare metal. It also integrates with all build systems like CMake, Visual Studio (MSBuild), Makefiles, SCons, etc., including proprietary ones.

It is specifically designed and optimized for accelerating the development and Continuous Integration of C and C++ projects. With full binary management, it can create and reuse any number of different binaries (for different configurations like architectures, compiler versions, etc.) for any number of different versions of a package, using exactly the same process in all platforms. As it is decentralized, it is easy to run your own server to host your own packages and binaries privately, without needing to share them. The free **JFrog Artifactory Community Edition (CE)** is the recommended Conan server to host your own packages privately under your control.

Conan is mature and stable, with a strong commitment to forward compatibility (non-breaking policy), and has a complete team dedicated full time to its improvement and support. It is backed and used by a great community, from open source contributors and package creators in **ConanCenter** to thousands of teams and companies using it.

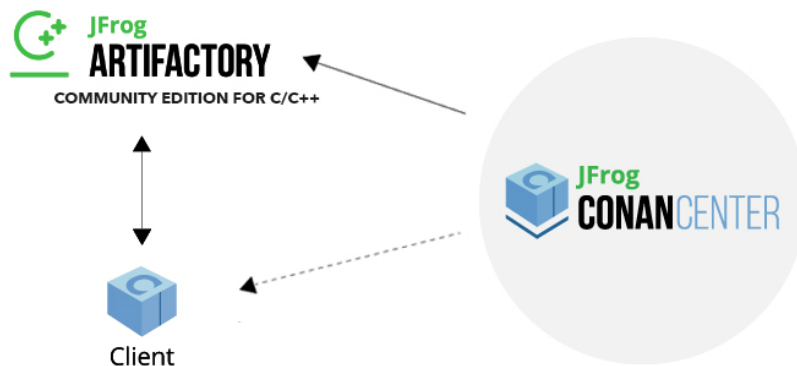
### 1.1 Open Source

Conan is Free and Open Source, with a permissive MIT license. Check out the source code and issue tracking (for questions and support, reporting bugs and suggesting feature requests and improvements) at <https://github.com/conan-io/conan>

### 1.2 Decentralized package manager

Conan is a decentralized package manager with a client-server architecture. This means that clients can fetch packages from, as well as upload packages to, different servers (“remotes”), similar to the “git” push-pull model to/from git remotes.

At a high level, the servers are just storing packages. They do not build nor create the packages. The packages are created by the client, and if binaries are built from sources, that compilation is also done by the client application.



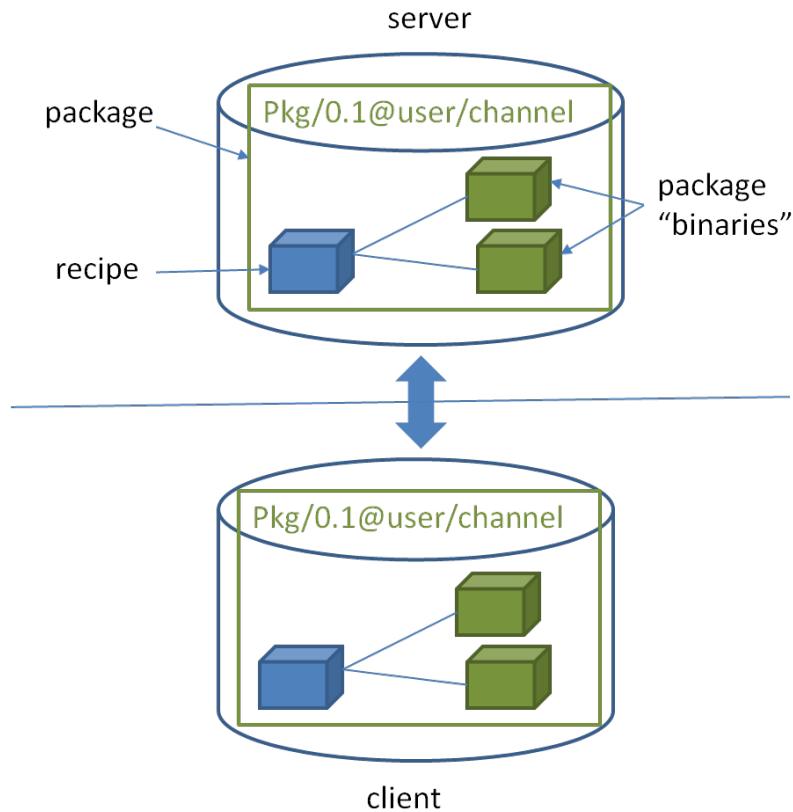
The different applications in the image above are:

- The Conan client: this is a console/terminal command-line application, containing the heavy logic for package creation and consumption. Conan client has a local cache for package storage, and so it allows you to fully create and test packages offline. You can also work offline as long as no new packages are needed from remote servers.
- [JFrog Artifactory Community Edition \(CE\)](#) is the recommended Conan server to host your own packages privately under your control. It is a free community edition of JFrog Artifactory for Conan packages, including a WebUI, multiple auth protocols (LDAP), Virtual and Remote repositories to create advanced topologies, a Rest API, and generic repositories to host any artifact.
- The `conan_server` is a small server distributed together with the Conan client. It is a simple open-source implementation and provides basic functionality, but no WebUI or other advanced features.
- [ConanCenter](#) is a central public repository where the community contributes packages for popular open-source libraries like Boost, Zlib, OpenSSL, Poco, etc.

## 1.3 Binary management

One of the most powerful features of Conan is that it can create and manage pre-compiled binaries for any possible platform and configuration. By using pre-compiled binaries and avoiding repeated builds from source, it saves significant time for developers and Continuous Integration servers, while also improving the reproducibility and traceability of artifacts.

A package is defined by a “`conanfile.py`”. This is a file that defines the package’s dependencies, sources, how to build the binaries from sources, etc. One package “`conanfile.py`” recipe can generate any arbitrary number of binaries, one for each different platform and configuration: operating system, architecture, compiler, build type, etc. These binaries can be created and uploaded to a server with the same commands in all platforms, having a single source of truth for all packages and not requiring a different solution for every different operating system.



Installation of packages from servers is also very efficient. Only the necessary binaries for the current platform and configuration are downloaded, not all of them. If the compatible binary is not available, the package can be built from sources in the client too.

## 1.4 All platforms, all build systems and compilers

Conan works on Windows, Linux (Ubuntu, Debian, RedHat, ArchLinux, Raspbian), OSX, FreeBSD, and SunOS, and, as it is portable, it might work in any other platform that can run Python. It can target any existing platform: ranging from bare metal to desktop, mobile, embedded, servers, and cross-building.

Conan works with any build system too. There are built-in integrations to support the most popular ones like CMake, Visual Studio (MSBuild), Autotools and Makefiles, Meson, SCons, etc., but it is not a requirement to use any of them. It is not even necessary that all packages use the same build system: each package can use their own build system, and depend on other packages using different build systems. It is also possible to integrate with any build system, including proprietary ones.

Likewise, Conan can manage any compiler and any version. There are default definitions for the most popular ones: gcc, cl.exe, clang, apple-clang, intel, with different configurations of versions, runtimes, C++ standard library, etc. This model is also extensible to any custom configuration.

## 1.5 Stable

From Conan 2.0 and onwards, there is a commitment to stability, with the goal of not breaking user space while evolving the tool and the platform. This means:

- Moving forward to following minor versions 2.1, 2.2, ..., 2.X should never break existing recipes, packages or command line flows
- If something is breaking, it will be considered a regression and reverted.
- Bug fixes will not be considered breaking, recipes and packages relying on the incorrect behavior of such bugs will be considered already broken.
- Only documented features in <https://docs.conan.io> are considered part of the public interface of Conan. Private implementation details, and everything not included in the documentation is subject to change.
- The compatibility is always considered forward. New APIs, tools, methods, helpers can be added in following 2.X versions. Recipes and packages created with these features will be backwards incompatible with earlier Conan versions.
- Only the latest released patch (major.minor.patch) of every minor version is supported and stable.

There are some things that are not included in this commitment:

- Public repositories, like **ConanCenter**, assume the use of the latest version of the Conan client, and using an older version may result in failure of packages and recipes created with a newer version of the client. It is recommended to use your own private repository to store your own copy of the packages for production, or as a secondary alternative, to use some locking mechanism to avoid possible disruption from packages in ConanCenter that are updated and require latest Conan version.
- Configuration and automatic tools detection, like the detection of the default profile (`conan profile detect`) can and will change at any time. Users are encouraged to define their configurations in their own profiles files for repeatability. New versions of Conan might detect different default profiles.
- Builtin default implementation of extension points as plugins or hooks can also change with every release. Users can provide their own ones for stability.
- Output of packages templates with `conan new` can update at any time to use latest features.
- The output streams stdout, stderr, i.e. the terminal output can change at any time. Do not parse the terminal output for automation.
- Anything that is explicitly labeled as `experimental` or `preview` in the documentation, or in the Conan cli output. Read the section below for a detailed definition of these labels.
- Anything that is labeled as `deprecated` in the documentation should not get new usages, as it will not get new fixes and it will be removed in the next major version.
- Other tools and repositories outside of the Conan client

Conan needs Python $\geq$ 3.6 to run. Conan will deprecate support for Python versions 1 year after those versions have been declared End Of Life (EOL).

If you have any question regarding Conan updates, stability, or any clarification about this definition of stability, please report in the documentation issue tracker: <https://github.com/conan-io/docs>.

## 1.6 Community

Conan is being used in production by thousands of companies like TomTom, Audi, RTI, Continental, Plex, Electrolux and Mercedes-Benz and many thousands of developers around the world.

But an essential part of Conan is that many of those users will contribute back, creating an amazing and helpful community:

- The <https://github.com/conan-io/conan> project has around 6.5K stars in Github and counts with contributions from more than 300 different users (this is just the client tool).
- Many other users contribute recipes for ConanCenter via the <https://github.com/conan-io/conan-center-index> repo, creating packages for popular Open Source libraries, contributing many thousands of Pull Requests per year.
- More than two thousands Conan users hang around the [CppLang Slack #conan channel](#), and help responding to questions, discussing problems and approaches, making it one of the most active channels in the whole CppLang slack.
- There is a Conan channel in [#include<cpp> discord](#).

## 1.7 Navigating the documentation

This documentation has very different sections:

- The **tutorial** is an actual hands-on tutorial, with examples and real code, intended to be played sequentially from beginning to end, running the exercises in your own computer. There is a “narrative” to this section and the exercises might depend on some previous explanations and code - building on the previous example. This is the recommended approach for learning Conan.
- The **examples** also contain hands-on, fully operational examples with code, aimed to explain some very specific feature, tool or behavior. They do not have a conducting thread, they should be navigated by topic.
- The **reference** is the source of truth for the interfaces of every public command, class, method, helper, API and configuration file that can be used. It is not designed to be read fully, but to check for individual items when necessary.
- The **knowledge** base contains things like the FAQ, a very important section about general guidelines, good practices and bad practices, videos from conference talks, etc.

Features in this documentation might be labeled as:

- **experimental**: This feature is released and can be used, but it is under active development and the interfaces, APIs or behavior might change as a result of evolution, and this will not be considered breaking. If you are interested in these features you are encouraged to try them and give feedback, because that is exactly what allows to stabilize them.
- **preview**: When a feature is released in preview mode, this means it aims to be as final and stable as possible. Users are encouraged to use them, and the maintainers team will try not to break them unless necessary. But if necessary, they might change and break.
- **deprecated**: This feature should no longer be used, and it will be fully removed in next major release. Other alternatives or approaches should be used instead of it, and if using it, migrating to the other alternatives should be done as soon as possible. They will not be maintained or get fixes.

Everything else that is not labeled should be considered stable, and won't be broken, unless something that is declared a bugfix.

Have any questions? Please check out our [FAQ section](#) or .



## WHAT'S NEW IN CONAN 2

Conan 2 comes with many exciting improvements based on the lessons learned in the last years with Conan 1.X. Also, a lot of effort has been made to backport necessary things to Conan 1.X to make the upgrade easier: Recipes using latest 1.X integrations will be compatible with Conan 2, and binaries for both versions will not collide and be able to live in the same server repositories.

### 2.1 Conan 2 migration guide

If you are using Conan 1.X, please read the [Conan 2 Migration guide](#), to start preparing your package recipes to 2.0 and be aware of some changes while you still work in Conan 1.X. That guide summarizes the above mentioned backports to make the upgrade easier.

### 2.2 New graph model

Conan 2 defines new requirement traits (headers, libs, build, run, test, package\_id\_mode, options, transitive\_headers, transitive\_libs) and package types (static, shared, application, header-only) to better represent the relations that happen with C and C++ binaries, like executables or shared libraries linking static libraries or shared libraries.

See also:

- <https://www.youtube.com/watch?v=kKGglzm5ous>
- [https://github.com/conan-io/tribe/blob/main/design/026-requirements\\_traits.md](https://github.com/conan-io/tribe/blob/main/design/026-requirements_traits.md)
- [https://github.com/conan-io/tribe/blob/main/design/027-package\\_types.md](https://github.com/conan-io/tribe/blob/main/design/027-package_types.md)

### 2.3 New public Python API

A new modular Python API is made available, public and documented. This is a real API, with building blocks that are already used to build the Conan built-in commands, but that will allow further extensions. There are subapis for different functional groups, like `api.list`, `api.search`, `api.remove`, `api.profile`, `api.graph`, `api.upload`, `api.remotes`, etc. that will allow to implement advanced user flows, functionality and automation.

See also:

- *[Python API reference](#)*

## 2.4 New build system integrations

Introduced in latest Conan 1.X, Conan 2 will use modern build system integrations like CMakeDeps and CMakeToolchain that are fully transparent CMake integration (i.e. the consuming CMakeLists.txt doesn't need to be aware at all about Conan). These integrations can also achieve a better IDE integration, for example via CMakePresets.json.

**See also:**

- [Tools reference](#)

## 2.5 New custom user commands

Conan 2 allows extending Conan with custom user commands, written in python that can be called as `conan xxxx`. These commands can be shared and installed with `conan config install`, and have layers of commands and sub-commands. The custom user commands use the new 2.0 public Python API to implement their functionality.

## 2.6 New CLI

Conan 2 has redesigned the CLI for better consistency, removing ambiguities, and improving the user experience. The new CLI also sends all the information, warning, and error messages to stderr, while keeping the final result in stdout, allowing multiple output formats like `--format=html` or `--format=json` and using redirects to create files `--format=json > myfile.json`. The information provided by the CLI will be more structured and thorough so that it can be used more easily for automation, especially in CI/CD systems.

**See also:**

- [Commands reference](#)

## 2.7 New deployers

Conan 2 implements “deployers”, which can be called in the command line as `conan install .... --deployer=mydeploy`, typically to perform copy operations from the Conan cache to user folders. Such deployers can be built-in (“full\_deploy”, “direct\_deploy” and “runtime\_deploy” are provided so far), or user-defined, which can be shared and managed with `conan config install`. Deployers run before generators, and they can change the target folders. For example, if the `--deployer=full_deploy` deployer runs before CMakeDeps, the files generated by CMakeDeps will point to the local copy in the user folder done by the `full_deploy` deployer, and not to the Conan cache.

Deployers can be multi-configuration. Running `conan install . --deployer=full_deploy` repeatedly for different profiles, can achieve a fully self-contained project, including all the artifacts, binaries, and build files that is completely independent of Conan and no longer require Conan at all to build.



## 2.8 New package\_id

Conan 2 defines a new, dynamic `package_id` that is a great improvement over the limitations of Conan 1.X. This `package_id` will take into account the package types and types of requirements to implement a more meaningful strategy, depending on the scenario. For example, it is well known that when an application `myapp` is linking a static library `mylib`, any change in the binary of the static library `mylib` requires re-building the application `myapp`. So Conan will default to a mode like `full_mode` that will generate a new `myapp` `package_id`, for every change in the `mylib` recipe or binary. While a dependency between a static library `mylib_a` that is used by `mylib_b` in general does not imply that a change in `mylib_b` always needs a rebuild of `mylib_a`, and that relationship can default to a `minor_mode` mode. In Conan 2, the one doing modifications to `mylib_a` can better express whether the consumer `mylib_b` needs to rebuild or not, based on the version bump (patch version bump will not trigger a rebuild while a minor version bump will trigger it)

Furthermore the default versioning scheme in Conan has been generalized to any number of digits and letters, as opposed to the official “semver” that uses just 3 fields.

## 2.9 compatibility.py

Conan 2 features a new extension mechanism to define binary compatibility at a global level. A `compatibility.py` file in the Conan cache will be used to define which fallbacks of binaries should be used in case there is some missing binary for a given package. Conan will provide a default one to account for `cppstd` compatibility, and executables compatibility, but this extension is fully configurable by the user (and can also be shared and managed with `conan config install`)

## 2.10 New lockfiles

Lockfiles in Conan 2 have been greatly simplified and made way more flexible. Lockfiles are now modeled as lists of sorted references, which allow one single lockfile being used for multiple configurations, merging lockfiles, applying partially defined lockfiles, being strict or non-strict, adding user defined constraints to lockfiles, and much more.

See also:

- *[Tutorial introduction to lockfiles](#)*
- [https://github.com/conan-io/tribe/blob/main/design/034-new\\_lockfiles.md](https://github.com/conan-io/tribe/blob/main/design/034-new_lockfiles.md)
- *[Tutorial about versioning and lockfiles](#)*

## 2.11 New configuration and environment management

The new configuration system called `[conf]` in profiles and command line, and introduced experimentally in Conan 1.X, is now the major mechanism to configure and control Conan behavior. The idea is that the configuration system is used to transmit information from Conan (a Conan profile) to Conan (A Conan recipe, or a Conan build system integration like `CMakeToolchain`). This new configuration system can define strings, boolean, lists, being cleaner, more structured and powerful than using environment variables. A better, more explicit environment management, also introduced in Conan 1.X is now the way to pass information from Conan (profiles) to tools (like compilers, build systems).

See also:

- *[Reference of enviroment tools](#)*

## 2.12 Multi-revision cache

The Conan cache has been completely redesigned to allow storing more than one revision at a time. It has also shortened the paths, using hashes, removing the need to use `short_paths` in Windows. Note that the cache is still not concurrent, so parallel jobs or tasks should use independent caches.

## 2.13 New extensions plugins

Several extension points, named “plugins” have been added, to provide advanced and typically orthogonal functionality to what the Conan recipes implement. These plugins can be shared, managed and installed via `conan config install`

### 2.13.1 Profile checker

A new `profile.py` extension point is provided that can be used to perform operations on the profile after it has been processed. A default implementation that checks that the given compiler version is capable of supporting the given compiler `cppstd` is provided, but this is fully customizable by the user.

### 2.13.2 Command wrapper

A new `cmd_wrapper.py` extension provides a way to wrap any `conanfile.py` command (i.e., anything that runs inside `self.run()` in a recipe), in a new command. This functionality can be useful for wrapping build commands in build optimization tools as IncrediBuild or compile caches.

### 2.13.3 Package signing

A new `sign.py` extension has been added to implement signing and verifying of packages. As the awareness about the importance of software supply chain security grows, it is becoming more important the capability of being able to sign and verify software packages. This extension point will soon get a plugin implementation based on Sigstore.

## 2.14 Package immutability optimizations

The thorough use of `revisions` (already introduced in Conan 1.X as opt-in in <https://docs.conan.io/en/latest/versioning/revisions.html>) in Conan 2, together with the declaration of artifacts **immutability** allows for improved processes, downloading, installing and updated dependencies as well as uploading dependencies.

The `revisions` allow accurate traceability of artifacts, and thus allows better update flows. For example, it will be easier to get different binaries for different configurations from different repositories, as long as they were created from the same recipe revision.

The package transfers, uploads, downloads, will also be more efficient, based on `revisions`. As long as a given revision exists on the server or in the cache, Conan will not transfer artifacts at all for that package.

## 2.15 Package lists

Conan 2 allows bulk operations over several recipes and packages with the “Package Lists” feature. This feature allows to upload, download, remove and list several recipes and packages with one single command.

Package lists can also be created from a dependency graph resulting from a `conan create` or `conan install` command, so it is possible to upload to a server all packages that belong to a given dependency graph just chaining 2 commands.

**See also:**

- [Read the example usages](#)
- [Package lists blog post](#)

## 2.16 Metadata files

Conan 2 allows to store, upload, download, modify metadata files associated to recipes and packages. This feature can be very useful to manage build logs, tests executable, test results, coverage data and many other different files needed for traceability, compliance and business purposes.

**See also:**

- [Metadata files blog post](#)

## 2.17 Third party backup sources

When building packages for third parties with sources in the internet, those sources can be removed or changed. The “backup sources” can automatically store a copy of those sources in your own server, so your builds are always fully reproducible, no matter what happens to the original internet sources.

**See also:**

- [the backup-sources blog post](#)

## 2.18 Installing configuration from Conan packages

From Conan 2.2 it is possible to install configuration not only from git repos and http servers, but also from Conan packages. Doing `conan config install-pkg myconf/myversion` over a Conan package `myconf/myversion` stored in a Conan server, allows to install the configuration files inside that package. It also allows to use version ranges to update easily to the latest one within the range, and lockfiles to achieve reproducibility.

**See also:**

- [Read the conan config install-pkg command reference](#)



## INSTALL

Conan can be installed in many Operating Systems. It has been extensively used and tested in Windows, Linux (different distros), OSX, and is also actively used in FreeBSD and Solaris SunOS. There are also several additional operating systems on which it has been reported to work.

There are different ways to install Conan:

1. The preferred and **strongly recommended way to install Conan** is from PyPI, the Python Package Index, using the `pip` command.
2. Use a system installer, or create your own self-contained Conan executable, to not require Python in your system.
3. Running Conan from sources.

### 3.1 Install with pip (recommended)

To install latest Conan 2 version using `pip`, you need a Python `>= 3.6` distribution installed on your machine. Modern Python distros come with `pip` pre-installed. However, if necessary you can install `pip` by following the instructions in [pip docs](#).

Install Conan:

```
$ pip install conan
```

---

**Important: Please READ carefully**

- Make sure that your **pip** installation matches your **Python (`>= 3.6`)** version.
  - In **Linux**, you may need **sudo** permissions to install Conan globally.
  - We strongly recommend using **virtualenvs** (virtualenvwrapper works great) for everything related to Python. (check <https://virtualenvwrapper.readthedocs.io/en/stable/>, or <https://pypi.org/project/virtualenvwrapper-win/> in Windows) With Python 3, the built-in module `venv` can also be used instead (check <https://docs.python.org/3/library/venv.html>). If not using a **virtualenv** it is possible that conan dependencies will conflict with previously existing dependencies, especially if you are using Python for other purposes.
  - In **OSX**, especially the latest versions that may have **System Integrity Protection**, `pip` may fail. Try using `virtualenvs`, or install it to the Python user install directory with `$ pip install --user conan`.
  - Some Linux distros, such as Linux Mint, require a restart (shell restart, or logout/system if not enough) after installation, so Conan is found in the path.
-

### 3.1.1 Known installation issues with pip

When Conan is installed with `pip install --user conan`, a new directory is usually created for it. However, the directory is not appended automatically to the `PATH` and the `conan` commands do not work. This can usually be solved by restarting the session of the terminal or running the following command:

```
$ source ~/.profile
```

### 3.1.2 Update

If installed via `pip`, Conan version can be updated with:

```
$ pip install conan --upgrade # Might need sudo or --user
```

The upgrade shouldn't affect the installed packages or cache information. If the cache becomes inconsistent somehow, you may want to remove its content by deleting it (`<userhome>/ .conan2`).

## 3.2 Install with pipx

In certain scenarios, attempting to install with `pip` may yield the following error:

```
error: externally-managed-environment

x This environment is externally managed
  To install Python packages system-wide, try apt install
  python3-xyz, where xyz is the package you are trying to
  install.
  ...
```

This is because some modern Linux distributions have started marking their Python installations as “externally managed”, which means that the system's package manager is responsible for managing Python packages. Installing packages globally or even in the user space can interfere with system operations and potentially break system tools (check [PEP-668](#) for more detailed information).

For those cases, it's recommended to use `pipx` to install Conan. `pipx` creates a virtual environment for each Python application, ensuring that dependencies do not conflict. The advantage is that it isolates Conan and its dependencies from the system Python and avoids potential conflicts with system packages while providing a clean environment for Conan to run.

To install Conan with `pipx`:

1. Ensure `pipx` is installed on your system. If it isn't, check the installation guidelines [in the pipx documentation](#). For Debian-based distributions, you can install `pipx` using the system package manager:

```
$ apt-get install pipx
$ pipx ensurepath
```

(Note: The package name might vary depending on the distribution)

2. Restart your terminal and then install Conan using `pipx`:

```
$ pipx install conan
```

3. Now you can use Conan as you typically would.

### 3.3 Use a system installer or create a self-contained executable

There will be a number of existing installers in [Conan downloads](#) for OSX Brew, Debian, Windows, Linux Arch, that will not require Python first.

We also distribute [Conan binaries](#) for Windows, Linux, and macOS in a compressed file that you can uncompress in your system and run directly.

**Warning:** If you are using **macOS**, please be aware of the Gatekeeper feature that may quarantine the compressed binaries if downloaded directly using a web browser. To avoid this issue, download them using a tool such as *curl*, *wget*, or similar.

If there is no installer for your platform, you can create your own Conan executable, with the `pyinstaller.py` utility in the repo. This process is able to create a self-contained Conan executable that contains all it needs, including the Python interpreter, so it wouldn't be necessary to have Python installed in the system.

You can do it with:

```
$ git clone https://github.com/conan-io/conan conan_src
$ cd conan_src
$ git checkout develop2 # or to the specific tag you want to
$ pip install -e .
$ python pyinstaller.py
```

It is important to install the dependencies and the project first with `pip install -e .` which configures the project as “editable”, that is, to run from the current source folder. After creating the executable, it can be uninstalled with `pip`.

This has to run in the same platform that will be using the executable, `pyinstaller` does not cross-build. The resulting executable can be just copied and put in the system PATH of the running machine to be able to run Conan.

### 3.4 Install from source

You can run Conan directly from source code. First, you need to install Python and `pip`.

Clone (or download and unzip) the git repository and install it.

Conan 2 is still in beta stage, so you must check the *develop2* branch of the repository:

```
# clone folder name matters, to avoid imports issues
$ git clone https://github.com/conan-io/conan.git conan_src
$ cd conan_src
$ git fetch --all
$ git checkout -b develop2 origin/develop2
$ python -m pip install -e .
```

And test your conan installation:

```
$ conan
```

You should see the Conan commands help.





## TUTORIAL

The purpose of this section is to guide you through the most important Conan features with practical examples. From using libraries already packaged by Conan, to how to package your libraries and store them in a remote server alongside all the precompiled binaries.

### 4.1 Consuming packages

This section shows how to build your projects using Conan to manage your dependencies. We will begin with a basic example of a C project that uses CMake and depends on the **zlib** library. This project will use a *conanfile.txt* file to declare its dependencies.

We will also cover how you can not only use ‘regular’ libraries with Conan but also manage tools you may need to use while building: like CMake, msys2, MinGW, etc.

Then, we will explain different Conan concepts like settings and options and how you can use them to build your projects for different configurations like Debug, Release, with static or shared libraries, etc.

Also, we will explain how to transition from the *conanfile.txt* file we used in the first example to a more powerful *conanfile.py*.

After that, we will introduce the concept of Conan build and host profiles and explain how you can use them to cross-compile your application to different platforms.

Then, in the “Introduction to versioning” we will learn about using different versions, defining requirements with version ranges, the concept of revisions and a brief introduction to lockfiles to achieve reproducibility of the dependency graph.

#### 4.1.1 Build a simple CMake project using Conan

Let’s get started with an example: We are going to create a string compressor application that uses one of the most popular C++ libraries: **Zlib**.

We’ll use CMake as build system in this case but keep in mind that Conan **works with any build system** and is not limited to using CMake. You can check more examples with other build systems in the [Read More section](#).

Please, first clone the sources to recreate this project, you can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/simple_cmake_project
```

We start from a very simple C language project with this structure:

```
.
├── CMakeLists.txt
└── src
    └── main.c
```

This project contains a basic *CMakeLists.txt* including the **zlib** dependency and the source code for the string compressor program in *main.c*.

Let's have a look at the *main.c* file:

Listing 1: *main.c*

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>

#include <zlib.h>

int main(void) {
    char buffer_in [256] = {"Conan is a MIT-licensed, Open Source package manager for C_
↳and C++ development "
                           "for C and C++ development, allowing development teams to_
↳easily and efficiently "
                           "manage their packages and dependencies across platforms and_
↳build systems."};
    char buffer_out [256] = {0};

    z_stream defstream;
    defstream.zalloc = Z_NULL;
    defstream.zfree = Z_NULL;
    defstream.opaque = Z_NULL;
    defstream.avail_in = (uInt) strlen(buffer_in);
    defstream.next_in = (Bytef *) buffer_in;
    defstream.avail_out = (uInt) sizeof(buffer_out);
    defstream.next_out = (Bytef *) buffer_out;

    deflateInit(&defstream, Z_BEST_COMPRESSION);
    deflate(&defstream, Z_FINISH);
    deflateEnd(&defstream);

    printf("Uncompressed size is: %lu\n", strlen(buffer_in));
    printf("Compressed size is: %lu\n", strlen(buffer_out));

    printf("ZLIB VERSION: %s\n", zlibVersion());

    return EXIT_SUCCESS;
}
```

Also, the contents of *CMakeLists.txt* are:

Listing 2: *CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(compressor C)
```

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```
find_package(ZLIB REQUIRED)

add_executable(${PROJECT_NAME} src/main.c)
target_link_libraries(${PROJECT_NAME} ZLIB::ZLIB)
```

Our application relies on the **Zlib** library. Conan, by default, tries to install libraries from a remote server called **ConanCenter**. You can search there for libraries and also check the available versions. In our case, after checking the available versions for **Zlib** we choose to use one of the latest versions: **zlib/1.2.11**.

The easiest way to install the **Zlib** library and find it from our project with Conan is using a *conanfile.txt* file. Let's create one with the following content:

Listing 3: **conanfile.txt**

```
[requires]
zlib/1.2.11

[generators]
CMakeDeps
CMakeToolchain
```

As you can see we added two sections to this file with a syntax similar to an *INI* file.

- **[requires]** section is where we declare the libraries we want to use in the project, in this case, **zlib/1.2.11**.
- **[generators]** section tells Conan to generate the files that the compilers or build systems will use to find the dependencies and build the project. In this case, as our project is based in *CMake*, we will use *CMakeDeps* to generate information about where the **Zlib** library files are installed and *CMakeToolchain* to pass build information to *CMake* using a *CMake* toolchain file.

Besides the *conanfile.txt*, we need a **Conan profile** to build our project. Conan profiles allow users to define a configuration set for things like the compiler, build configuration, architecture, shared or static libraries, etc. Conan, by default, will not try to detect a profile automatically, so we need to create one. To let Conan try to guess the profile, based on the current operating system and installed tools, please run:

```
conan profile detect --force
```

This will detect the operating system, build architecture and compiler settings based on the environment. It will also set the build configuration as *Release* by default. The generated profile will be stored in the Conan home folder with name *default* and will be used by Conan in all commands by default unless another profile is specified via the command line. An example of the output of this command for MacOS would be:

```
$ conan profile detect --force
Found apple-clang 14.0
apple-clang>=13, using the major as version
Detected profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos
```

**Note: A note about the detected C++ standard by Conan**

Conan will always set the default C++ standard as the one that the detected compiler version uses by default, except for the case of macOS using apple-clang. In this case, for apple-clang>=11, it sets `compiler.cppstd=gnu17`. If you want to use a different C++ standard, you can edit the default profile file directly. First, get the location of the default profile using:

```
$ conan profile path default
/Users/user/.conan2/profiles/default
```

Then open and edit the file and set `compiler.cppstd` to the C++ standard you want to use.

---

**Note: Using a compiler other than the auto-detected one**

If you want to change a Conan profile to use a compiler different from the default one, you need to change the `compiler` setting and also tell Conan explicitly where to find it using the [tools.build:compiler\\_executables configuration](#).

---

We will use Conan to install **Zlib** and generate the files that CMake needs to find this library and build our project. We will generate those files in the folder *build*. To do that, run:

```
$ conan install . --output-folder=build --build=missing
```

You will get something similar to this as the output of that command:

```
$ conan install . --output-folder=build --build=missing
...
----- Computing dependency graph -----
zlib/1.2.11: Not found in local cache, looking in remotes...
zlib/1.2.11: Checking remote: conancenter
zlib/1.2.11: Trying with 'conancenter'...
Downloading conanmanifest.txt
Downloading conanfile.py
Downloading conan_export.tgz
Decompressing conan_export.tgz
zlib/1.2.11: Downloaded recipe revision f1fadf0d3b196dc0332750354ad8ab7b
Graph root
  conanfile.txt: /home/conan/examples2/tutorial/consuming_packages/simple_cmake_
↳ project/conanfile.txt
Requirements
  zlib/1.2.11#f1fadf0d3b196dc0332750354ad8ab7b - Downloaded (conancenter)

----- Computing necessary packages -----
Requirements
  zlib/1.2.11#f1fadf0d3b196dc0332750354ad8ab7b:cdc9a35e010a17fc90bb845108cf86cfcbce64bf
↳ #dd7bf2a1ab4eb5d1943598c09b616121 - Download (conancenter)

----- Installing packages -----

Installing (downloading, building) binaries...
zlib/1.2.11: Retrieving package cdc9a35e010a17fc90bb845108cf86cfcbce64bf from remote
↳ 'conancenter'
Downloading conanmanifest.txt
```

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```

Downloading conaninfo.txt
Downloading conan_package.tgz
Decompressing conan_package.tgz
zlib/1.2.11: Package installed cdc9a35e010a17fc90bb845108cf86cfcbce64bf
zlib/1.2.11: Downloaded package revision dd7bf2a1ab4eb5d1943598c09b616121

----- Finalizing install (deploy, generators) -----
conanfile.txt: Generator 'CMakeToolchain' calling 'generate()'
conanfile.txt: Generator 'CMakeDeps' calling 'generate()'
conanfile.txt: Generating aggregated env files

```

As you can see in the output, there are a couple of things that happened:

- Conan installed the *Zlib* library from the remote server, which should be the Conan Center server by default if the library is available. This server stores both the Conan recipes, which are the files that define how libraries must be built, and the binaries that can be reused so we don't have to build from sources every time.
- Conan generated several files under the **build** folder. Those files were generated by both the **CMakeToolchain** and **CMakeDeps** generators we set in the **conanfile.txt**. **CMakeDeps** generates files so that CMake finds the Zlib library we have just downloaded. On the other side, **CMakeToolchain** generates a toolchain file for CMake so that we can transparently build our project with CMake using the same settings that we detected for our default profile.

Now we are ready to build and run our **compressor** app:

Listing 4: Windows

```

$ cd build
# assuming Visual Studio 15 2017 is your VS version and that it matches your default_
  ↳profile
$ cmake .. -G "Visual Studio 15 2017" -DCMAKE_TOOLCHAIN_FILE="conan_toolchain.cmake"
$ cmake --build . --config Release
...
[100%] Built target compressor
$ Release\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11

```

Listing 5: Linux, macOS

```

$ cd build
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake -DCMAKE_BUILD_TYPE=Release
$ cmake --build .
...
[100%] Built target compressor
$ ./compressor
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11

```

Note that CMakeToolchain might generate CMake **presets** files, that allows users with a modern CMake ( $\geq 3.23$ ) to use them with `cmake --preset` instead of passing the toolchain file argument. See [Building with CMake presets](#)

See also:

- *Building with CMake presets*
- *Getting started with Autotools*
- *Getting started with Meson*
- *Getting started with Bazel*
- *Getting started with Bazel 7.x*

## 4.1.2 Using build tools as Conan packages

In the previous example, we built our CMake project and used Conan to install and locate the **Zlib** library. We used the CMake already installed in our system to build our compressor binary. However, what happens if you want to build your project with a specific CMake version, different from the one already installed system-wide? Conan can also help you install these tools and use them to compile consumer projects or other Conan packages. In this case, you can declare this dependency in Conan using a type of requirement named `tool_requires`. Let's see an example of how to add a `tool_requires` to our project and use a different CMake version to build it.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/tool_requires
```

The structure of the project is the same as the one of the previous example:

```
.
├── conanfile.txt
├── CMakeLists.txt
├── src
│   └── main.c
```

The main difference is the addition of the `[tool_requires]` section in the `conanfile.txt` file. In this section, we declare that we want to build our application using CMake **v3.22.6**.

Listing 6: `conanfile.txt`

```
[requires]
zlib/1.2.11

[tool_requires]
cmake/3.22.6

[generators]
CMakeDeps
CMakeToolchain
```

---

**Important:** Please note that this `conanfile.txt` will install `zlib/1.2.11` and `cmake/3.22.6` separately. However, if Conan does not find a binary for Zlib in Conan Center and it needs to be built from sources, a CMake installation must already be present in your system, because the `cmake/3.22.6` declared in your `conanfile.txt` only applies to your current project, not all dependencies. If you want to use that `cmake/3.22.6` to also build Zlib, when installing if necessary, you may add the `[tool_requires]` section to the profile you are using. Please check [the profile doc](#) for more information.

---

We also added a message to the `CMakeLists.txt` to output the CMake version:

Listing 7: CMakeLists.txt

```

cmake_minimum_required(VERSION 3.15)
project(compressor C)

find_package(ZLIB REQUIRED)

message("Building with CMake version: ${CMAKE_VERSION}")

add_executable(${PROJECT_NAME} src/main.c)
target_link_libraries(${PROJECT_NAME} ZLIB::ZLIB)

```

Now, as in the previous example, we will use Conan to install **Zlib** and **CMake 3.22.6** and generate the files to find both of them. We will generate those files the folder *build*. To do that, just run:

```
$ conan install . --output-folder=build --build=missing
```

**Note:** **PowerShell** users need to add `--conf=tools.env.virtualenv:powershell=<executable>` (e.g., `powershell.exe` or `pwsh`) to the previous command to generate `.ps1` files instead of `.bat` files. Setting this configuration to `True` or `False` is deprecated as of Conan 2.11.0.

To avoid the need to add this line every time, we recommend configuring it in the `[conf]` section of your profile. For detailed information, please refer to the [profiles section](#).

You can check the output:

```

----- Computing dependency graph -----
cmake/3.22.6: Not found in local cache, looking in remotes...
cmake/3.22.6: Checking remote: conancenter
cmake/3.22.6: Trying with 'conancenter'...
Downloading conanmanifest.txt
Downloading conanfile.py
cmake/3.22.6: Downloaded recipe revision 3e3d8f3a848b2a60afafbe7a0955085a
Graph root
  conanfile.txt: /Users/user/Documents/developer/conan/examples2/tutorial/consuming_
  ↳ packages/tool_requires/conanfile.txt
Requirements
  zlib/1.2.11#f1fadf0d3b196dc0332750354ad8ab7b - Cache
Build requirements
  cmake/3.22.6#3e3d8f3a848b2a60afafbe7a0955085a - Downloaded (conancenter)

----- Computing necessary packages -----
Requirements
  zlib/1.2.11#f1fadf0d3b196dc0332750354ad8ab7b:2a823fda5c9d8b4f682cb27c30caf4124c5726c8
  ↳ #48bc7191ec1ee467f1e951033d7d41b2 - Cache
Build requirements
  cmake/3.22.6
  ↳ #3e3d8f3a848b2a60afafbe7a0955085a:f2f48d9745706caf77ea883a5855538256e7f2d4
  ↳ #6c519070f013da19afd56b52c465b596 - Download (conancenter)

----- Installing packages -----

```

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```

Installing (downloading, building) binaries...
cmake/3.22.6: Retrieving package f2f48d9745706caf77ea883a5855538256e7f2d4 from remote
↳ 'conancenter'
Downloading conanmanifest.txt
Downloading conaninfo.txt
Downloading conan_package.tgz
Decompressing conan_package.tgz
cmake/3.22.6: Package installed f2f48d9745706caf77ea883a5855538256e7f2d4
cmake/3.22.6: Downloaded package revision 6c519070f013da19afd56b52c465b596
zlib/1.2.11: Already installed!

----- Finalizing install (deploy, generators) -----
conanfile.txt: Generator 'CMakeToolchain' calling 'generate()'
conanfile.txt: Generator 'CMakeDeps' calling 'generate()'
conanfile.txt: Generating aggregated env files

```

Now, if you check the folder you will see that Conan generated a new file called `conanbuild.sh/bat`. This is the result of automatically invoking a `VirtualBuildEnv` generator when we declared the `tool_requires` in the `conanfile.txt`. This file sets some environment variables like a new `PATH` that we can use to inject to our environment the location of CMake v3.22.6.

Activate the virtual environment, and run `cmake --version` to check that you have installed the new CMake version in the path.

Listing 8: Windows

```

$ cd build
$ conanbuild.bat
# conanbuild.ps1 if using Powershell

```

Listing 9: Linux, macOS

```

$ cd build
$ source conanbuild.sh
Capturing current environment in deactivate_conanbuildenv-release-x86_64.sh
Configuring environment variables

```

Run `cmake` and check the version:

```

$ cmake --version
cmake version 3.22.6
...

```

As you can see, after activating the environment, the CMake v3.22.6 binary folder was added to the path and is the currently active version now. Now you can build your project as you previously did, but this time Conan will use CMake 3.22.6 to build it:

Listing 10: Windows

```

# assuming Visual Studio 15 2017 is your VS version and that it matches your default
↳ profile
$ cmake .. -G "Visual Studio 15 2017" -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake
$ cmake --build . --config Release

```

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```
...
Building with CMake version: 3.22.6
...
[100%] Built target compressor
$ Release\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
```

Listing 11: Linux, macOS

```
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake -DCMAKE_BUILD_TYPE=Release
$ cmake --build .
...
Building with CMake version: 3.22.6
...
[100%] Built target compressor
$ ./compressor
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
```

Note that when we activated the environment, a new file named `deactivate_conanbuild.sh/bat` was created in the same folder. If you source this file you can restore the environment as it was before.

Listing 12: Windows

```
$ deactivate_conanbuild.bat
```

Listing 13: Linux, macOS

```
$ source deactivate_conanbuild.sh
Restoring environment
```

Run `cmake` and check the version, it will be the version that was installed previous to the environment activation:

```
$ cmake --version
cmake version 3.22.0
...
```

---

### Note: Best practice

`tool_requires` and `tool` packages are intended for executable applications, like `cmake` or `ninja`. Do not use `tool_requires` to depend on library or library-like dependencies.

---

### See also:

- *Using [system\_tools] in your profiles.*
- *Creating recipes for tool\_requires: packaging build tools.*
- *Using the same requirement as a requires and as a tool\_requires*
- *Using a MinGW as tool\_requires to build with gcc in Windows*

- *Using tool\_requires in profiles*
- Using conf to set a toolchain from a tool requires

### 4.1.3 Building for multiple configurations: Release, Debug, Static and Shared

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/different_configurations
```

So far, we built a simple CMake project that depended on the **zlib** library and learned about **tool\_requires**, a special type of requirements for build-tools like CMake. In both cases, we did not specify anywhere that we wanted to build the application in *Release* or *Debug* mode, or if we wanted to link against *static* or *shared* libraries. That is because Conan, if not instructed otherwise, will use a default configuration declared in the ‘default profile’. This default profile was created in the first example when we run the **conan profile detect** command. Conan stores this file in the **/profiles** folder, located in the Conan user home. You can check the contents of your default profile by running the **conan config home** command to get the location of the Conan user home and then showing the contents of the default profile in the **/profiles** folder:

```
$ conan config home
Current Conan home: /Users/tutorial_user/.conan2

# output the file contents
$ cat /Users/tutorial_user/.conan2/profiles/default
[settings]
os=Macos
arch=x86_64
compiler=apple-clang
compiler.version=14.0
compiler.libcxx=libc++
compiler.cppstd=gnu11
build_type=Release
[options]
[tool_requires]
[env]

# The default profile can also be checked with the command "conan profile show"
```

As you can see, the profile has different sections. The **[settings]** section is the one that has information about things like the operating system, architecture, compiler, and build configuration.

When you call a Conan command setting the **--profile** argument, Conan will take all the information from the profile and apply it to the packages you want to build or install. If you don’t specify that argument it’s equivalent to call it with **--profile=default**. These two commands will behave the same:

```
$ conan install . --build=missing
$ conan install . --build=missing --profile=default
```

You can store different profiles and use them to build for different settings. For example, to use a **build\_type=Debug**, or adding a **tool\_requires** to all the packages you build with that profile. We will create a *debug* profile to try building with different configurations:

Listing 14: &lt;conan home&gt;/profiles/debug

```
[settings]
os=Macos
arch=x86_64
compiler=apple-clang
compiler.version=14.0
compiler.libcxx=libc++
compiler.cppstd=gnu11
build_type=Debug
```

### Modifying settings: use Debug configuration for the application and its dependencies

Using profiles is not the only way to set the configuration you want to use. You can also override the profile settings in the Conan command using the `--settings` argument. For example, you can build the project from the previous examples in *Debug* configuration instead of *Release*.

Before building, please check that we modified the source code from the previous example to show the build configuration the sources were built with:

```
#include <stdlib.h>
...

int main(void) {
    ...
    #ifdef NDEBUG
    printf("Release configuration!\n");
    #else
    printf("Debug configuration!\n");
    #endif

    return EXIT_SUCCESS;
}
```

Now let's build our project for *Debug* configuration:

```
$ conan install . --output-folder=build --build=missing --settings=build_type=Debug
```

As we explained above, this is the equivalent of having *debug* profile and running these command using the `--profile=debug` argument instead of the `--settings=build_type=Debug` argument.

This **conan install** command will check if we already have the required libraries in the local cache (Zlib) for Debug configuration and obtain them if not. It will also update the build configuration in the `conan_toolchain.cmake` and `CMakePresets.json` files that the `CMakeToolchain` generator creates so that when we build the application it's built in *Debug* configuration. Now build your project as you did in the previous examples and check in the output how it was built in *Debug* configuration:

Listing 15: Windows

```
# assuming Visual Studio 15 2017 is your VS version and that it matches your default_
↪profile
$ cd build
$ cmake .. -G "Visual Studio 15 2017" -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake
```

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```
$ cmake --build . --config Debug
$ Debug\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
Debug configuration!
```

Listing 16: Linux, macOS

```
$ cd build
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake -DCMAKE_BUILD_TYPE=Debug
$ cmake --build .
$ ./compressor
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
Debug configuration!
```

### Modifying options: linking the application dependencies as shared libraries

So far, we have been linking *Zlib* statically in our application. That's because in the *Zlib*'s Conan package there's an attribute set to build in that mode by default. We can change from **static** to **shared** linking by setting the `shared` option to `True` using the `--options` argument. To do so, please run:

```
$ conan install . --output-folder=build --build=missing --options=zlib/1.2.11:shared=True
```

Doing this, Conan will install the *Zlib* shared libraries, generate the files to build with them and, also the necessary files to locate those dynamic libraries when running the application.

**Note:** Options are defined per-package. In this case we were defining that we wanted that specific version of `zlib/1.2.11` as a shared library. If we had other dependencies and we want all of our dependencies (whenever possible) as shared libraries, we would use `-o *:shared=True`, with the `*` pattern that matches all package references.

Let's build the application again after configuring it to link *Zlib* as a shared library:

Listing 17: Windows

```
$ cd build
# assuming Visual Studio 15 2017 is your VS version and that it matches your default_
  ↪profile
$ cmake .. -G "Visual Studio 15 2017" -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake
$ cmake --build . --config Release
...
[100%] Built target compressor
```

Listing 18: Linux, MacOS

```
$ cd build
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake -DCMAKE_BUILD_TYPE=Release
$ cmake --build .
```

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```
...
[100%] Built target compressor
```

Now, if you try to run the compiled executable you will see an error because the executable can't find the shared libraries for *Zlib* that we just installed.

Listing 19: Windows

```
$ Release\compressor.exe
(on a pop-up window) The code execution cannot proceed because zlib1.dll was not found.
↪Reinstalling the program may fix this problem.
# This error depends on the console being used and may not always pop up.
# It could run correctly if the console gets the zlib dll from a different path.
```

Listing 20: Linux

```
$ ./compressor
./compressor: error while loading shared libraries: libz.so.1: cannot open shared object.
↪file: No such file or directory
```

Listing 21: MacOS

```
$ ./compressor
./compressor: dyld[41259]: Library not loaded: @rpath/libz.1.dylib
```

This is because shared libraries (*.dll* in windows, *.dylib* in OSX and *.so* in Linux), are loaded at runtime. That means that the application executable needs to know where are the required shared libraries when it runs. On Windows, the dynamic linker will search in the same directory then in the *PATH* directories. On OSX, it will search in the directories declared in *DYLD\_LIBRARY\_PATH* as on Linux will use the *LD\_LIBRARY\_PATH*.

Conan provides a mechanism to define those variables and make it possible, for executables, to find and load these shared libraries. This mechanism is the *VirtualRunEnv* generator. If you check the output folder you will see that Conan generated a new file called *conanrun.sh/bat*. This is the result of automatically invoking that *VirtualRunEnv* generator when we activated the *shared* option when doing the **conan install**. This generated script will set the **PATH**, **LD\_LIBRARY\_PATH**, **DYLD\_LIBRARY\_PATH** and **DYLD\_FRAMEWORK\_PATH** environment variables so that executables can find the shared libraries.

Activate the virtual environment, and run the executables again:

Listing 22: Windows

```
$ conanrun.bat
$ Release\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
...
```

Listing 23: Linux, macOS

```
$ source conanrun.sh
$ ./compressor
Uncompressed size is: 233
Compressed size is: 147
...
```

Just as in the previous example with the `VirtualBuildEnv` generator, when we run the `conanrun.sh/bat` script a deactivation script called `deactivate_conanrun.sh/bat` is created to restore the environment. Source or run it to do so:

Listing 24: Windows

```
$ deactivate_conanrun.bat
```

Listing 25: Linux, macOS

```
$ source deactivate_conanrun.sh
```

### Difference between settings and options

You may have noticed that for changing between *Debug* and *Release* configuration we used a Conan **setting**, but when we set *shared* mode for our executable we used a Conan **option**. Please, note the difference between **settings** and **options**:

- **settings** are typically a project-wide configuration defined by the client machine. Things like the operating system, compiler or build configuration that will be common to several Conan packages and would not make sense to define one default value for only one of them. For example, it doesn't make sense for a Conan package to declare "Visual Studio" as a default compiler because that is something defined by the end consumer, and unlikely to make sense if they are working in Linux.
- **options** are intended for package-specific configuration that can be set to a default value in the recipe. For example, one package can define that its default linkage is static, and this is the linkage that should be used if consumers don't specify otherwise.

### Introducing the concept of Package ID

When consuming packages like Zlib with different *settings* and *options*, you might wonder how Conan determines which binary to retrieve from the remote. The answer lies in the concept of the *package\_id*.

The *package\_id* is an identifier that Conan uses to determine the binary compatibility of packages. It is computed based on several factors, including the package's *settings*, *options*, and dependencies. When you modify any of these factors, Conan computes a new *package\_id* to reference the corresponding binary.

Here's a breakdown of the process:

1. **Determine Settings and Options:** Conan first retrieves the user's input settings and options. These can come from the command line or profiles like `-settings=build_type=Debug` or `-profile=debug`.
2. **Compute the Package ID:** With the current values for *settings*, *options*, and dependencies, Conan computes a hash. This hash serves as the *package\_id*, representing the binary package's unique identity.
3. **Fetch the Binary:** Conan then checks its cache or the specified remote for a binary package with the computed *package\_id*. If it finds a match, it retrieves that binary. If not, Conan can build the package from source or indicate that the binary is missing.

In the context of our tutorial, when we consumed Zlib with different *settings* and *options*, Conan used the *package\_id* to ensure that it fetched the correct binary that matched our specified configuration.

See also:

- [VirtualRunEnv reference](#)
- [Cross-compiling using `-profile:build` and `-profile:host`](#)

- *Conan packages binary compatibility: the package ID*
- *Installing configurations with conan config install*
- VS Multi-config
- *How settings and options influence the package id*
- *Using patterns for settings and options*

#### 4.1.4 Understanding the flexibility of using conanfile.py vs conanfile.txt

In the previous examples, we declared our dependencies (*Zlib* and *CMake*) in a *conanfile.txt* file. Let's have a look at that file:

Listing 26: **conanfile.txt**

```
[requires]
zlib/1.2.11

[tool_requires]
cmake/3.22.6

[generators]
CMakeDeps
CMakeToolchain
```

Using a *conanfile.txt* to build your projects using Conan it's enough for simple cases, but if you need more flexibility you should use a *conanfile.py* file where you can use Python code to make things such as adding requirements dynamically, changing options depending on other options or setting options for your requirements. Let's see an example on how to migrate to a *conanfile.py* and use some of those features.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/conanfile_py
```

Check the contents of the folder and note that the contents are the same that in the previous examples but with a *conanfile.py* instead of a *conanfile.txt*.

```
.
├── CMakeLists.txt
├── conanfile.py
├── src
│   └── main.c
```

Remember that in the previous examples the *conanfile.txt* had this information:

Listing 27: **conanfile.txt**

```
[requires]
zlib/1.2.11

[tool_requires]
cmake/3.22.6
```

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```
[generators]  
CMakeDeps  
CMakeToolchain
```

We will translate that same information to a *conanfile.py*. This file is what is typically called a “**Conan recipe**”. It can be used for consuming packages, like in this case, and also to create packages. For our current case, it will define our requirements (both libraries and build tools) and logic to modify options and set how we want to consume those packages. In the case of using this file to create packages, it can define (among other things) how to download the package’s source code, how to build the binaries from those sources, how to package the binaries, and information for future consumers on how to consume the package. We will explain how to use Conan recipes to create packages in the *Creating Packages* section later.

The equivalent of the *conanfile.txt* in form of Conan recipe could look like this:

Listing 28: *conanfile.py*

```
from conan import ConanFile  
  
class CompressorRecipe(ConanFile):  
    settings = "os", "compiler", "build_type", "arch"  
    generators = "CMakeToolchain", "CMakeDeps"  
  
    def requirements(self):  
        self.requires("zlib/1.2.11")  
  
    def build_requirements(self):  
        self.tool_requires("cmake/3.22.6")
```

To create the Conan recipe we declared a new class that inherits from the *ConanFile* class. This class has different class attributes and methods:

- **settings** this class attribute defines the project-wide variables, like the compiler, its version, or the OS itself that may change when we build our project. This is related to how Conan manages binary compatibility as these values will affect the value of the **package ID** for Conan packages. We will explain how Conan uses this value to manage binary compatibility later.
- **generators** this class attribute specifies which Conan generators will be run when we call the **conan install** command. In this case, we added **CMakeToolchain** and **CMakeDeps** as in the *conanfile.txt*.
- **requirements()** in this method we use the `self.requires()` method to declare the *zlib/1.2.11* dependency.
- **build\_requirements()** in this method we use the `self.tool_requires()` method to declare the *cmake/3.22.6* dependency.

---

**Note:** It’s not strictly necessary to add the dependencies to the tools in `build_requirements()`, as in theory everything within this method could be done in the `requirements()` method. However, `build_requirements()` provides a dedicated place to define `tool_requires` and `test_requires`, which helps in keeping the structure organized and clear. For more information, please check the *requirements()* and *build\_requirements()* docs.

---

You can check that running the same commands as in the previous examples will lead to the same results as before.



Listing 29: Windows

```
$ conan install . --output-folder=build --build=missing
$ cd build
$ conanbuild.bat
# assuming Visual Studio 15 2017 is your VS version and that it matches your default
↪profile
$ cmake .. -G "Visual Studio 15 2017" -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake
$ cmake --build . --config Release
...
Building with CMake version: 3.22.6
...
[100%] Built target compressor

$ Release\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
$ deactivate_conanbuild.bat
```

Listing 30: Linux, macOS

```
$ conan install . --output-folder build --build=missing
$ cd build
$ source conanbuild.sh
Capturing current environment in deactivate_conanbuildenv-release-x86_64.sh
Configuring environment variables
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake -DCMAKE_BUILD_TYPE=Release
$ cmake --build .
...
Building with CMake version: 3.22.6
...
[100%] Built target compressor

$ ./compressor
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
$ source deactivate_conanbuild.sh
```

So far we have achieved the same functionality we had using a *conanfile.txt*, let's see how we can take advantage of the capabilities of the *conanfile.py* to define the project structure we want to follow and also to add some logic using Conan settings and options.

## Use the `layout()` method

In the previous examples, every time we executed a `conan install` command, we had to use the `-output-folder` argument to define where we wanted to create the files that Conan generates. There's a neater way to decide where we want Conan to generate the files for the build system that will allow us to decide, for example, if we want different output folders depending on the type of CMake generator we are using. You can define this directly in the `conanfile.py` inside the `layout()` method and make it work for every platform without adding more changes.

Listing 31: `conanfile.py`

```
import os

from conan import ConanFile

class CompressorRecipe(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeToolchain", "CMakeDeps"

    def requirements(self):
        self.requires("zlib/1.2.11")
        if self.settings.os == "Windows":
            self.requires("base64/0.4.0")

    def build_requirements(self):
        if self.settings.os != "Windows":
            self.tool_requires("cmake/3.22.6")

    def layout(self):
        # We make the assumption that if the compiler is msvc the
        # CMake generator is multi-config
        multi = True if self.settings.get_safe("compiler") == "msvc" else False
        if multi:
            self.folders.generators = os.path.join("build", "generators")
            self.folders.build = "build"
        else:
            self.folders.generators = os.path.join("build", str(self.settings.build_
↵type), "generators")
            self.folders.build = os.path.join("build", str(self.settings.build_type))
```

As you can see, we defined the `self.folders.generators` attribute in the `layout()` method. This is the folder where all the auxiliary files generated by Conan (CMake toolchain and cmake dependencies files) will be placed.

Note that the definitions of the folders is different if it is a multi-config generator (like Visual Studio), or a single-config generator (like Unix Makefiles). In the first case, the folder is the same irrespective of the build type, and the build system will manage the different build types inside that folder. But single-config generators like Unix Makefiles, must use a different folder for each different configuration (as a different `build_type` Release/Debug). In this case we added a simple logic to consider multi-config if the compiler name is `msvc`.

Check that running the same commands as in the previous examples without the `-output-folder` argument will lead to the same results as before:

Listing 32: Windows

```
$ conan install . --build=missing
$ cd build
$ generators\conanbuild.bat
# assuming Visual Studio 15 2017 is your VS version and that it matches your default
  ↳ profile
$ cmake .. -G "Visual Studio 15 2017" -DCMAKE_TOOLCHAIN_FILE=generators\conan_toolchain.
  ↳ cmake
$ cmake --build . --config Release
...
Building with CMake version: 3.22.6
...
[100%] Built target compressor

$ Release\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
$ generators\deactivate_conanbuild.bat
```

Listing 33: Linux, macOS

```
$ conan install . --build=missing
$ cd build/Release
$ source ./generators/conanbuild.sh
Capturing current environment in deactivate_conanbuildenv-release-x86_64.sh
Configuring environment variables
$ cmake ../../ -DCMAKE_TOOLCHAIN_FILE=generators/conan_toolchain.cmake -DCMAKE_BUILD_
  ↳ TYPE=Release
$ cmake --build .
...
Building with CMake version: 3.22.6
...
[100%] Built target compressor

$ ./compressor
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
$ source ./generators/deactivate_conanbuild.sh
```

There's no need to always write this logic in the *conanfile.py*. There are some pre-defined layouts you can import and directly use in your recipe. For example, for the CMake case, there's a *cmake\_layout()* already defined in Conan:

Listing 34: *conanfile.py*

```
from conan import ConanFile
from conan.tools.cmake import cmake_layout

class CompressorRecipe(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
```

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```

generators = "CMakeToolchain", "CMakeDeps"

def requirements(self):
    self.requires("zlib/1.2.11")

def build_requirements(self):
    self.tool_requires("cmake/3.22.6")

def layout(self):
    cmake_layout(self)

```

### Use the `validate()` method to raise an error for non-supported configurations

The *`validate()` method* is evaluated when Conan loads the *`conanfile.py`* and you can use it to perform checks of the input settings. If, for example, your project does not support *`armv8`* architecture on macOS you can raise the *`ConanInvalidConfiguration`* exception to make Conan return with a special error code. This will indicate that the configuration used for settings or options is not supported.

Listing 35: `conanfile.py`

```

...
from conan.errors import ConanInvalidConfiguration

class CompressorRecipe(ConanFile):
    ...

    def validate(self):
        if self.settings.os == "Macos" and self.settings.arch == "armv8":
            raise ConanInvalidConfiguration("ARM v8 not supported in MacOS")

```

### Conditional requirements using a `conanfile.py`

You could add some logic to the *`requirements()` method* to add or remove requirements conditionally. Imagine, for example, that you want to add an additional dependency in Windows or that you want to use the system's CMake installation instead of using the Conan *`tool_requires`*:

Listing 36: `conanfile.py`

```

from conan import ConanFile

class CompressorRecipe(ConanFile):
    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeToolchain", "CMakeDeps"

    def requirements(self):
        self.requires("zlib/1.2.11")

        # Add base64 dependency for Windows

```

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```

if self.settings.os == "Windows":
    self.requires("base64/0.4.0")

def build_requirements(self):
    # Use the system's CMake for Windows
    if self.settings.os != "Windows":
        self.tool_requires("cmake/3.22.6")

```

## Use the generate() method to copy resources from packages

In some scenarios, Conan packages include files that are useful or even necessary for the consumption of the libraries they package. These files can range from configuration files, assets, to specific files required for the project to build or run correctly. Using the *generate() method* you can copy these files from the Conan cache to your project's folder, ensuring that all required resources are directly available for use.

Here's an example that shows how to copy all resources from a dependency's `resdirs` directory to an `assets` directory within your project:

```

import os
from conan import ConanFile
from conan.tools.files import copy

class MyProject(ConanFile):

    ...

    def generate(self):
        # Copy all resources from the dependency's resource directory
        # to the "assets" folder in the source directory of your project
        dep = self.dependencies["dep_name"]
        copy(self, "*", dep.cpp_info.resdirs[0], os.path.join(self.source_folder, "assets
↪"))

```

Then, after the `conan install` step, all those resource files will be copied locally, allowing you to use them in your project's build process. For a complete example of how to import files from a package in the `generate()` method, you can refer to the *blog post about using the Dear ImGui library* <<https://blog.conan.io/2019/06/26/An-introduction-to-the-Dear-ImGui-library.html>>, which demonstrates how to import bindings for the library depending on the graphics API.

**Note:** It's important to clarify that copying libraries, whether static or shared, is not necessary. Conan is designed to use the libraries from their locations in the Conan local cache using *generators* and *environment tools* without the need to copy them to the local folder.

### See also:

- *Using "cmake\_layout" + "CMakeToolchain" + "CMakePresets feature" to build your project.*
- *Understanding the Conan Package layout.*
- *Documentation for all conanfile.py available methods.*
- Conditional generators in `configure()`

## 4.1.5 How to cross-compile your applications using Conan: host and build contexts

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/cross_building
```

In the previous examples, we learned how to use a *conanfile.py* or *conanfile.txt* to build an application that compresses strings using the *Zlib* and *CMake* Conan packages. Also, we explained that you can set information like the operating system, compiler or build configuration in a file called the Conan profile. You can use that profile as an argument (**--profile**) to invoke the **conan install**. We also explained that not specifying that profile is equivalent to using the **--profile=default** argument.

For all those examples, we used the same platform for building and running the application. But, what if you want to build the application on your machine running Ubuntu Linux and then run it on another platform like a Raspberry Pi? Conan can model that case using two different profiles, one for the machine that **builds** the application (Ubuntu Linux) and another for the machine that **runs** the application (Raspberry Pi). We will explain this “two profiles” approach in the next section.

### Conan two profiles model: build and host profiles

Even if you specify only one **--profile** argument when invoking Conan, Conan will internally use two profiles. One for the machine that **builds** the binaries (called the **build** profile) and another for the machine that **runs** those binaries (called the **host** profile). Calling this command:

```
$ conan install . --build=missing --profile=someprofile
```

Is equivalent to:

```
$ conan install . --build=missing --profile:host=someprofile --profile:build=default
```

As you can see we used two new arguments:

- **profile:host**: This is the profile that defines the platform where the built binaries will run. For our string compressor application this profile would be the one applied for the *Zlib* library that will run in a **Raspberry Pi**.
- **profile:build**: This is the profile that defines the platform where the binaries will be built. For our string compressor application, this profile would be the one used by the *CMake* tool that will compile it on the **Ubuntu Linux** machine.

Note that when you just use one argument for the profile **--profile** is equivalent to **--profile:host**. If you don't specify the **--profile:build** argument, Conan will use the *default* profile internally.

So, if we want to build the compressor application in the Ubuntu Linux machine but run it in a Raspberry Pi, we should use two different profiles. For the **build** machine we could use the default profile, that in our case looks like this:

Listing 37: <conan home>/profiles/default

```
[settings]
os=Linux
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu14
compiler.libcxx=libstdc++11
compiler.version=9
```

And the profile for the Raspberry Pi that is the **host** machine:

Listing 38: <local folder>/profiles/raspberry

```
[settings]
os=Linux
arch=armv7hf
compiler=gcc
build_type=Release
compiler.cppstd=gnu14
compiler.libcxx=libstdc++11
compiler.version=9
[buildenv]
CC=arm-linux-gnueabihf-gcc-9
CXX=arm-linux-gnueabihf-g++-9
LD=arm-linux-gnueabihf-ld
```

**Important:** Please, take into account that in order to build this example successfully, you should have installed a toolchain that includes the compiler and all the tools to build the application for the proper architecture. In this case the host machine is a Raspberry Pi 3 with *armv7hf* architecture operating system and we have the *arm-linux-gnueabihf* toolchain installed in the Ubuntu machine.

If you have a look at the *raspberry* profile, there is a section named `[buildenv]`. This section is used to set the environment variables that are needed to build the application. In this case we declare the `CC`, `CXX` and `LD` variables pointing to the cross-build toolchain compilers and linker, respectively. Adding this section to the profile will invoke the `VirtualBuildEnv` generator everytime we do a **conan install**. This generator will add that environment information to the `conanbuild.sh` script that we will source before building with CMake so that it can use the cross-build toolchain.

**Note:** In some cases, you don't have the toolchain available on the build platform. For those cases, you can use a Conan package for the cross-compiler and add it to the `[tool_requires]` section of the profile. For an example of cross-building using a toolchain package, please check [this example](#).

## Build and host contexts

Now that we have our two profiles prepared, let's have a look at our *conanfile.py*:

Listing 39: *conanfile.py*

```
from conan import ConanFile
from conan.tools.cmake import cmake_layout

class CompressorRecipe(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeToolchain", "CMakeDeps"

    def requirements(self):
        self.requires("zlib/1.2.11")

    def build_requirements(self):
        self.tool_requires("cmake/3.22.6")
```

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```
def layout(self):
    cmake_layout(self)
```

As you can see, this is practically the same *conanfile.py* we used in the *previous example*. We will require **zlib/1.2.11** as a regular dependency and **cmake/3.22.6** as a tool needed for building the application.

We will need the application to build for the Raspberry Pi with the cross-build toolchain and also link the **zlib/1.2.11** library built for the same platform. On the other side, we need the **cmake/3.22.6** binary to run in Ubuntu Linux. Conan manages this internally in the dependency graph differentiating between what we call the “build context” and the “host context”:

- The **host context** is populated with the root package (the one specified in the **conan install** or **conan create** command) and all its requirements added via `self.requires()`. In this case, this includes the compressor application and the **zlib/1.2.11** dependency.
- The **build context** contains the tool requirements used in the build machine. This category typically includes all the developer tools like CMake, compilers and linkers. In this case, this includes the **cmake/3.22.6** tool.

These contexts define how Conan will manage each one of the dependencies. For example, as **zlib/1.2.11** belongs to the **host context**, the [buildenv] build environment we defined in the **raspberrypi** profile (profile host) will only apply to the **zlib/1.2.11** library when building and won’t affect anything that belongs to the **build context** like the **cmake/3.22.6** dependency.

Now, let’s build the application. First, call **conan install** with the profiles for the build and host platforms. This will install the **zlib/1.2.11** dependency built for *armv7hf* architecture and a **cmake/3.22.6** version that runs for 64-bit architecture.

```
$ conan install . --build missing -pr:b=default -pr:h=./profiles/raspberrypi
```

Then, let’s call CMake to build the application. As we did in the previous example we have to activate the **build environment** running `source Release/generators/conanbuild.sh`. That will set the environment variables needed to locate the cross-build toolchain and build the application.

```
$ cd build
$ source Release/generators/conanbuild.sh
Capturing current environment in deactivate_conanbuildenv-release-armv7hf.sh
Configuring environment variables
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=Release/generators/conan_toolchain.cmake -DCMAKE_BUILD_
  ↳TYPE=Release
$ cmake --build .
...
-- Conan toolchain: C++ Standard 14 with extensions ON
-- The C compiler identification is GNU 9.4.0
-- Detecting C compiler ABI info
-- Detecting C compiler ABI info - done
-- Check for working C compiler: /usr/bin/arm-linux-gnueabihf-gcc-9 - skipped
-- Detecting C compile features
-- Detecting C compile features - done    [100%] Built target compressor
...
$ source Release/generators/deactivate_conanbuild.sh
```

You could check that we built the application for the correct architecture by running the `file` Linux utility:



```
$ file compressor
compressor: ELF 32-bit LSB shared object, ARM, EABI5 version 1 (SYSV), dynamically
linked, interpreter /lib/ld-linux-armhf.so.3,
BuildID[sha1]=2a216076864a1b1f30211debf297ac37a9195196, for GNU/Linux 3.2.0, not
stripped
```

See also:

- *Creating a Conan package for a toolchain*
- *Cross building to Android with the NDK*
- *VirtualBuildEnv reference*
- Cross-build using a tool\_requires
- *How to require test frameworks like gtest: using test\_requires*
- Using Conan to build for iOS

## 4.1.6 Introduction to versioning

So far we have been using requires with fixed versions like `requires = "zlib/1.2.12"`. But sometimes dependencies evolve, new versions are released and consumers want to update to those versions as easy as possible.

It is always possible to edit the `conanfiles` and explicitly update the versions to the new ones, but there are mechanisms in Conan to allow such updates without even modifying the recipes.

### Version ranges

A `requires` can express a dependency to a certain range of versions for a given package, with the syntax `pkgname/[version-range-expression]`. Let's see an example, please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/versioning
```

We can see that we have there:

Listing 40: `conanfile.py`

```
from conan import ConanFile

class CompressorRecipe(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeToolchain", "CMakeDeps"

    def requirements(self):
        self.requires("zlib/[~1.2]")
```

That `requires` contains the expression `zlib/[~1.2]`, which means “approximately” 1.2 version, that means, it can resolve to any `zlib/1.2.8`, `zlib/1.2.11` or `zlib/1.2.12`, but it will not resolve to something like `zlib/1.3.0`. Among the available matching versions, a version range will always pick the latest one.

If we do a `conan install`, we would see something like:

```
$ conan install .

Graph root
  conanfile.py: .../conanfile.py
Requirements
  zlib/1.2.12#87a7211557b6690ef5bf7fc599dd8349 - Downloaded
Resolved version ranges
  zlib/[~1.2]: zlib/1.2.12
```

If we tried instead to use `zlib/[<1.2.12]`, that means that we would like to use a version lower than 1.2.12, but that one is excluded, so the latest one to satisfy the range would be `zlib/1.2.11`:

```
$ conan install .

Resolved version ranges
  zlib/[<1.2.12]: zlib/1.2.11
```

The same applies to other type of requirements, like `tool_requires`. If we add now to the recipe:

Listing 41: `conanfile.py`

```
from conan import ConanFile

class CompressorRecipe(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeToolchain", "CMakeDeps"

    def requirements(self):
        self.requires("zlib/[~1.2]")

    def build_requirements(self):
        self.tool_requires("cmake/[>3.10]")
```

Then we would see it resolved to the latest available CMake package, with at least version 3.11:

```
$ conan install .
...
Graph root
  conanfile.py: .../conanfile.py
Requirements
  zlib/1.2.12#87a7211557b6690ef5bf7fc599dd8349 - Cache
Build requirements
  cmake/3.22.6#f305019023c2db74d1001c5afa5cf362 - Downloaded
Resolved version ranges
  cmake/[>3.10]: cmake/3.22.6
  zlib/[~1.2]: zlib/1.2.12
```

## Revisions

What happens when a package creator does some change to the package recipe or to the source code, but they don't bump the version to reflect those changes? Conan has an internal mechanism to keep track of those modifications, and it is called the **revisions**.

The recipe revision is the hash that can be seen together with the package name and version in the form `pkgname/version#recipe_revision` or `pkgname/version@user/channel#recipe_revision`. The recipe revision is a hash of the contents of the recipe and the source code. So if something changes either in the recipe, its associated files or in the source code that this recipe is packaging, it will create a new recipe revision.

You can list existing revisions with the **conan list** command:

```
$ conan list "zlib/1.2.12#" -r=conancenter
conancenter
  zlib
    zlib/1.2.12
      revisions
        82202701ea360c0863f1db5008067122 (2022-03-29 15:47:45 UTC)
        bd533fb124387a214816ab72c8d1df28 (2022-05-09 06:59:58 UTC)
        3b9e037ae1c615d045a06c67d88491ae (2022-05-13 13:55:39 UTC)
        ...
```

Revisions always resolve to the latest (chronological order of creation or upload to the server) revision. Though it is not a common practice, it is possible to explicitly pin a given recipe revision directly in the `conanfile`, like:

```
def requirements(self):
    self.requires("zlib/1.2.12#87a7211557b6690ef5bf7fc599dd8349")
```

This mechanism can however be tedious to maintain and update when new revisions are created, so probably in the general case, this shouldn't be done.

## Lockfiles

The usage of version ranges, and the possibility of creating new revisions of a given package without bumping the version allows to do automatic faster and more convenient updates, without need to edit recipes.

But in some occasions, there is also a need to provide an immutable and reproducible set of dependencies. This process is known as “locking”, and the mechanism to allow it is “lockfile” files. A lockfile is a file that contains a fixed list of dependencies, specifying the exact version and exact revision. So, for example, a lockfile will never contain a version range with an expression, but only pinned dependencies.

A lockfile can be seen as a snapshot of a given dependency graph at some point in time. Such snapshot must be “realizable”, that is, it needs to be a state that can be actually reproduced from the `conanfile` recipes. And this lockfile can be used at a later point in time to force that same state, even if there are new created package versions.

Let's see lockfiles in action. First, let's pin the dependency to `zlib/1.2.11` in our example:

```
def requirements(self):
    self.requires("zlib/1.2.11")
```

And let's capture a lockfile:

```
conan lock create .

----- Computing dependency graph -----
```

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```

Graph root
  conanfile.py: ../conanfile.py
Requirements
  zlib/1.2.11#4524fcdd41f33e8df88ece6e755a5dcc - Cache

Generated lockfile: ../conan.lock

```

Let's see what the lockfile `conan.lock` contains:

```

{
  "version": "0.5",
  "requires": [
    "zlib/1.2.11#4524fcdd41f33e8df88ece6e755a5dcc%1650538915.154"
  ],
  "build_requires": [],
  "python_requires": []
}

```

Now, let's restore the original `requires` version range:

```

def requirements(self):
    self.requires("zlib/[~1.2]")

```

And run `conan install .`, which by default will find the `conan.lock`, and run the equivalent `conan install . --lockfile=conan.lock`

```

conan install .

Graph root
  conanfile.py: ../conanfile.py
Requirements
  zlib/1.2.11#4524fcdd41f33e8df88ece6e755a5dcc - Cache

```

Note how the version range is no longer resolved, and it doesn't get the `zlib/1.2.12` dependency, even if it is the allowed range `zlib/[~1.2]`, because the `conan.lock` lockfile is forcing it to stay in `zlib/1.2.11` and that exact revision too.

**See also:**

- [Introduction to Versioning](#)

## 4.2 Creating packages

This section shows how to create Conan packages using a Conan recipe. We begin by creating a basic Conan recipe to package a simple C++ library that you can scaffold using the `conan new` command. Then, we will explain the different methods that you can define inside a Conan recipe and the things you can do inside them:

- Using the `source()` method to retrieve sources from external repositories and apply patches to those sources.
- Add requirements to your Conan packages inside the `requirements()` method.
- Use the `generate()` method to prepare the package build, and customize the toolchain.
- Configure settings and options in the `configure()` and `config_options()` methods and how they affect the packages' binary compatibility.

- Use the `build()` method to customize the build process and launch the tests for the library you are packaging.
- Select which files will be included in the Conan package using the `package()` method.
- Define the package information in the `package_info()` method so that consumers of this package can use it.
- Use a `test_package` to test that the Conan package can be consumed correctly.

After this walkthrough around some Conan recipe methods, we will explain some peculiarities of different types of Conan packages like, for example, header-only libraries, packages for pre-built binaries, packaging tools for building other packages or packaging your own applications.

### 4.2.1 Create your first Conan package

In previous sections, we *consumed* Conan packages (like the *Zlib* one), first using a *conanfile.txt* and then with a *conanfile.py*. But a *conanfile.py* recipe file is not only meant to consume other packages, it can be used to create your own packages as well. In this section, we explain how to create a simple Conan package with a *conanfile.py* recipe and how to use Conan commands to build those packages from sources.

---

**Important:** This is a **tutorial** section. You are encouraged to execute these commands. For this concrete example, you will need **CMake** installed in your path. It is not strictly required by Conan to create packages, you can use other build systems (such as VS, Meson, Autotools, and even your own) to do that, without any dependency on CMake.

---

Use the **conan new** command to create a “Hello World” C++ library example project:

```
$ conan new cmake_lib -d name=hello -d version=1.0
```

This will create a Conan package project with the following structure.

```
.
├── CMakeLists.txt
├── conanfile.py
├── include
│   └── hello.h
├── src
│   └── hello.cpp
└── test_package
    ├── CMakeLists.txt
    ├── conanfile.py
    └── src
        └── example.cpp
```

The generated files are:

- **conanfile.py**: On the root folder, there is a *conanfile.py* which is the main recipe file, responsible for defining how the package is built and consumed.
- **CMakeLists.txt**: A simple generic *CMakeLists.txt*, with nothing specific about Conan in it.
- **src** and **include** folders: the folders that contains the simple C++ “hello” library.
- **test\_package** folder: contains an *example* application that will require and link with the created package. It is not mandatory, but it is useful to check that our package is correctly created.

Let’s have a look at the package recipe *conanfile.py*:

```
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout, CMakeDeps

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    # Optional metadata
    license = "<Put the package license here>"
    author = "<Put your name here> <And your email here>"
    url = "<Package recipe repository url here, for issues about the package>"
    description = "<Description of hello package here>"
    topics = ("<Put some tag here>", "<here>", "<and here>")

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    # Sources are located in the same place as this recipe, copy them to the recipe
    exports_sources = "CMakeLists.txt", "src/*", "include/*"

    def config_options(self):
        if self.settings.os == "Windows":
            del self.options.fPIC

    def layout(self):
        cmake_layout(self)

    def generate(self):
        deps = CMakeDeps(self)
        deps.generate()
        tc = CMakeToolchain(self)
        tc.generate()

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

    def package(self):
        cmake = CMake(self)
        cmake.install()

    def package_info(self):
        self.cpp_info.libs = ["hello"]
```

Let's explain the different sections of the recipe briefly:

First, you can see the **name** and **version** of the Conan package defined:

- **name**: a string, with a minimum of 2 and a maximum of 100 **lowercase** characters that defines the package name. It should start with alphanumeric or underscore and can contain alphanumeric, underscore, +, ., - characters.

- **version:** It is a string, and can take any value, matching the same constraints as the `name` attribute. In case the version follows semantic versioning in the form `X.Y.Z-pre1+build2`, that value might be used for requiring this package through version ranges instead of exact versions.

Then you can see, some attributes defining **metadata**. These are optional but recommended and define things like a short description for the package, the author of the packaged library, the license, the url for the package repository, and the topics that the package is related to.

After that, there is a section related with the binary configuration. This section defines the valid settings and options for the package. As we explained in the [consuming packages section](#):

- **settings** are project-wide configuration that cannot be defaulted in recipes. Things like the operating system, compiler or build configuration that will be common to several Conan packages
- **options** are package-specific configuration and can be defaulted in recipes, in this case, we have the option of creating the package as a shared or static library, being static the default.

After that, the `exports_sources` attribute is set to define which sources are part of the Conan package. These are the sources for the library you want to package. In this case the sources for our “hello” library.

Then, several methods are declared:

- The `config_options()` method (together with the `configure()` one) allows fine-tuning the binary configuration model, for example, in Windows, there is no `fPIC` option, so it can be removed.
- The `layout()` method declares the locations where we expect to find the source files and destinations for the files generated during the build process. Example destination folders are those for the generated binaries and all the files that the Conan generators create in the `generate()` method. In this case, as our project uses CMake as the build system, we call to `cmake_layout()`. Calling this function will set the expected locations for a CMake project.
- The `generate()` method prepares the build of the package from source. In this case, it could be simplified to an attribute `generators = "CMakeToolchain"`, but it is left to show this important method. In this case, the execution of `CMakeToolchain generate()` method will create a `conan_toolchain.cmake` file that translates the Conan settings and options to CMake syntax. The `CMakeDeps` generator is added for completeness, but it is not strictly necessary until `requires` are added to the recipe.
- The `build()` method uses the CMake wrapper to call CMake commands, it is a thin layer that will manage to pass in this case the `-DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake` argument. It will configure the project and build it from source.
- The `package()` method copies artifacts (headers, libs) from the build folder to the final package folder. It can be done with bare “copy” commands, but in this case, it is leveraging the already existing CMake install functionality (if the `CMakeLists.txt` didn’t implement it, it is easy to write an equivalent using the [copy\(\) tool](#) in the `package()` method.
- Finally, the `package_info()` method defines that consumers must link with a “hello” library when using this package. Other information as include or lib paths can be defined as well. This information is used for files created by generators (as `CMakeDeps`) to be used by consumers. This is generic information about the current package, and is available to the consumers irrespective of the build system they are using and irrespective of the build system we have used in the `build()` method

The **test\_package** folder is not critical now for understanding how packages are created. The important bits are:

- **test\_package** folder is different from unit or integration tests. These tests are “package” tests, and validate that the package is properly created and that the package consumers will be able to link against it and reuse it.
- It is a small Conan project itself, it contains its `conanfile.py`, and its source code including build scripts, that depends on the package being created, and builds and executes a small application that requires the library in the package.
- It doesn’t belong in the package. It only exists in the source repository, not in the package.

Let's build the package from sources with the current default configuration, and then let the `test_package` folder test the package:

```
$ conan create .

===== Exporting recipe to the cache =====
hello/1.0: Exporting package recipe
...
hello/1.0: Exported: hello/1.0#dcbfe21e5250264b26595d151796be70 (2024-03-04 17:52:39 UTC)

===== Installing packages =====
----- Installing package hello/1.0 (1 of 1) -----
hello/1.0: Building from source
hello/1.0: Calling build()
...
hello/1.0: Package '9bdee485ef71c14ac5f8a657202632bdb8b4482b' built

===== Testing the package: Building =====
...
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

===== Testing the package: Executing test =====
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release!
  hello/1.0: __aarch64__ defined
  hello/1.0: __cplusplus201703
  hello/1.0: __GNUC__4
  hello/1.0: __GNUC_MINOR__2
  hello/1.0: __clang_major__15
  hello/1.0: __apple_build_version__15000309
...

```

If “Hello world Release!” is displayed, it worked. This is what has happened:

- The `conanfile.py` together with the contents of the `src` folder have been copied (**exported**, in Conan terms) to the local Conan cache.
- A new build from source for the `hello/1.0` package starts, calling the `generate()`, `build()` and `package()` methods. This creates the binary package in the Conan cache.
- Conan then moves to the `test_package` folder and executes a **conan install + conan build + test()** method, to check if the package was correctly created.

We can now validate that the recipe and the package binary are in the cache:

```
$ conan list hello
Local Cache
  hello
    hello/1.0

```

The **conan create** command receives the same parameters as **conan install**, so you can pass to it the same settings and options. If we execute the following lines, we will create new package binaries for Debug configuration or to build the hello library as shared:



```
$ conan create . -s build_type=Debug
...
hello/1.0: Hello World Debug!

$ conan create . -o hello/1.0:shared=True
...
hello/1.0: Hello World Release!
```

These new package binaries will be also stored in the Conan cache, ready to be used by any project in this computer. We can see them with:

```
# list all the binaries built for the hello/1.0 package in the cache
$ conan list "hello/1.0:*"
Local Cache
hello
  hello/1.0
    revisions
      dcbfe21e5250264b26595d151796be70 (2024-05-10 09:40:15 UTC)
        packages
          2505f7ebb5a4cca156b2d6b8534f415a4a48b5c9
            info
              settings
                arch: armv8
                build_type: Release
                compiler: apple-clang
                compiler.cppstd: gnu17
                compiler.libcxx: libc++
                compiler.version: 15
                os: MacOS
              options
                shared: True
          39f48664f195e0847f59889d8a4cdfc6bca84bf1
            info
              settings
                arch: armv8
                build_type: Release
                compiler: apple-clang
                compiler.cppstd: gnu17
                compiler.libcxx: libc++
                compiler.version: 15
                os: MacOS
              options
                fPIC: True
                shared: False
          814ddaac84bc84f3595aa076660133b88e49fb11
            info
              settings
                arch: armv8
                build_type: Debug
                compiler: apple-clang
                compiler.cppstd: gnu17
                compiler.libcxx: libc++
                compiler.version: 15
```

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```

os: MacOS
options
  fPIC: True
  shared: False

```

Now that we have created a simple Conan package, we will explain each of the methods of the Conanfile in more detail. You will learn how to modify those methods to achieve things like retrieving the sources from an external repository, adding dependencies to our package, customising our toolchain and much more.

### A note about the Conan cache

When you did the **conan create** command, the build of your package did not take place in your local folder but in other folder inside the *Conan cache*. This cache is located in the user home folder under the `.conan2` folder. Conan will use the `~/ .conan2` folder to store the built packages and also different configuration files. You already used the **conan list** command to list the recipes and binaries stored in the local cache.

An **important** note: the Conan cache is private to the Conan client - modifying, adding, removing or changing files inside the Conan cache is undefined behaviour likely to cause breakages.

See also:

- *Create your first Conan package with Visual Studio/MSBuild.*
- *Create your first Conan package with Meson.*
- *Create your first Conan package with Autotools (only Linux).*
- *CMake built-in integrations reference.*
- *conan create command reference* and *Conan list command reference.*

## 4.2.2 Handle sources in packages

In the *previous tutorial section* we created a Conan package for a “Hello World” C++ library. We used the `exports_sources` attribute of the Conanfile to declare the location of the sources for the library. This method is the simplest way to define the location of the source files when they are in the same folder as the Conanfile. However, sometimes the source files are stored in a repository or a file in a remote server, and not in the same location as the Conanfile. In this section, we will modify the recipe we created previously by adding a `source()` method and explain how to:

- Retrieve the sources from a *zip* file stored in a remote repository.
- Retrieve the sources from a branch of a *git* repository.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/handle_sources

```

The structure of the project is the same as the one in the previous example but without the library sources:

```

.
├── CMakeLists.txt
├── conanfile.py
├── test_package
│   └── CMakeLists.txt

```

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```
├─ conanfile.py
├─ src
└─ example.cpp
```

## Sources from a zip file stored in a remote repository

Let's have a look at the changes in the *conanfile.py*:

```
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout
from conan.tools.files import get

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    def source(self):
        # Please, be aware that using the head of the branch instead of an immutable tag
        # or commit is a bad practice and not allowed by Conan
        get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
            strip_root=True)

    def config_options(self):
        if self.settings.os == "Windows":
            del self.options.fPIC

    def layout(self):
        cmake_layout(self)

    def generate(self):
        tc = CMakeToolchain(self)
        tc.generate()

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

    def package(self):
        cmake = CMake(self)
        cmake.install()

    def package_info(self):
```

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```
self.cpp_info.libs = ["hello"]
```

As you can see, the recipe is the same but instead of declaring the `exports_sources` attribute as we did previously, i.e.

```
exports_sources = "CMakeLists.txt", "src/*", "include/*"
```

we declare a `source()` method with this information:

```
def source(self):
    # Please, be aware that using the head of the branch instead of an immutable tag
    # or commit is strongly discouraged, unsupported by Conan and likely to cause issues
    get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
        strip_root=True)
```

We used the `conan.tools.files.get()` tool that will first **download** the `zip` file from the URL that we pass as an argument and then **unzip** it. Note that we pass the `strip_root=True` argument so that if all the unzipped contents are in a single folder, all the contents are moved to the parent folder (check the `conan.tools.files.unzip()` reference for more details).

**Warning:** It is expected that retrieving the sources in the future produces the same results. Using mutable source origins, like a moving reference in git (e.g HEAD branch), or the URL to a file where the contents may change over time, is strongly discouraged and not supported. Not following this practice will result in undefined behavior likely to cause breakages

The contents of the zip file are the same as the sources we previously had beside the Conan recipe, so if you do a **conan create** the results will be the same as before.

```
$ conan create .

...

----- Installing packages -----

Installing (downloading, building) binaries...
hello/1.0: Calling source() in /Users/user/.conan2/p/0fcb5ffd11025446/s/.
Downloading update_source.zip

hello/1.0: Unzipping 3.7KB
Unzipping 100 %
hello/1.0: Copying sources to build folder
hello/1.0: Building your package in /Users/user/.conan2/p/tmp/369786d0fb355069/b

...

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release!
hello/1.0: __x86_64__ defined
hello/1.0: __cplusplus199711
hello/1.0: __GNUC__4
```

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```
hello/1.0: __GNUC_MINOR__2
hello/1.0: __clang_major__13
hello/1.0: __clang_minor__1
hello/1.0: __apple_build_version__13160021
```

Please, check the highlighted lines with the messages about the download and unzip operation.

### Sources from a branch in a *git* repository

Now, let's modify the `source()` method to bring the sources from a *git* repository instead of a *zip* file. We show just the relevant parts:

```
...

from conan.tools.scm import Git

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

    def source(self):
        git = Git(self)
        git.clone(url="https://github.com/conan-io/libhello.git", target=".")

    ...
```

Here, we use the `conan.tools.scm.Git()` tool. The `Git` class implements several methods to work with *git* repositories. In this case, we call the `clone` method to clone the <https://github.com/conan-io/libhello.git> repository in the default branch using the same folder for cloning the sources instead of a subfolder (passing the `target="."` argument).

**Warning:** As above, this is only a simple example. The source origin for `Git()` also has to be immutable, it is necessary to checkout out an immutable tag or a specific commit to guarantee the correct behavior. Using the HEAD of the repository is not allowed and can cause undefined behavior and breakages.

To checkout a commit or tag in the repository we use the `checkout()` method of the `Git` tool:

```
def source(self):
    git = Git(self)
    git.clone(url="https://github.com/conan-io/libhello.git", target=".")
    git.checkout("<tag> or <commit hash>")
```

For more information about the `Git` class methods, please check the `conan.tools.scm.Git()` reference.

Note that it's also possible to run other commands by invoking the `self.run()` method.

## Using the conandata.yml file

We can write a file named `conandata.yml` in the same folder of the `conanfile.py`. This file will be automatically exported and parsed by Conan and we can read that information from the recipe. This is handy for example to extract the URLs of the external sources repositories, zip files etc. This is an example of `conandata.yml`:

```
sources:
  "1.0":
    url: "https://github.com/conan-io/libhello/archive/refs/heads/main.zip"
    sha256: "7bc71c682895758a996ccf33b70b91611f51252832b01ef3b4675371510ee466"
    strip_root: true
  "1.1":
    url: ...
    sha256: ...
```

The recipe doesn't need to be modified for each version of the code. We can pass all the keys of the specified version (`url`, `sha256`, and `strip_root`) as arguments to the `get` function, that, in this case, allow us to verify that the downloaded zip file has the correct sha256. So we could modify the source method to this:

```
def source(self):
    get(self, **self.conan_data["sources"][self.version])
    # Similar to:
    # data = self.conan_data["sources"][self.version]
    # get(self, data["url"], sha256=data["sha256"], strip_root=data["strip_root"])
```

See also:

- *Patching sources*
- *Capturing Git SCM source information* instead of copying sources with `exports_sources`.
- *source() method reference*

## 4.2.3 Add dependencies to packages

In the *previous tutorial section* we created a Conan package for a “Hello World” C++ library. We used the `conan.tools.scm.Git()` tool to retrieve the sources from a git repository. So far, the package does not have any dependency on other Conan packages. Let's explain how to add a dependency to our package in a very similar way to how we did in the *consuming packages section*. We will add some fancy colour output to our “Hello World” library using the `fmt` library.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/add_requires
```

You will notice some changes in the `conanfile.py` file from the previous recipe. Let's check the relevant parts:

```
...
from conan.tools.build import check_max_cppstd, check_min_cppstd
...

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"
```

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```

...
generators = "CMakeDeps"
...

def validate(self):
    check_min_cppstd(self, "11")
    check_max_cppstd(self, "20")

def requirements(self):
    self.requires("fmt/8.1.1")

def source(self):
    git = Git(self)
    git.clone(url="https://github.com/conan-io/libhello.git", target=".")
    # Please, be aware that using the head of the branch instead of an immutable tag
    # or commit is not a good practice in general
    git.checkout("require_fmt")

```

- First, we set the `generators` class attribute to make Conan invoke the `CMakeDeps` generator. This was not needed in the previous recipe as we did not have dependencies. `CMakeDeps` will generate all the config files CMake needs to find the `fmt` library.
- Next, we use the `requires()` method to add the `fmt` dependency to our package.
- Also, check that we added an extra line in the `source()` method. We use the `Git().checkout` method to checkout the source code in the `require_fmt` branch. This branch contains the changes in the source code to add colours to the library messages, and also in the `CMakeLists.txt` to declare that we are using the `fmt` library.
- Finally, note we added the `validate()` method to the recipe. We already used this method in the *consuming packages* section to raise an error for non-supported configurations. Here, we call the `check_min_cppstd()` and `check_max_cppstd()` to check that we are using at least C++11 and at most C++20 standards in our settings.

You can check the new sources, using the `fmt` library in the `require_fmt`. You will see that the `hello.cpp` file adds colours to the output messages:

```

#include <fmt/color.h>

#include "hello.h"

void hello(){
    #ifdef NDEBUG
        fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "hello/1.0: Hello World_
↪Release!\n");
    #else
        fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "hello/1.0: Hello World_
↪Debug!\n");
    #endif
    ...
}

```

Let's build the package from sources with the current default configuration, and then let the `test_package` folder test the package. You should see the output messages with colour now:

```
$ conan create . --build=missing
----- Exporting the recipe -----
...
----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release!
hello/1.0: __x86_64__ defined
hello/1.0: __cplusplus 201103
hello/1.0: __GNUC__ 4
hello/1.0: __GNUC_MINOR__ 2
hello/1.0: __clang_major__ 13
hello/1.0: __clang_minor__ 1
hello/1.0: __apple_build_version__ 13160021
```

See also:

- [Reference for requirements\(\) method.](#)
- [Introduction to versioning.](#)

## 4.2.4 Preparing the build

In the [previous tutorial section](#), we added the `fmt` requirement to our Conan package to provide colour output to our “Hello World” C++ library. In this section, we focus on the `generate()` method of the recipe. The aim of this method generating all the information that could be needed while running the build step. That means things like:

- Write files to be used in the build step, like *scripts* that inject environment variables, files to pass to the build system, etc.
- Configuring the toolchain to provide extra information based on the settings and options or removing information from the toolchain that Conan generates by default and may not apply for certain cases.

We explain how to use this method for a simple example based on the previous tutorial section. We add a `with_fmt` option to the recipe, depending on the value we require the `fmt` library or not. We use the `generate()` method to modify the toolchain so that it passes a variable to CMake so that we can conditionally add that library and use `fmt` or not in the source code.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/preparing_the_build
```

You will notice some changes in the `conanfile.py` file from the previous recipe. Let’s check the relevant parts:

```
...
from conan.tools.build import check_max_cppstd, check_min_cppstd
...

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...
    options = {"shared": [True, False],
```

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```

        "fPIC": [True, False],
        "with_fmt": [True, False]}

default_options = {"shared": False,
                   "fPIC": True,
                   "with_fmt": True}

...

def validate(self):
    if self.options.with_fmt:
        check_min_cppstd(self, "11")
        check_max_cppstd(self, "14")

def source(self):
    git = Git(self)
    git.clone(url="https://github.com/conan-io/libhello.git", target=".")
    # Please, be aware that using the head of the branch instead of an immutable tag
    # or commit is not a good practice in general
    git.checkout("optional_fmt")

def requirements(self):
    if self.options.with_fmt:
        self.requires("fmt/8.1.1")

def generate(self):
    tc = CMakeToolchain(self)
    if self.options.with_fmt:
        tc.variables["WITH_FMT"] = True
    tc.generate()

...

```

As you can see:

- We declare a new `with_fmt` option with the default value set to `True`
- Based on the value of the `with_fmt` option:
  - We install or not the `fmt/8.1.1` Conan package.
  - We require or not a minimum and a maximum C++ standard as the `fmt` library requires at least C++11 and it will not compile if we try to use a standard above C++14 (just an example, `fmt` can build with more modern standards)
  - We inject the `WITH_FMT` variable with the value `True` to the `CMakeToolchain` so that we can use it in the `CMakeLists.txt` of the `hello` library to add the CMake `fmt::fmt` target conditionally.
- We are cloning another branch of the library. The `optional_fmt` branch contains some changes in the code. Let's see what changed on the CMake side:

Listing 42: `CMakeLists.txt`

```

cmake_minimum_required(VERSION 3.15)
project(hello CXX)

```

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```

add_library(hello src/hello.cpp)
target_include_directories(hello PUBLIC include)
set_target_properties(hello PROPERTIES PUBLIC_HEADER "include/hello.h")

if (WITH_FMT)
    find_package(fmt)
    target_link_libraries(hello fmt::fmt)
    target_compile_definitions(hello PRIVATE USING_FMT=1)
endif()

install(TARGETS hello)

```

As you can see, we use the `WITH_FMT` we injected in the *CMakeToolchain*. Depending on the value we will try to find the `fmt` library and link our `hello` library with it. Also, check that we add the `USING_FMT=1` compile definition that we use in the source code depending on whether we choose to add support for `fmt` or not.

Listing 43: `hello.cpp`

```

#include <iostream>
#include "hello.h"

#if USING_FMT == 1
#include <fmt/color.h>
#endif

void hello(){
    #if USING_FMT == 1
        #ifdef NDEBUG
            fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "hello/1.0: Hello_
↪World Release! (with color!)\n");
        #else
            fmt::print(fg(fmt::color::crimson) | fmt::emphasis::bold, "hello/1.0: Hello_
↪World Debug! (with color!)\n");
        #endif
    #else
        #ifdef NDEBUG
            std::cout << "hello/1.0: Hello World Release! (without color)" << std::endl;
        #else
            std::cout << "hello/1.0: Hello World Debug! (without color)" << std::endl;
        #endif
    #endif
}

```

Let's build the package from sources first using `with_fmt=True` and then `with_fmt=False`. When *test\_package* runs it will show different messages depending on the value of the option.

```

$ conan create . --build=missing -o with_fmt=True
----- Exporting the recipe -----
...

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example

```

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```

hello/1.0: Hello World Release! (with color!)

$ conan create . --build=missing -o with_fmt=False
----- Exporting the recipe -----
...

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release! (without color)

```

This is just a simple example of how to use the `generate()` method to customize the toolchain based on the value of one option, but there are lots of other things that you could do in the `generate()` method like:

- Create a complete custom toolchain based on your needs to use in your build.
- **Access to certain information about the package dependencies, like:**
  - The configuration accessing the defined *conf\_info*.
  - Accessing the dependencies options.
  - Import files from dependencies using the *copy tool*. You could also import the files create manifests for the package, collecting all dependencies versions and licenses.
- Use the *Environment tools* to generate information for the system environment.
- Adding custom configurations besides *Release* and *Debug*, taking into account the settings, like *ReleaseShared* or *DebugShared*.

#### See also:

- Use the `generate()` to *import files from dependencies*.
- More based on the examples mentioned above ...
- *generate() method reference*

## 4.2.5 Configure settings and options in recipes

We already explained *Conan settings and options* and how to use them to build your projects for different configurations like Debug, Release, with static or shared libraries, etc. In this section, we explain how to configure these settings and options in the case that one of them does not apply to a Conan package. We will introduce briefly how Conan models binary compatibility and how that relates to options and settings.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/configure_options_settings

```

You will notice some changes in the `conanfile.py` file from the previous recipe. Let's check the relevant parts:

```

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

```

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```

options = {"shared": [True, False],
          "fPIC": [True, False],
          "with_fmt": [True, False]}

default_options = {"shared": False,
                  "fPIC": True,
                  "with_fmt": True}

...

def config_options(self):
    if self.settings.os == "Windows":
        del self.options.fPIC

def configure(self):
    if self.options.shared:
        # If os=Windows, fPIC will have been removed in config_options()
        # use rm_safe to avoid double delete errors
        self.options.rm_safe("fPIC")

...

```

You can see that we added a `configure()` method to the recipe. Let's explain what's the objective of this method and how it's different from the `config_options()` method we already had defined in the recipe:

- `configure()`: use this method to configure which options or settings of the recipe are available. For example, in this case, we **delete the fPIC option**, because it should only be **True** if we are building the library as shared (in fact, some build systems will add this flag automatically when building a shared library).
- `config_options()`: This method is used to **constrain** the available options in a package **before they take a value**. If a value is assigned to a setting or option that is deleted inside this method, Conan will raise an error. In this case we are **deleting the fPIC option** in Windows because that option does not exist for that operating system. Note that this method is executed before the `configure()` method.

Be aware that deleting an option using the `config_options()` method has a different result from using the `configure()` method. Deleting the option in `config_options()` **is like we never declared it in the recipe** which will raise an exception saying that the option does not exist. However, if we delete it in the `configure()` method we can pass the option but it will have no effect. For example, if you try to pass a value to the `fPIC` option in Windows, Conan will raise an error warning that the option does not exist:

Listing 44: Windows

```
$ conan create . --build=missing -o fPIC=True
...
----- Computing dependency graph -----
ERROR: option 'fPIC' doesn't exist
Possible options are ['shared', 'with_fmt']
```

As you have noticed, the `configure()` and `config_options()` methods **delete an option** if certain conditions are met. Let's explain why we are doing this and the implications of removing that option. It is related to how Conan identifies packages that are binary compatible with the configuration set in the profile. In the next section, we introduce the concept of the **Conan package ID**.

### Conan packages binary compatibility: the package ID

We used Conan in previous examples to build for different configurations like *Debug* and *Release*. Each time you create the package for one of those configurations, Conan will build a new binary. Each of them is related to a **generated hash** called **the package ID**. The package ID is just a way to convert a set of settings, options and information about the requirements of the package to a unique identifier.

Let's build our package for *Release* and *Debug* configurations and check the generated binaries package IDs.

```
$ conan create . --build=missing -s build_type=Release -tf="" # -tf="" will skip ng the
↳ test_package
...
[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX static library libhello.a
[100%] Built target hello
hello/1.0: Package '738feca714b7251063cc51448da0cf4811424e7c' built
hello/1.0: Build folder /Users/user/.conan2/p/tmp/7fe7f5af0ef27552/b/build/Release
hello/1.0: Generated conaninfo.txt
hello/1.0: Generating the package
hello/1.0: Temporary package folder /Users/user/.conan2/p/tmp/7fe7f5af0ef27552/p
hello/1.0: Calling package()
hello/1.0: CMake command: cmake --install "/Users/user/.conan2/p/tmp/7fe7f5af0ef27552/b/
↳ build/Release" --prefix "/Users/user/.conan2/p/tmp/7fe7f5af0ef27552/p"
hello/1.0: RUN: cmake --install "/Users/user/.conan2/p/tmp/7fe7f5af0ef27552/b/build/
↳ Release" --prefix "/Users/user/.conan2/p/tmp/7fe7f5af0ef27552/p"
-- Install configuration: "Release"
-- Installing: /Users/user/.conan2/p/tmp/7fe7f5af0ef27552/p/lib/libhello.a
-- Installing: /Users/user/.conan2/p/tmp/7fe7f5af0ef27552/p/include/hello.h
hello/1.0 package(): Packaged 1 '.h' file: hello.h
hello/1.0 package(): Packaged 1 '.a' file: libhello.a
hello/1.0: Package '738feca714b7251063cc51448da0cf4811424e7c' created
hello/1.0: Created package revision 3bd9faedc711cbb4fdf10b295268246e
hello/1.0: Full package reference: hello/1.0
↳ #e6b11fb0cb64e3777f8d62f4543cd6b3:738feca714b7251063cc51448da0cf4811424e7c
↳ #3bd9faedc711cbb4fdf10b295268246e
hello/1.0: Package folder /Users/user/.conan2/p/5c497cbb5421cbda/p

$ conan create . --build=missing -s build_type=Debug -tf="" # -tf="" will skip building
↳ the test_package
...
```

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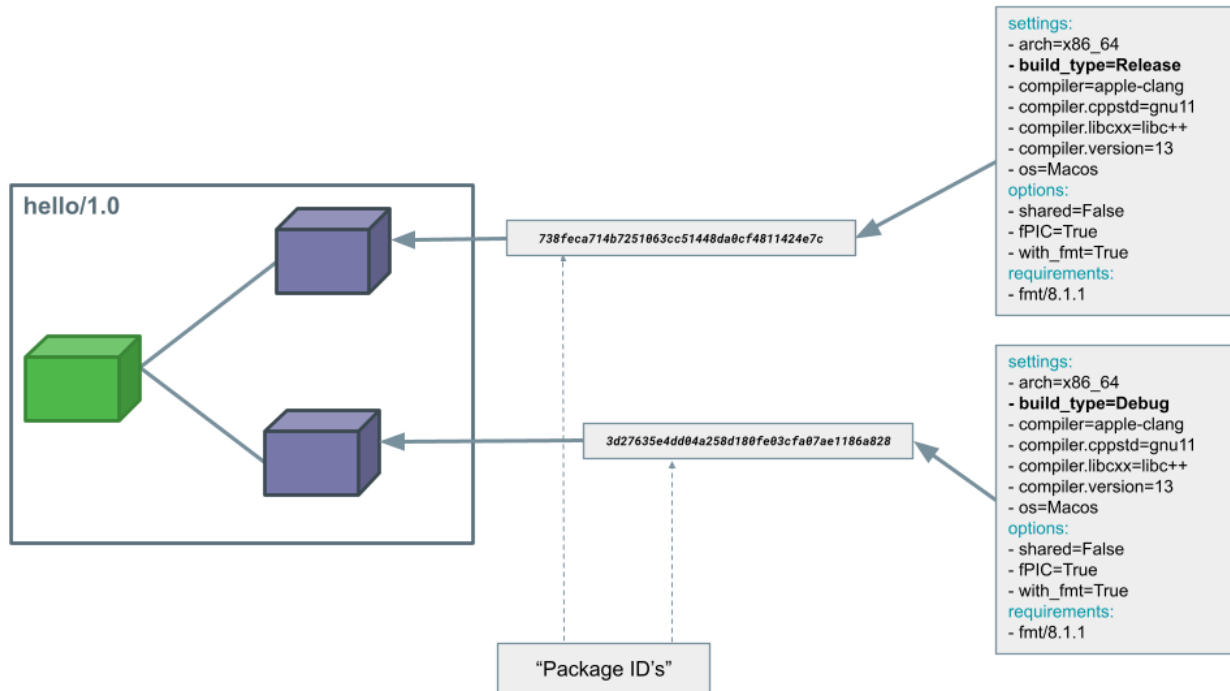
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```
[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX static library libhello.a
[100%] Built target hello
hello/1.0: Package '3d27635e4dd04a258d180fe03cfa07ae1186a828' built
hello/1.0: Build folder /Users/user/.conan2/p/tmp/19a2e552db727a2b/b/build/Debug
hello/1.0: Generated conaninfo.txt
hello/1.0: Generating the package
hello/1.0: Temporary package folder /Users/user/.conan2/p/tmp/19a2e552db727a2b/p
hello/1.0: Calling package()
hello/1.0: CMake command: cmake --install "/Users/user/.conan2/p/tmp/19a2e552db727a2b/b/
↳ build/Debug" --prefix "/Users/user/.conan2/p/tmp/19a2e552db727a2b/p"
hello/1.0: RUN: cmake --install "/Users/user/.conan2/p/tmp/19a2e552db727a2b/b/build/Debug
↳ " --prefix "/Users/user/.conan2/p/tmp/19a2e552db727a2b/p"
-- Install configuration: "Debug"
-- Installing: /Users/user/.conan2/p/tmp/19a2e552db727a2b/p/lib/libhello.a
-- Installing: /Users/user/.conan2/p/tmp/19a2e552db727a2b/p/include/hello.h
hello/1.0 package(): Packaged 1 '.h' file: hello.h
hello/1.0 package(): Packaged 1 '.a' file: libhello.a
hello/1.0: Package '3d27635e4dd04a258d180fe03cfa07ae1186a828' created
hello/1.0: Created package revision 67b887a0805c2a535b58be404529c1fe
hello/1.0: Full package reference: hello/1.0
↳ #e6b11fb0cb64e3777f8d62f4543cd6b3:3d27635e4dd04a258d180fe03cfa07ae1186a828
↳ #67b887a0805c2a535b58be404529c1fe
hello/1.0: Package folder /Users/user/.conan2/p/c7796386fcad5369/p
```

As you can see Conan generated two package IDs:

- Package `738feca714b7251063cc51448da0cf4811424e7c` for Release
- Package `3d27635e4dd04a258d180fe03cfa07ae1186a828` for Debug

These two package IDs are calculated by taking the **set of settings, options and some information about the requirements** (we will explain this later in the documentation) and **calculating a hash** with them. So, for example, in this case, they are the result of the information depicted in the diagram below.



Those package IDs are different because the **build\_type** is different. Now, when you want to install a package, Conan will:

- Collect the settings and options applied, along with some information about the requirements and calculate the hash for the corresponding package ID.
- If that package ID matches one of the packages stored in the local Conan cache Conan will use that. If not, and we have any Conan remote configured, it will search for a package with that package ID in the remotes.
- If that calculated package ID does not exist in the local cache and remotes, Conan will fail with a “missing binary” error message, or will try to build that package from sources (this depends on the value of the `--build` argument). This build will generate a new package ID in the local cache.

These steps are simplified, there is far more to package ID calculation than what we explain here, recipes themselves can even adjust their package ID calculations, we can have different recipe and package revisions besides package IDs and there’s also a built-in mechanism in Conan that can be configured to declare that some packages with a certain package ID are compatible with other.

Maybe you have now the intuition of why we delete settings or options in Conan recipes. If you do that, those values will not be added to the computation of the package ID, so even if you define them, the resulting package ID will be the same. You can check this behaviour, for example with the `fPIC` option that is deleted when we build with the option `shared=True`. Regardless of the value you pass for the `fPIC` option the generated package ID will be the same for the **hello/1.0** binary:

Listing 45: Windows

```
$ conan create . --build=missing -o shared=True -o fPIC=True -tf=""
```

Listing 46: Linux, macOS

```
$ conan create . --build=missing -o shared=True -o -tf=""
```

```

...
hello/1.0 package(): Packaged 1 '.h' file: hello.h
hello/1.0 package(): Packaged 1 '.dylib' file: libhello.dylib
hello/1.0: Package '2a899fd0da3125064bf9328b8db681cd82899d56' created
hello/1.0: Created package revision f0d1385f4f90ae465341c15740552d7e
hello/1.0: Full package reference: hello/1.0
  ↳ #e6b11fb0cb64e3777f8d62f4543cd6b3:2a899fd0da3125064bf9328b8db681cd82899d56
  ↳ #f0d1385f4f90ae465341c15740552d7e
hello/1.0: Package folder /Users/user/.conan2/p/8a55286c6595f662/p

$ conan create . --build=missing -o shared=True -o fPIC=False -tf=""
...
----- Computing dependency graph -----
Graph root
  virtual
Requirements
  fmt/8.1.1#601209640bd378c906638a8de90070f7 - Cache
  hello/1.0#e6b11fb0cb64e3777f8d62f4543cd6b3 - Cache

----- Computing necessary packages -----
Requirements
  fmt/8.1.1#601209640bd378c906638a8de90070f7:d1b3f3666400710fec06446a697f9eeddd1235aa
  ↳ #24a2edf207deed4151bd87bca4af51c - Skip
  hello/1.0#e6b11fb0cb64e3777f8d62f4543cd6b3:2a899fd0da3125064bf9328b8db681cd82899d56
  ↳ #f0d1385f4f90ae465341c15740552d7e - Cache

----- Installing packages -----

----- Installing (downloading, building) binaries... -----
hello/1.0: Already installed!

```

As you can see, the first run created the 2a899fd0da3125064bf9328b8db681cd82899d56 package, and the second one, regardless of the different value of the fPIC option, said we already had the 2a899fd0da3125064bf9328b8db681cd82899d56 package installed.

## C libraries

There are other typical cases where you want to delete certain settings. Imagine that you are packaging a C library. When you build this library, there are settings like the compiler C++ standard (`settings.compiler.cppstd`) or the standard library used (`self.settings.compiler.libcxx`) that won't affect the resulting binary at all. Then it does not make sense that they affect to the package ID computation, so a typical pattern is to delete them in the `configure()` method:

```

def configure(self):
    self.settings.rm_safe("compiler.cppstd")
    self.settings.rm_safe("compiler.libcxx")

```

Please, note that deleting these settings in the `configure()` method will modify the package ID calculation but will also affect how the toolchain, and the build system integrations work because the C++ settings do not exist.



## Header-only libraries

A similar case happens with packages that package *header-only libraries*. In that case, there's no binary code we need to link with, but just some header files to add to our project. In this cases the package ID of the Conan package should not be affected by settings or options. For that case, there's a simplified way of declaring that the generated package ID should not take into account settings, options or any information from the requirements, which is using the `self.info.clear()` method inside another recipe method called `package_id()`:

```
def package_id(self):
    self.info.clear()
```

We will explain the `package_id()` method later and explain how you can customize the way the package ID for the package is calculated. You can also check the *Conanfile's methods reference* if you want to know how this method works in more detail.

### See also:

- *Header-only packages*.
- Check the binary compatibility *compatibility.py extension*.
- Conan *package types*.
- *Setting package\_id\_mode for requirements*.
- Read the *binary model reference* for a full view of the Conan binary model.

## 4.2.6 Build packages: the build() method

We already used a Conan recipe that has a *build() method* and learned how to use that to invoke a build system and build our packages. In this tutorial, we will modify that method and explain how you can use it to do things like:

- Building and running tests
- Conditional patching of the source code
- Select the build system you want to use conditionally

Please, first clone the sources to recreate this project. You can find them in the *examples2 repository* on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/build_method
```

### Build and run tests for your project

You will notice some changes in the `conanfile.py` file from the previous recipe. Let's check the relevant parts:

## Changes introduced in the recipe

Listing 47: *conanfile.py*

```
class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

    def source(self):
        git = Git(self)
        git.clone(url="https://github.com/conan-io/libhello.git", target=".")
        # Please, be aware that using the head of the branch instead of an immutable tag
        # or commit is not a good practice in general
        git.checkout("with_tests")

    ...

    def requirements(self):
        if self.options.with_fmt:
            self.requires("fmt/8.1.1")
        self.test_requires("gtest/1.11.0")

    ...

    def generate(self):
        tc = CMakeToolchain(self)
        if self.options.with_fmt:
            tc.variables["WITH_FMT"] = True
        tc.generate()

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
        if not self.conf.get("tools.build:skip_test", default=False):
            test_folder = os.path.join("tests")
            if self.settings.os == "Windows":
                test_folder = os.path.join("tests", str(self.settings.build_type))
            self.run(os.path.join(test_folder, "test_hello"))

    ...
```

- We added the *gtest/1.11.0* requirement to the recipe as a `test_requires()`. It's a type of requirement intended for testing libraries like **Catch2** or **gtest**.
- We use the `tools.build:skip_test` configuration (False by default), to tell CMake whether to build and run the tests or not. A couple of things to bear in mind:
  - If we set the `tools.build:skip_test` configuration to True Conan will automatically inject the `BUILD_TESTING` variable to CMake set to OFF. You will see in the next section that we are using this variable in our *CMakeLists.txt* to decide whether to build the tests or not.
  - We use the `tools.build:skip_test` configuration in the `build()` method, after building the package

and tests, to decide if we want to run the tests or not.

- In this case we are using **gtest** for testing and we have to check if the build method is to run the tests or not. This configuration also affects the execution of `CMake.test()` if you are using `CTest` and `Meson.test()` for Meson.

## Changes introduced in the library sources

First, please note that we are using [another branch](#) from the **libhello** library. This branch has two novelties on the library side:

- We added a new function called `compose_message()` to the [library sources](#) so we can add some unit tests over this function. This function is just creating an output message based on the arguments passed.
- As we mentioned in the previous section the [CMakeLists.txt](#) for the library uses the `BUILD_TESTING` CMake variable that conditionally adds the `tests` directory.

Listing 48: *CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(hello CXX)

...

if (NOT BUILD_TESTING STREQUAL OFF)
    add_subdirectory(tests)
endif()

...
```

The `BUILD_TESTING` CMake variable is declared and set to `OFF` by Conan (if not already defined) whenever the `tools.build:skip_test` configuration is set to value `True`. This variable is typically declared by CMake when you use CTest but using the `tools.build:skip_test` configuration you can use it in your *CMakeLists.txt* even if you are using another testing framework.

- We have a [CMakeLists.txt](#) in the `tests` folder using [googletest](#) for testing.

Listing 49: *tests/CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(PackageTest CXX)

find_package(GTest REQUIRED CONFIG)

add_executable(test_hello test.cpp)
target_link_libraries(test_hello GTest::gtest GTest::gtest_main hello)
```

With basic tests on the functionality of the `compose_message()` function:

Listing 50: *tests/test.cpp*

```
#include "../include/hello.h"
#include "gtest/gtest.h"

namespace {
```

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```

    TEST(HelloTest, ComposeMessages) {
        EXPECT_EQ(std::string("hello/1.0: Hello World Release! (with color!)\n"), compose_
↪message("Release", "with color!"));
        ...
    }
}

```

Now that we have gone through all the changes in the code, let's try them out:

```

$ conan create . --build=missing -tf=""
...
[ 25%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[ 50%] Linking CXX static library libhello.a
[ 50%] Built target hello
[ 75%] Building CXX object tests/CMakeFiles/test_hello.dir/test.cpp.o
[100%] Linking CXX executable test_hello
[100%] Built target test_hello
hello/1.0: RUN: ./tests/test_hello
Capturing current environment in /Users/user/.conan2/p/tmp/c51d80ef47661865/b/build/
↪generators/deactivate_conanbuildenv-release-x86_64.sh
Configuring environment variables
Running main() from /Users/user/.conan2/p/tmp/3ad4c6873a47059c/b/googletest/src/gtest_
↪main.cc
[=====] Running 1 test from 1 test suite.
[-----] Global test environment set-up.
[-----] 1 test from HelloTest
[ RUN      ] HelloTest.ComposeMessages
[      OK  ] HelloTest.ComposeMessages (0 ms)
[-----] 1 test from HelloTest (0 ms total)

[-----] Global test environment tear-down
[=====] 1 test from 1 test suite ran. (0 ms total)
[ PASSED   ] 1 test.
hello/1.0: Package '82b6c0c858e739929f74f59c25c187b927d514f3' built
...

```

As you can see, the tests were built and run. Let's use now the `tools.build:skip_test` configuration in the command line to skip the test building and running:

```

$ conan create . -c tools.build:skip_test=True -tf=""
...
[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX static library libhello.a
[100%] Built target hello
hello/1.0: Package '82b6c0c858e739929f74f59c25c187b927d514f3' built
...

```

You can see now that only the library target was built and that no tests were built or run.

## Conditionally patching the source code

If you need to patch the source code the recommended approach is to do that in the `source()` method. Sometimes, if that patch depends on settings or options, you have to use the `build()` method to apply patches to the source code before launching the build. There are *several ways to do this* in Conan. One of them would be using the *replace\_in\_file* tool:

```
import os
from conan import ConanFile
from conan.tools.files import replace_in_file

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    def build(self):
        replace_in_file(self, os.path.join(self.source_folder, "src", "hello.cpp"),
                        "Hello World",
                        "Hello {} Friends".format("Shared" if self.options.shared else
↪ "Static"))
```

Please, note that patching in `build()` should be avoided if possible and only be done for very particular cases as it will make more difficult to develop your packages locally (we will explain more about this in the *local development flow* section later)

## Conditionally select your build system

It's not uncommon that some packages need one build system or another depending on the platform we are building on. For example, the *hello* library could build in Windows using CMake and in Linux and MacOS using Autotools. This can be easily handled in the `build()` method like this:

```
...

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    ...

    def generate(self):
        if self.settings.os == "Windows":
            tc = CMakeToolchain(self)
```

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```

        tc.generate()
        deps = CMakeDeps(self)
        deps.generate()
    else:
        tc = AutotoolsToolchain(self)
        tc.generate()
        deps = PkgConfigDeps(self)
        deps.generate()

    ...

    def build(self):
        if self.settings.os == "Windows":
            cmake = CMake(self)
            cmake.configure()
            cmake.build()
        else:
            autotools = Autotools(self)
            autotools.autoreconf()
            autotools.configure()
            autotools.make()

    ...

```

**See also:**

- *Patching sources*

## 4.2.7 Package files: the package() method

We already used the `package()` method in our *hello* package to invoke CMake's install step. In this tutorial, we will explain the use of the `CMake.install()` in more detail and also how to modify this method to do things like:

- Using `conan.tools.files` utilities to copy the generated artifacts from the build folder to the package folder
- Copying package licenses
- Manage how to package symlinks

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/package_method

```

## Using CMake install step in the package() method

This is the simplest choice when you have already defined in your *CMakeLists.txt* the functionality of extracting the artifacts (headers, libraries, binaries) from the build and source folder to a predetermined place and maybe do some post-processing of those artifacts. This will work without changes in your *CMakeLists.txt* because Conan will set the `CMAKE_INSTALL_PREFIX` CMake variable to point to the recipe's *package\_folder* attribute. Then, just calling *install()* in the *CMakeLists.txt* over the created target is enough for Conan to move the built artifacts to the correct location in the Conan local cache.

Listing 51: *CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(hello CXX)

add_library(hello src/hello.cpp)
target_include_directories(hello PUBLIC include)
set_target_properties(hello PROPERTIES PUBLIC_HEADER "include/hello.h")

...

install(TARGETS hello)
```

Listing 52: *conanfile.py*

```
def package(self):
    cmake = CMake(self)
    cmake.install()
```

Let's build our package again and pay attention to the lines regarding the packaging of files in the Conan local cache:

```
$ conan create . --build=missing -tf=""
...
hello/1.0: Build folder /Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/b/build/Release
hello/1.0: Generated conaninfo.txt
hello/1.0: Generating the package
hello/1.0: Temporary package folder /Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/p
hello/1.0: Calling package()
hello/1.0: CMake command: cmake --install "/Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/b/
↳ build/Release" --prefix "/Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/p"
hello/1.0: RUN: cmake --install "/Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/b/build/
↳ Release" --prefix "/Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/p"
-- Install configuration: "Release"
-- Installing: /Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/p/lib/libhello.a
-- Installing: /Users/user/.conan2/p/tmp/b5857f2e70d1b2fd/p/include/hello.h
hello/1.0 package(): Packaged 1 '.h' file: hello.h
hello/1.0 package(): Packaged 1 '.a' file: libhello.a
hello/1.0: Package 'fd7c4113dad406f7d8211b3470c16627b54ff3af' created
hello/1.0: Created package revision bf7f5b9a3bb2c957742be4be216dfcbb
hello/1.0: Full package reference: hello/1.0
↳ #25e0b5c00ae41ef9fbfbbb1e5ac86e1e:fd7c4113dad406f7d8211b3470c16627b54ff3af
↳ #bf7f5b9a3bb2c957742be4be216dfcbb
hello/1.0: Package folder /Users/user/.conan2/p/47b4c4c61c8616e5/p
```

As you can see both the *include* and *library* files were copied to the package folder after calling to the `cmake`.

install() method.

### Use `conan.tools.files.copy()` in the `package()` method and packaging licenses

For the cases that you don't want to rely on CMake's install functionality or that you are using another build-system, Conan provides the tools to copy the selected files to the `package_folder`. In this case, you can use the `tools.files.copy` function to make that copy. We can replace the previous `cmake.install()` step with a custom copy of the files and the result would be the same.

Note that we are also packaging the LICENSE file from the library sources in the `licenses` folder. This is a common pattern in Conan packages and could also be added to the previous example using `cmake.install()` as the `CMakeLists.txt` will not copy this file to the `package folder`.

Listing 53: `conanfile.py`

```
def package(self):
    copy(self, "LICENSE", src=self.source_folder, dst=os.path.join(self.package_folder,
    ↪ "licenses"))
    copy(self, pattern="*.h", src=os.path.join(self.source_folder, "include"), dst=os.
    ↪ path.join(self.package_folder, "include"))
    copy(self, pattern="*.a", src=self.build_folder, dst=os.path.join(self.package_
    ↪ folder, "lib"), keep_path=False)
    copy(self, pattern="*.so", src=self.build_folder, dst=os.path.join(self.package_
    ↪ folder, "lib"), keep_path=False)
    copy(self, pattern="*.lib", src=self.build_folder, dst=os.path.join(self.package_
    ↪ folder, "lib"), keep_path=False)
    copy(self, pattern="*.dll", src=self.build_folder, dst=os.path.join(self.package_
    ↪ folder, "bin"), keep_path=False)
    copy(self, pattern="*.dylib", src=self.build_folder, dst=os.path.join(self.package_
    ↪ folder, "lib"), keep_path=False)
```

Let's build our package one more time and pay attention to the lines regarding the packaging of files in the Conan local cache:

```
$ conan create . --build=missing -tf=""
...
hello/1.0: Build folder /Users/user/.conan2/p/tmp/222db0532bba7cbc/b/build/Release
hello/1.0: Generated conaninfo.txt
hello/1.0: Generating the package
hello/1.0: Temporary package folder /Users/user/.conan2/p/tmp/222db0532bba7cbc/p
hello/1.0: Calling package()
hello/1.0: Copied 1 file: LICENSE
hello/1.0: Copied 1 '.h' file: hello.h
hello/1.0: Copied 1 '.a' file: libhello.a
hello/1.0 package(): Packaged 1 file: LICENSE
hello/1.0 package(): Packaged 1 '.h' file: hello.h
hello/1.0 package(): Packaged 1 '.a' file: libhello.a
hello/1.0: Package 'fd7c4113dad406f7d8211b3470c16627b54ff3af' created
hello/1.0: Created package revision 50f91e204d09b64b24b29df3b87a2f3a
hello/1.0: Full package reference: hello/1.0
    ↪ #96ed9fb1f78bc96708b1abf4841523b0:fd7c4113dad406f7d8211b3470c16627b54ff3af
    ↪ #50f91e204d09b64b24b29df3b87a2f3a
hello/1.0: Package folder /Users/user/.conan2/p/21ec37b931782de8/p
```



Check how the *include* and *library* files are packaged. The LICENSE file is also copied as we explained above.

### Managing symlinks in the `package()` method

Another thing you can do in the `package` method is managing how to package symlinks. Conan won't manipulate symlinks by default, so we provide several *tools* to convert absolute symlinks to relative ones and removing external or broken symlinks.

Imagine that some of the files packaged in the latest example were symlinks that point to an absolute location inside the Conan cache. Then, calling to `conan.tools.files.symlinks.absolute_to_relative_symlinks()` would convert those absolute links into relative paths and make the package relocatable.

Listing 54: *conanfile.py*

```
from conan.tools.files.symlinks import absolute_to_relative_symlinks

def package(self):
    copy(self, "LICENSE", src=self.source_folder, dst=os.path.join(self.package_folder,
↳ "licenses"))
    copy(self, pattern="*.h", src=os.path.join(self.source_folder, "include"), dst=os.
↳ path.join(self.package_folder, "include"))
    copy(self, pattern="*.a", src=self.build_folder, dst=os.path.join(self.package_
↳ folder, "lib"), keep_path=False)
    ...

    absolute_to_relative_symlinks(self, self.package_folder)
```

See also:

- [package\(\) method reference](#)

### 4.2.8 Define information for consumers: the `package_info()` method

In the previous tutorial section, we explained how to store the headers and binaries of a library in a Conan package using the *package method*. Consumers that depend on that package will reuse those files, but we have to provide some additional information so that Conan can pass that to the build system and consumers can use the package.

For instance, in our example, we are building a static library named *hello* that will result in a *libhello.a* file in Linux and macOS or a *hello.lib* file in Windows. Also, we are packaging a header file *hello.h* with the declaration of the library functions. The Conan package ends up with the following structure in the Conan local cache:

```
.
├── include
│   └── hello.h
└── lib
    └── libhello.a
```

Then, consumers that want to link against this library will need some information:

- The location of the *include* folder in the Conan local cache to search for the *hello.h* file.
- The name of the library file to link against it (*libhello.a* or *hello.lib*)
- The location of the *lib* folder in the Conan local cache to search for the library file.

Conan provides an abstraction over all the information consumers may need in the `cpp_info` attribute of the `ConanFile`. The information for this attribute must be set in the `package_info()` method. Let's have a look at the `package_info()` method of our `hello/1.0` Conan package:

Listing 55: *conanfile.py*

```
...

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

    def package_info(self):
        self.cpp_info.libs = ["hello"]
```

We can see a couple of things:

- We are adding a *hello* library to the `libs` property of the `cpp_info` to tell consumers that they should link the libraries from that list.
- We are **not adding** information about the *lib* or *include* folders where the library and headers files are packaged. The `cpp_info` object provides the `.includedirs` and `.libdirs` properties to define those locations but Conan sets their value as `lib` and `include` by default so it's not needed to add those in this case. If you were copying the package files to a different location then you have to set those explicitly. The declaration of the `package_info` method in our Conan package would be equivalent to this one:

Listing 56: *conanfile.py*

```
...

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

    def package_info(self):
        self.cpp_info.libs = ["hello"]
        # conan sets libdirs = ["lib"] and includedirs = ["include"] by default
        self.cpp_info.libdirs = ["lib"]
        self.cpp_info.includedirs = ["include"]
```

## Setting information in the `package_info()` method

Besides what we explained above about the information you can set in the `package_info()` method, there are some typical use cases:

- Define information for consumers depending on settings or options
- Customizing certain information that generators provide to consumers, like the target names for CMake or the generated files names for pkg-config for example
- Propagating configuration values to consumers
- Propagating environment information to consumers

- Define components for Conan packages that provide multiple libraries

Let's see some of those in action. First, clone the project sources if you haven't done so yet. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/package_information
```

## Define information for consumers depending on settings or options

For this section of the tutorial we introduced some changes in the library and recipe. Let's check the relevant parts:

### Changes introduced in the library sources

First, please note that we are using [another branch](#) from the **libhello** library. Let's check the library's *CMakeLists.txt*:

Listing 57: *CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(hello CXX)

...

add_library(hello src/hello.cpp)

if (BUILD_SHARED_LIBS)
    set_target_properties(hello PROPERTIES OUTPUT_NAME hello-shared)
else()
    set_target_properties(hello PROPERTIES OUTPUT_NAME hello-static)
endif()

...
```

As you can see, we are setting the output name for the library depending on whether we are building the library as static (*hello-static*) or as shared (*hello-shared*). Now let's see how to translate these changes to the Conan recipe.

### Changes introduced in the recipe

To update our recipe according to the changes in the library's *CMakeLists.txt* we have to conditionally set the library name depending on the `self.options.shared` option in the `package_info()` method:

Listing 58: *conanfile.py*

```
class helloRecipe(ConanFile):
    ...

    def source(self):
        git = Git(self)
        git.clone(url="https://github.com/conan-io/libhello.git", target=".")
        # Please, be aware that using the head of the branch instead of an immutable tag
        # or commit is not a good practice in general
```

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```

git.checkout("package_info")

...

def package_info(self):
    if self.options.shared:
        self.cpp_info.libs = ["hello-shared"]
    else:
        self.cpp_info.libs = ["hello-static"]

```

Now, let's create the Conan package with `shared=False` (that's the default so no need to set it explicitly) and check that we are packaging the correct library (*libhello-static.a* or *hello-static.lib*) and that we are linking the correct library in the *test\_package*.

```

$ conan create . --build=missing
...
-- Install configuration: "Release"
-- Installing: /Users/user/.conan2/p/tmp/a311fcf8a63f3206/p/lib/libhello-static.a
-- Installing: /Users/user/.conan2/p/tmp/a311fcf8a63f3206/p/include/hello.h
hello/1.0 package(): Packaged 1 '.h' file: hello.h
hello/1.0 package(): Packaged 1 '.a' file: libhello-static.a
hello/1.0: Package 'fd7c4113dad406f7d8211b3470c16627b54ff3af' created
...
-- Build files have been written to: /Users/user/.conan2/p/tmp/a311fcf8a63f3206/b/build/
↳Release
hello/1.0: CMake command: cmake --build "/Users/user/.conan2/p/tmp/a311fcf8a63f3206/b/
↳build/Release" -- -j16
hello/1.0: RUN: cmake --build "/Users/user/.conan2/p/tmp/a311fcf8a63f3206/b/build/Release
↳" -- -j16
[ 25%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[ 50%] Linking CXX static library libhello-static.a
[ 50%] Built target hello
[ 75%] Building CXX object tests/CMakeFiles/test_hello.dir/test.cpp.o
[100%] Linking CXX executable test_hello
[100%] Built target test_hello
hello/1.0: RUN: tests/test_hello
...
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release! (with color!)

```

As you can see both the tests for the library and the Conan *test\_package* linked against the *libhello-static.a* library successfully.

## Properties model: setting information for specific generators

The *CppInfo* object provides the `set_property` method to set information specific to each generator. For example, in this tutorial, we use the *CMakeDeps* generator to generate the information that CMake needs to build a project that requires our library. CMakeDeps, by default, will set a target name for the library using the same name as the Conan package. If you have a look at that *CMakeLists.txt* from the *test\_package*:

Listing 59: test\_package *CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(PackageTest CXX)

find_package(hello CONFIG REQUIRED)

add_executable(example src/example.cpp)
target_link_libraries(example hello::hello)
```

You can see that we are linking with the target name `hello::hello`. Conan sets this target name by default, but we can change it using the *properties model*. Let's try to change it to the name `hello::myhello`. To do this, we have to set the property `cmake_target_name` in the `package_info` method of our *hello/1.0* Conan package:

Listing 60: *conanfile.py*

```
class helloRecipe(ConanFile):
    ...

    def package_info(self):
        if self.options.shared:
            self.cpp_info.libs = ["hello-shared"]
        else:
            self.cpp_info.libs = ["hello-static"]

        self.cpp_info.set_property("cmake_target_name", "hello::myhello")
```

Then, change the target name we are using in the *CMakeLists.txt* in the *test\_package* folder to `hello::myhello`:

Listing 61: test\_package *CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(PackageTest CXX)
# ...
target_link_libraries(example hello::myhello)
```

And re-create the package:

```
$ conan create . --build=missing
Exporting the recipe
hello/1.0: Exporting package recipe
hello/1.0: Using the exported files summary hash as the recipe revision: 44d78a68b16b25c5e6d7e8884b8f58b8
hello/1.0: A new conanfile.py version was exported
hello/1.0: Folder: /Users/user/.conan2/p/a8cb81b31dc10d96/e
hello/1.0: Exported revision: 44d78a68b16b25c5e6d7e8884b8f58b8
...
----- Testing the package: Building -----
```

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```

hello/1.0 (test package): Calling build()
...
-- Detecting CXX compile features
-- Detecting CXX compile features - done
-- Conan: Target declared 'hello::myhello'
...
[100%] Linking CXX executable example
[100%] Built target example

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release! (with color!)

```

You can see how Conan now declares the `hello::myhello` instead of the default `hello::hello` and the `test_package` builds successfully.

The target name is not the only property you can set in the CMakeDeps generator. For a complete list of properties that affect the CMakeDeps generator behaviour, please check the [reference](#).

## Propagating environment or configuration information to consumers

You can provide environment information to consumers in the `package_info()`. To do so, you can use the ConanFile's `runenv_info` and `buildenv_info` properties:

- `runenv_info` *Environment* object that defines environment information that consumers that use the package may need when **running**.
- `buildenv_info` *Environment* object that defines environment information that consumers that use the package may need when **building**.

Please note that it's not necessary to add `cpp_info.bindirs` to `PATH` or `cpp_info.libdirs` to `LD_LIBRARY_PATH`, those are automatically added by the *VirtualBuildEnv* and *VirtualRunEnv*.

You can also define configuration values in the `package_info()` so that consumers can use that information. To do this, set the `conf_info` property of the ConanFile.

To know more about this use case, please check the [corresponding example](#).

## Define components for Conan packages that provide multiple libraries

There are cases in which a Conan package may provide multiple libraries, for these cases you can set the separate information for each of those libraries using the `components` attribute from the *CppInfo* object.

To know more about this use case, please check the [components example](#) in the examples section.

See also:

- [Propagating environment and configuration information to consumers example](#)
- [Define components for Conan packages that provide multiple libraries example](#)
- [package\\_info\(\) reference](#)

## 4.2.9 Testing Conan packages

In all the previous sections of the tutorial, we used the *test\_package*. It was invoked automatically at the end of the `conan create` command after building our package verifying that the package is created correctly. Let's explain the *test\_package* in more detail in this section:

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/testing_packages
```

Some important notes to have in mind about the *test\_package*:

- The *test\_package* folder is different from unit or integration tests. These tests are “package” tests, and validate that the package is properly created, and that the package consumers will be able to link against it and reuse it.
- It is a small Conan project itself, it contains its own *conanfile.py*, and its source code including build scripts, that depends on the package being created, and builds and execute a small application that requires the library in the package.
- It doesn't belong to the package. It only exist in the source repository, not in the package.
- The *test\_package* folder is the default one, but a different one can be defined in command line `--test-folder` argument or with the `test_package_folder` recipe attribute.

The *test\_package* folder for our *hello/1.0* Conan package has the following contents:

```
test_package
├── CMakeLists.txt
├── conanfile.py
└── src
    └── example.cpp
```

Let's have a look at the different files that are part of the *test\_package*. First, *example.cpp* is just a minimal example of how to use the *libhello* library that we are packaging:

Listing 62: *test\_package/src/example.cpp*

```
#include "hello.h"

int main() {
    hello();
}
```

Then the *CMakeLists.txt* file to tell CMake how to build the example:

Listing 63: *test\_package/CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.15)
project(PackageTest CXX)

find_package(hello CONFIG REQUIRED)

add_executable(example src/example.cpp)
target_link_libraries(example hello::hello)
```

Finally, the recipe for the *test\_package* that consumes the *hello/1.0* Conan package:

Listing 64: *test\_package/conanfile.py*

```
import os

from conan import ConanFile
from conan.tools.cmake import CMake, cmake_layout
from conan.tools.build import can_run

class helloTestConan(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeDeps", "CMakeToolchain"

    def requirements(self):
        self.requires(self.tested_reference_str)

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

    def layout(self):
        cmake_layout(self)

    def test(self):
        if can_run(self):
            cmd = os.path.join(self.cpp.build.bindir, "example")
            self.run(cmd, env="conanrun")
```

Let's go through the most relevant parts:

- We add the requirements in the `requirements()` method, but in this case we use the `tested_reference_str` attribute that Conan sets to pass to the `test_package`. This is a convenience attribute to avoid hardcoding the package name in the `test_package` so that we can reuse the same `test_package` for several versions of the same Conan package. In our case, this variable will take the `hello/1.0` value.
- We define a `test()` method. This method will only be invoked in the `test_package` recipes. It executes immediately after `build()` is called, and it's meant to run some executable or tests on binaries to prove the package is correctly created. A couple of comments about the contents of our `test()` method:
  - We are using the `conan.tools.build.cross_building` tool to check if we can run the built executable in our platform. This tool will return the value of the `tools.build.cross_building:can_run` in case it's set. Otherwise it will return if we are cross-building or not. It's an useful feature for the case your architecture can run more than one target. For instance, Mac M1 machines can run both `armv8` and `x86_64`.
  - We run the example binary, that was generated in the `self.cpp.build.bindir` folder using the environment information that Conan put in the run environment. Conan will then invoke a launcher containing the runtime environment information, anything that is necessary for the environment to run the compiled executables and applications.

Now that we have gone through all the important bits of the code, let's try our `test_package`. Although we already learned that the `test_package` is invoked when we call to `conan create`, you can also just create the `test_package` if you have already created the `hello/1.0` package in the Conan cache. This is done with the `conan test` command:

```
$ conan test test_package hello/1.0
```

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```

...

----- test_package: Computing necessary packages -----
Requirements
  fmt/8.1.1#cd132b054cf999f31bd2fd2424053ddc:ff7a496f48fca9a88dc478962881e015f4a5b98f
↪#1d9bb4c015de50bcb4a338c07229b3bc - Cache
  hello/1.0#25e0b5c00ae41ef9fbfbbb1e5ac86e1e:fd7c4113dad406f7d8211b3470c16627b54ff3af
↪#4ff3fd65a1d37b52436bf62ea6eaac04 - Cache
Test requirements
  gtest/1.11.0
↪#d136b3379fdb29bdfc31404b916b29e1:656efb9d626073d4ffa0dda2cc8178bc408b1bee
↪#ee8cbd2bf32d1c89e553bdd9d5606127 - Skip

...

[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release! (with color!)

```

As you can see in the output, our *test\_package* builds successfully testing that the *hello/1.0* Conan package can be consumed with no problem.

#### See also:

- Test *tool\_requires* packages
- ...

## 4.2.10 Other types of packages

In the previous sections, we saw how to create a new recipe for a classic C++ library but there are other types of packages rather than libraries.

In this section, we will review how to create a recipe for header-only libraries, how to package already built libraries, and how to create recipes for *tool\_requires* and applications.

### Header-only packages

In this section, we are going to learn how to create a recipe for a header-only library.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/other_packages/header_only

```

A header-only library is composed only of header files. That means a consumer doesn't link with any library but includes headers, so we need only one binary configuration for a header-only library.

In the *Create your first Conan package* section, we learned about the settings, and how building the recipe applying different `build_type` (Release/Debug) generates a new binary package.

As we only need one binary package, we don't need to declare the *settings* attribute. This is a basic recipe for a header-only recipe:

Listing 65: conanfile.py

```
from conan import ConanFile
from conan.tools.files import copy

class SumConan(ConanFile):
    name = "sum"
    version = "0.1"
    # No settings/options are necessary, this is header only
    exports_sources = "include/*"
    # We can avoid copying the sources to the build folder in the cache
    no_copy_source = True

    def package(self):
        # This will also copy the "include" folder
        copy(self, "*.h", self.source_folder, self.package_folder)

    def package_info(self):
        # For header-only packages, libdirs and bindirs are not used
        # so it's necessary to set those as empty.
        self.cpp_info.bindirs = []
        self.cpp_info.libdirs = []
```

Please, note that we are setting `cpp_info.bindirs` and `cpp_info.libdirs` to `[]` because header-only libraries don't have compiled libraries or binaries, but they default to `["bin"]`, and `["lib"]`, then it is necessary to change it.

Also check that we are setting the *no\_copy\_source* attribute to `True` so that the source code will not be copied from the `source_folder` to the `build_folder`. This is a typical optimization for header-only libraries to avoid extra copies.

Our header-only library is this simple function that sums two numbers:

Listing 66: include/sum.h

```
inline int sum(int a, int b){
    return a + b;
}
```

The folder `examples2/tutorial/creating_packages/other_packages/header_only` in the cloned project contains a `test_package` folder with an example of an application consuming the header-only library. So we can run a `conan create .` command to build the package and test the package:

```
$ conan create .
...
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

----- Testing the package: Running test() -----
sum/0.1 (test package): Running test()
```

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```
sum/0.1 (test package): RUN: ./example
1 + 3 = 4
```

After running the `conan create` a new binary package is created for the header-only library, and we can see how the `test_package` project can use it correctly.

We can list the binary packages created running this command:

```
$ conan list "sum/0.1#:*"
Local Cache
sum
  sum/0.1
    revisions
      c1a714a086933b067bcbf12002fb0780 (2024-05-09 15:28:51 UTC)
        packages
          da39a3ee5e6b4b0d3255bfef95601890afd80709
            info
```

We get one package with the package ID `da39a3ee5e6b4b0d3255bfef95601890afd80709`. Let's see what happens if we run the `conan create` but specifying `-s build_type=Debug`:

```
$ conan create . -s build_type=Debug
$ conan list "sum/0.1#:*"
Local Cache
sum
  sum/0.1
    revisions
      c1a714a086933b067bcbf12002fb0780 (2024-05-09 15:28:51 UTC)
        packages
          da39a3ee5e6b4b0d3255bfef95601890afd80709
            info
```

Even in the `test_package` executable is built for Debug, we get the same binary package for the header-only library. This is because we didn't specify the `settings` attribute in the recipe, so the changes in the input settings (`-s build_type=Debug`) do not affect the recipe and therefore the generated binary package is always the same.

## Header-only library with tests

In the previous example, we saw why a recipe header-only library shouldn't declare the `settings` attribute, but sometimes the recipe needs them to build some executable, for example, for testing the library. Nonetheless, the binary package of the header-only library should still be unique, so we are going to review how to achieve that.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](https://github.com/conan-io/examples2) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/other_packages/header_only_gtest
```

We have the same header-only library that sums two numbers, but now we have this recipe:

```
import os
from conan import ConanFile
from conan.tools.files import copy
from conan.tools.cmake import cmake_layout, CMake
```

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```

class SumConan(ConanFile):
    name = "sum"
    version = "0.1"
    settings = "os", "arch", "compiler", "build_type"
    exports_sources = "include/*", "test/*"
    no_copy_source = True
    generators = "CMakeToolchain", "CMakeDeps"

    def requirements(self):
        self.test_requires("gtest/1.11.0")

    def validate(self):
        check_min_cppstd(self, 11)

    def layout(self):
        cmake_layout(self)

    def build(self):
        if not self.conf.get("tools.build:skip_test", default=False):
            cmake = CMake(self)
            cmake.configure(build_script_folder="test")
            cmake.build()
            self.run(os.path.join(self.cpp.build.bindir, "test_sum"))

    def package(self):
        # This will also copy the "include" folder
        copy(self, "*.h", self.source_folder, self.package_folder)

    def package_info(self):
        # For header-only packages, libdirs and bindirs are not used
        # so it's necessary to set those as empty.
        self.cpp_info.bindirs = []
        self.cpp_info.libdirs = []

    def package_id(self):
        self.info.clear()

```

These are the changes introduced in the recipe:

- We are introducing a `test_require` to `gtest/1.11.0`. A `test_require` is similar to a regular requirement but it is not propagated to the consumers and cannot conflict.
- `gtest` needs at least C++11 to build. So we introduced a `validate()` method calling `check_min_cppstd`.
- As we are building the `gtest` examples with CMake, we use the generators `CMakeToolchain` and `CMakeDeps`, and we declared the `cmake_layout()` to have a known/standard directory structure.
- We have a `build()` method, building the tests, but only when the standard conf `tools.build:skip_test` is not `True`. Use that conf as a standard way to enable/disable the testing. It is used by the helpers like `CMake` to skip the `cmake.test()` in case we implement the tests in CMake.
- We have a `package_id()` method calling `self.info.clear()`. This is internally removing all the information (settings, options, requirements) from the `package_id` calculation so we generate only one configuration for our

header-only library.

We can call `conan create` to build and test our package.

```
$ conan create . -s compiler.cppstd=14 --build missing
...
Running main() from /Users/luism/.conan2/p/tmp/9bf83ef65d5ff0d6/b/googletest/
↳src/gtest_main.cc
[=====] Running 1 test from 1 test suite.
[-----] Global test environment set-up.
[-----] 1 test from SumTest
[ RUN      ] SumTest.BasicSum
[      OK  ] SumTest.BasicSum (0 ms)
[-----] 1 test from SumTest (0 ms total)

[-----] Global test environment tear-down
[=====] 1 test from 1 test suite ran. (0 ms total)
[ PASSED  ] 1 test.
sum/0.1: Package 'da39a3ee5e6b4b0d3255bfef95601890afd80709' built
...
```

We can run `conan create` again specifying a different `compiler.cppstd` and the built package would be the same:

```
$ conan create . -s compiler.cppstd=17
...
sum/0.1: RUN: ./test_sum
Running main() from /Users/luism/.conan2/p/tmp/9bf83ef65d5ff0d6/b/googletest/
↳src/gtest_main.cc
[=====] Running 1 test from 1 test suite.
[-----] Global test environment set-up.
[-----] 1 test from SumTest
[ RUN      ] SumTest.BasicSum
[      OK  ] SumTest.BasicSum (0 ms)
[-----] 1 test from SumTest (0 ms total)

[-----] Global test environment tear-down
[=====] 1 test from 1 test suite ran. (0 ms total)
[ PASSED  ] 1 test.
sum/0.1: Package 'da39a3ee5e6b4b0d3255bfef95601890afd80709' built
```

**Note:** Once we have the `sum/0.1` binary package available (in a server, after a `conan upload`, or in the local cache), we can install it even if we don't specify input values for `os`, `arch`, ... etc. This is a new feature of Conan 2.X.

We could call `conan install --require sum/0.1` with an empty profile and would get the binary package from the server. But if we miss the binary and we need to build the package again, it will fail because of the lack of settings.

## Package prebuilt binaries

There are specific scenarios in which it is necessary to create packages from existing binaries, for example from 3rd parties or binaries previously built by another process or team that is not using Conan. Under these circumstances, building from sources is not what you want.

You can package the local files in the following scenarios:

1. When you are developing your package locally and you want to quickly create a package with the built artifacts, but as you don't want to rebuild again (clean copy) your artifacts, you don't want to call **conan create**. This method will keep your local project build if you are using an IDE.
2. When you cannot build the packages from sources (when only pre-built binaries are available) and you have them in a local directory.
3. Same as 2 but you have the precompiled libraries in a remote repository.

## Locally building binaries

Use the **conan new** command to create a “Hello World” C++ library example project:

```
$ conan new cmake_lib -d name=hello -d version=0.1
```

This will create a Conan package project with the following structure.

```
.
├── CMakeLists.txt
├── conanfile.py
├── include
│   └── hello.h
├── src
│   └── hello.cpp
└── test_package
    ├── CMakeLists.txt
    ├── conanfile.py
    └── src
        └── example.cpp
```

We have a `CMakeLists.txt` file in the root, an `src` folder with the `cpp` files and, an `include` folder for the headers.

They also have a `test_package/` folder to test that the exported package is working correctly.

Now, for every different configuration (different compilers, architectures, `build_type`...):

1. We call **conan install** to generate the `conan_toolchain.cmake` file and the `CMakeUserPresets.json` that can be used in our IDE or calling CMake (only `>= 3.23`).

```
$ conan install . -s build_type=Release
```

2. We build our project calling CMake, our IDE, ... etc:

Listing 67: Linux, macOS

```
$ mkdir -p build/Release
$ cd build/Release
$ cmake ../../ -DCMAKE_BUILD_TYPE=Release -DCMAKE_TOOLCHAIN_FILE=../Release/
```

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```
→ generators/conan_toolchain.cmake
$ cmake --build .
```

Listing 68: Windows

```
$ mkdir -p build
$ cd build
$ cmake .. -DCMAKE_TOOLCHAIN_FILE=generators/conan_toolchain.cmake
$ cmake --build . --config Release
```

**Note:** As we are directly using our IDE or CMake to build the library, the `build()` method of the recipe is never called and could be removed.

3. We call **conan export-pkg** to package the built artifacts.

```
$ cd ../../
$ conan export-pkg . -s build_type=Release
...
hello/0.1: Calling package()
hello/0.1 package(): Packaged 1 '.h' file: hello.h
hello/0.1 package(): Packaged 1 '.a' file: libhello.a
...
hello/0.1: Package '54a3ab9b777a90a13e500dd311d9cd70316e9d55' created
```

Let's deep a bit more in the package method. The generated `package()` method is using `cmake.install()` to copy the artifacts from our local folders to the Conan package.

There is an alternative and generic `package()` method that could be used for any build system:

```
def package(self):
    local_include_folder = os.path.join(self.source_folder, self.cpp.source.
→includedirs[0])
    local_lib_folder = os.path.join(self.build_folder, self.cpp.build.libdirs[0])
    copy(self, "*.h", local_include_folder, os.path.join(self.package_folder,
→"include"), keep_path=False)
    copy(self, "*.lib", local_lib_folder, os.path.join(self.package_folder, "lib"),
→keep_path=False)
    copy(self, "*.a", local_lib_folder, os.path.join(self.package_folder, "lib"),
→keep_path=False)
```

This `package()` method is copying artifacts from the following directories that, thanks to the `layout()`, will always point to the correct places:

- `os.path.join(self.source_folder, self.cpp.source.includedirs[0])` will always point to our local include folder.
- `os.path.join(self.build_folder, self.cpp.build.libdirs[0])` will always point to the location of the libraries when they are built, no matter if using a single-config CMake Generator or a multi-config one.

4. We can test the built package calling **conan test**:

```
$ conan test test_package/conanfile.py hello/0.1 -s build_type=Release
```

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```

----- Testing the package: Running test() -----
hello/0.1 (test package): Running test()
hello/0.1 (test package): RUN: ./example
hello/0.1: Hello World Release!
hello/0.1: __x86_64__ defined
hello/0.1: __cplusplus199711
hello/0.1: __GNUC__4
hello/0.1: __GNUC_MINOR__2
hello/0.1: __clang_major__13
hello/0.1: __clang_minor__1
hello/0.1: __apple_build_version__13160021

```

Now you can try to generate a binary package for `build_type=Debug` running the same steps but changing the `build_type`. You can repeat this process any number of times for different configurations.

## Packaging already Pre-built Binaries

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](https://github.com/conan-io/examples2) on GitHub:

```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/other_packages/prebuilt_binaries

```

This is an example of scenario 2 explained in the introduction. If you have a local folder containing the binaries for different configurations you can package them using the following approach.

These are the files of our example, (be aware that the library files are only empty files so not valid libraries):

```

.
├── conanfile.py
├── vendor_hello_library
│   ├── linux
│   │   ├── armv8
│   │   │   ├── include
│   │   │   │   └── hello.h
│   │   │   └── libhello.a
│   │   └── x86_64
│   │       ├── include
│   │       │   └── hello.h
│   │       └── libhello.a
│   ├── macos
│   │   ├── armv8
│   │   │   ├── include
│   │   │   │   └── hello.h
│   │   │   └── libhello.a
│   │   └── x86_64
│   │       ├── include
│   │       │   └── hello.h
│   │       └── libhello.a
│   └── windows
│       ├── armv8
│       │   ├── hello.lib
│       │   └── include

```

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```

├── hello.h
└── x86_64
    ├── hello.lib
    ├── include
    └── hello.h

```

We have folders with `os` and subfolders with `arch`. This the recipe of our example:

```

import os
from conan import ConanFile
from conan.tools.files import copy

class helloRecipe(ConanFile):
    name = "hello"
    version = "0.1"
    settings = "os", "arch"

    def layout(self):
        _os = str(self.settings.os).lower()
        _arch = str(self.settings.arch).lower()
        self.folders.build = os.path.join("vendor_hello_library", _os, _arch)
        self.folders.source = self.folders.build
        self.cpp.source.includedirs = ["include"]
        self.cpp.build.libdirs = ["."]

    def package(self):
        local_include_folder = os.path.join(self.source_folder, self.cpp.source.
        ↪includedirs[0])
        local_lib_folder = os.path.join(self.build_folder, self.cpp.build.libdirs[0])
        copy(self, "*.h", local_include_folder, os.path.join(self.package_folder,
        ↪"include"), keep_path=False)
        copy(self, "*.lib", local_lib_folder, os.path.join(self.package_folder, "lib"),
        ↪keep_path=False)
        copy(self, "*.a", local_lib_folder, os.path.join(self.package_folder, "lib"),
        ↪keep_path=False)

    def package_info(self):
        self.cpp_info.libs = ["hello"]

```

- We are not building anything, so the build method is not useful here.
- We can keep the same package method from the previous example because the location of the artifacts is declared by the `layout()`.
- Both the source folder (with headers) and the build folder (with libraries) are in the same location, in a path that follows:

```
vendor_hello_library/{os}/{arch}
```

- The headers are in the `include` subfolder of the `self.source_folder` (we declare it in `self.cpp.source.includedirs`).
- The libraries are in the root of the `self.build_folder` folder (we declare `self.cpp.build.libdirs = ["."]`).

- We removed the `compiler` and the `build_type` because we only have different libraries depending on the operating system and the architecture (it might be a pure C library).

Now, for each different configuration we call **conan export-pkg** command, later we can list the binaries so we can check we have one package for each precompiled library:

```
$ conan export-pkg . -s os="Linux" -s arch="x86_64"
$ conan export-pkg . -s os="Linux" -s arch="armv8"
$ conan export-pkg . -s os="Macos" -s arch="x86_64"
$ conan export-pkg . -s os="Macos" -s arch="armv8"
$ conan export-pkg . -s os="Windows" -s arch="x86_64"
$ conan export-pkg . -s os="Windows" -s arch="armv8"

$ conan list "hello/0.1#:*"
Local Cache
hello
  hello/0.1
    revisions
      9c7634dfe0369907f569c4e583f9bc50 (2024-05-10 08:28:31 UTC)
        packages
          522dcea5982a3f8a5b624c16477e47195da2f84f
            info
              settings
                arch: x86_64
                os: Windows
          63fead0844576fc02943e16909f08fcdddd6f44b
            info
              settings
                arch: x86_64
                os: Linux
          82339cc4d6db7990c1830d274cd12e7c91ab18a1
            info
              settings
                arch: x86_64
                os: Macos
          a0cd51c51fe9010370187244af885b0efcc5b69b
            info
              settings
                arch: armv8
                os: Windows
          c93719558cf197f1df5a7f1d071093e26f0e44a0
            info
              settings
                arch: armv8
                os: Linux
          dcf68e932572755309a5f69f3cee1bede410e907
            info
              settings
                arch: armv8
                os: Macos
```

In this example, we don't have a `test_package/` folder but you can provide one to test the packages like in the previous example.

## Downloading and Packaging Pre-built Binaries

This is an example of scenario 3 explained in the introduction. If we are not building the libraries we likely have them somewhere in a remote repository. In this case, creating a complete Conan recipe, with the detailed retrieval of the binaries could be the preferred method, because it is reproducible, and the original binaries might be traced.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/other_packages/prebuilt_remote_binaries
```

Listing 69: conanfile.py

```
import os
from conan.tools.files import get, copy
from conan import ConanFile

class HelloConan(ConanFile):
    name = "hello"
    version = "0.1"
    settings = "os", "arch"

    def build(self):
        base_url = "https://github.com/conan-io/libhello/releases/download/0.0.1/"

        _os = {"Windows": "win", "Linux": "linux", "Macos": "macos"}.get(str(self.
↪ settings.os))
        _arch = str(self.settings.arch).lower()
        url = "{}/{_{}_}.tgz".format(base_url, _os, _arch)
        get(self, url)

    def package(self):
        copy(self, "*.h", self.build_folder, os.path.join(self.package_folder,
↪ "include"))
        copy(self, "*.lib", self.build_folder, os.path.join(self.package_folder, "lib
↪ "))
        copy(self, "*.a", self.build_folder, os.path.join(self.package_folder, "lib"))

    def package_info(self):
        self.cpp_info.libs = ["hello"]
```

Typically, pre-compiled binaries come for different configurations, so the only task that the `build()` method has to implement is to map the settings to the different URLs.

We only need to call **conan create** with different settings to generate the needed packages:

```
$ conan create . -s os="Linux" -s arch="x86_64"
$ conan create . -s os="Linux" -s arch="armv8"
$ conan create . -s os="Macos" -s arch="x86_64"
$ conan create . -s os="Macos" -s arch="armv8"
$ conan create . -s os="Windows" -s arch="x86_64"
$ conan create . -s os="Windows" -s arch="armv8"
```

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```

$ conan list "hello/0.1#:*"
Local Cache
hello
  hello/0.1
    revisions
      d8e4debf31f0b7b5ec7ff910f76f1e2a (2024-05-10 09:13:16 UTC)
        packages
          522dcea5982a3f8a5b624c16477e47195da2f84f
            info
              settings
                arch: x86_64
                os: Windows
          63fead0844576fc02943e16909f08fcddd6f44b
            info
              settings
                arch: x86_64
                os: Linux
          82339cc4d6db7990c1830d274cd12e7c91ab18a1
            info
              settings
                arch: x86_64
                os: MacOS
          a0cd51c51fe9010370187244af885b0efcc5b69b
            info
              settings
                arch: armv8
                os: Windows
          c93719558cf197f1df5a7f1d071093e26f0e44a0
            info
              settings
                arch: armv8
                os: Linux
          dcf68e932572755309a5f69f3cee1bede410e907
            info
              settings
                arch: armv8
                os: MacOS

```

It is recommended to include also a small consuming project in a `test_package` folder to verify the package is correctly built, and then upload it to a Conan remote with **conan upload**.

The same building policies apply. Having a recipe fails if no Conan packages are created, and the `--build` argument is not defined. A typical approach for this kind of package could be to define a **build\_policy="missing"**, especially if the URLs are also under the team's control. If they are external (on the internet), it could be better to create the packages and store them on your own Conan repository, so that the builds do not rely on third-party URLs being available.

## Tool requires packages

In the “*Using build tools as Conan packages*” section we learned how to use a tool require to build (or help building) our project or Conan package. In this section we are going to learn how to create a recipe for a tool require.

### Note: Best practice

`tool_requires` and tool packages are intended for executable applications, like `cmake` or `ninja` that can be used as `tool_requires("cmake/[>=3.25]")` by other packages to put those executables in their path. They are not intended for library-like dependencies (use `requires` for them), for test frameworks (use `test_requires`) or in general for anything that belongs to the “host” context of the final application. Do not abuse `tool_requires` for other purposes.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/creating_packages/other_packages/tool_requires/tool
```

## A simple tool require recipe

This is a recipe for a (fake) application that receiving a path returns 0 if the path is secure. We can check how the following simple recipe covers most of the `tool-require` use-cases:

Listing 70: `conanfile.py`

```
import os
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout
from conan.tools.files import copy

class secure_scannerRecipe(ConanFile):
    name = "secure_scanner"
    version = "1.0"
    package_type = "application"

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"

    # Sources are located in the same place as this recipe, copy them to the recipe
    exports_sources = "CMakeLists.txt", "src/*"

    def layout(self):
        cmake_layout(self)

    def generate(self):
        tc = CMakeToolchain(self)
        tc.generate()

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
```

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```
def package(self):
    extension = ".exe" if self.settings_build.os == "Windows" else ""
    copy(self, "*secure_scanner{}".format(extension),
          self.build_folder, os.path.join(self.package_folder, "bin"), keep_
↪path=False)

def package_info(self):
    self.buildenv_info.define("MY_VAR", "23")
```

There are few relevant things in this recipe:

1. It declares `package_type = "application"`, this is optional but convenient, it will indicate conan that the current package doesn't contain headers or libraries to be linked. The consumers will know that this package is an application.
2. The `package()` method is packaging the executable into the `bin/` folder, that is declared by default as a bindir: `self.cpp_info.bindirs = ["bin"]`.
3. In the `package_info()` method, we are using `self.buildenv_info` to define a environment variable `MY_VAR` that will also be available in the consumer.

Let's create a binary package for the `tool_require`:

```
$ conan create .
...
secure_scanner/1.0: Calling package()
secure_scanner/1.0: Copied 1 file: secure_scanner
secure_scanner/1.0 package(): Packaged 1 file: secure_scanner
...
Security Scanner: The path 'mypath' is secure!
```

Let's review the `test_package/conanfile.py`:

```
from conan import ConanFile

class secure_scannerTestConan(ConanFile):
    settings = "os", "compiler", "build_type", "arch"

    def build_requirements(self):
        self.tool_requires(self.tested_reference_str)

    def test(self):
        extension = ".exe" if self.settings_build.os == "Windows" else ""
        self.run("secure_scanner{} mypath".format(extension))
```

We are requiring the `secure_scanner` package as `tool_require` doing `self.tool_requires(self.tested_reference_str)`. In the `test()` method we are running the application, because it is available in the `PATH`. In the next example we are going to see why the executables from a `tool_require` are available in the consumers.

So, let's create a consumer recipe to test if we can run the `secure_scanner` application of the `tool_require` and read the environment variable. Go to the `examples2/tutorial/creating_packages/other_packages/tool_requires/consumer` folder:

Listing 71: conanfile.py

```

from conan import ConanFile

class MyConsumer(ConanFile):
    name = "my_consumer"
    version = "1.0"
    settings = "os", "arch", "compiler", "build_type"
    tool_requires = "secure_scanner/1.0"

    def build(self):
        extension = ".exe" if self.settings_build.os == "Windows" else ""
        self.run("secure_scanner{ } {}".format(extension, self.build_folder))
        if self.settings_build.os != "Windows":
            self.run("echo MY_VAR=$MY_VAR")
        else:
            self.run("set MY_VAR")

```

In this simple recipe we are declaring a tool\_require to secure\_scanner/1.0 and we are calling directly the packaged application secure\_scanner in the build() method, also printing the value of the MY\_VAR env variable.

If we build the consumer:

```

$ conan build .

----- Installing (downloading, building) binaries... -----
secure_scanner/1.0: Already installed!

----- Finalizing install (deploy, generators) -----
...
conanfile.py (my_consumer/1.0): RUN: secure_scanner /Users/luism/workspace/examples2/
↳ tutorial/creating_packages/other_packages/tool_requires/consumer
...
Security Scanner: The path '/Users/luism/workspace/examples2/tutorial/creating_packages/
↳ other_packages/tool_requires/consumer' is secure!
...
MY_VAR=23

```

We can see that the executable returned 0 (because our folder is secure) and it printed Security Scanner: The path is secure! message. It also printed the “23” value assigned to MY\_VAR but, why are these automatically available?

- The generators VirtualBuildEnv and VirtualRunEnv are automatically used.
- The VirtualRunEnv is reading the tool\_requires and is creating a launcher like conanbuildenv-release-x86\_64.sh appending all cpp\_info.bindirs to the PATH, all the cpp\_info.libdirs to the LD\_LIBRARY\_PATH environment variable and declaring each variable of self.buildenv\_info.
- Every time conan executes the self.run, by default, activates the conanbuild.sh file before calling any command. The conanbuild.sh is including the conanbuildenv-release-x86\_64.sh, so the application is in the PATH and the environment variable “MYVAR” has the value declared in the tool-require.

## Removing settings in package\_id()

With the previous recipe, if we call **conan create** with different setting like different compiler versions, we will get different binary packages with a different **package ID**. This might be convenient to, for example, keep better traceability of our tools. In this case, the *compatibility.py* plugin can help to locate the best matching binary in case Conan doesn't find the binary for our specific compiler version.

But in some cases we might want to just generate a binary taking into account only the **os**, **arch** or at most adding the **build\_type** to know if the application is built for Debug or Release. We can add a **package\_id()** method to remove them:

Listing 72: conanfile.py

```
import os
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout
from conan.tools.files import copy

class secure_scannerRecipe(ConanFile):
    name = "secure_scanner"
    version = "1.0"
    settings = "os", "compiler", "build_type", "arch"
    ...

    def package_id(self):
        del self.info.settings.compiler
        del self.info.settings.build_type
```

So, if we call **conan create** with different **build\_type** we will get exactly the same **package\_id**.

```
$ conan create .
...
Package '82339cc4d6db7990c1830d274cd12e7c91ab18a1' created

$ conan create . -s build_type=Debug
...
Package '82339cc4d6db7990c1830d274cd12e7c91ab18a1' created
```

We got the same binary **package\_id**. The second **conan create . -s build\_type=Debug** created and overwrote (created a newer package revision) of the previous Release binary, because they have the same **package\_id** identifier. It is typical to create only the Release one, and if for any reason managing both Debug and Release binaries is intended, then the approach would be not removing the `del self.info.settings.build_type`

### See also:

- – *Using the same requirement as a requires and as a tool\_requires*
- Toolchains (compilers)
- *Usage of runenv\_info*
- *More info on settings\_target*



## 4.3 Working with Conan repositories

We already *learned how to download and use packages* from [Conan Center](#) that is the official repository for open source Conan packages. We also *learned how to create our own packages* and store them in the Conan local cache for reusing later. In this section we cover how you can use the Conan repositories to upload your recipes and binaries and store them for later use on another machine, project, or for sharing purposes.

First we will cover how you can setup a Conan repository locally (you can skip this part if you already have a Conan remote configured). Then we will explain how to upload packages to your own repositories and how to operate when you have multiple Conan remotes configured. Finally, we will briefly cover how you can contribute to the Conan Center central repository.

Finally, we will explain the *local\_recipes\_index*, a special type of remote that allows the use of a source folder with recipes as a Conan remote repository.

### 4.3.1 Setting up a Conan remote

There are several options to set-up a Conan repository:

#### For private development:

- *Artifactory Community Edition for C/C++*: Artifactory Community Edition (CE) for C/C++ is a completely free Artifactory server that implements both Conan and generic repositories. It is the recommended server for companies and teams wanting to host their own private repository. It has a web UI, advanced authentication and permissions, very good performance and scalability, a REST API, and can host generic artifacts (tarballs, zips, etc). Check *Artifactory Community Edition for C/C++* for more information.
- *Conan server*: Simple, free and open source, MIT licensed server that is part of the [conan-io organization](#) project. Check *Setting-up a Conan Server* for more information.

#### Enterprise solutions:

- **Artifactory Pro**: Artifactory is the binary repository manager for all major packaging formats. It is the recommended remote type for enterprise and professional package management. Check the [Artifactory Documentation](#) for more information. For a comparison between Artifactory editions, check the [Artifactory Comparison Matrix](#).

#### Artifactory Community Edition for C/C++

Artifactory Community Edition (CE) for C/C++ is the recommended server for development and hosting private packages for a team or company. It is completely free, and it features a WebUI, advanced authentication and permissions, great performance and scalability, a REST API, a generic CLI tool and generic repositories to host any kind of source or binary artifact.

This is a very brief introduction to Artifactory CE. For the complete Artifactory CE documentation, visit [Artifactory docs](#).

## Running Artifactory CE

There are several ways to run Artifactory CE:

- **Running from a Docker image:**

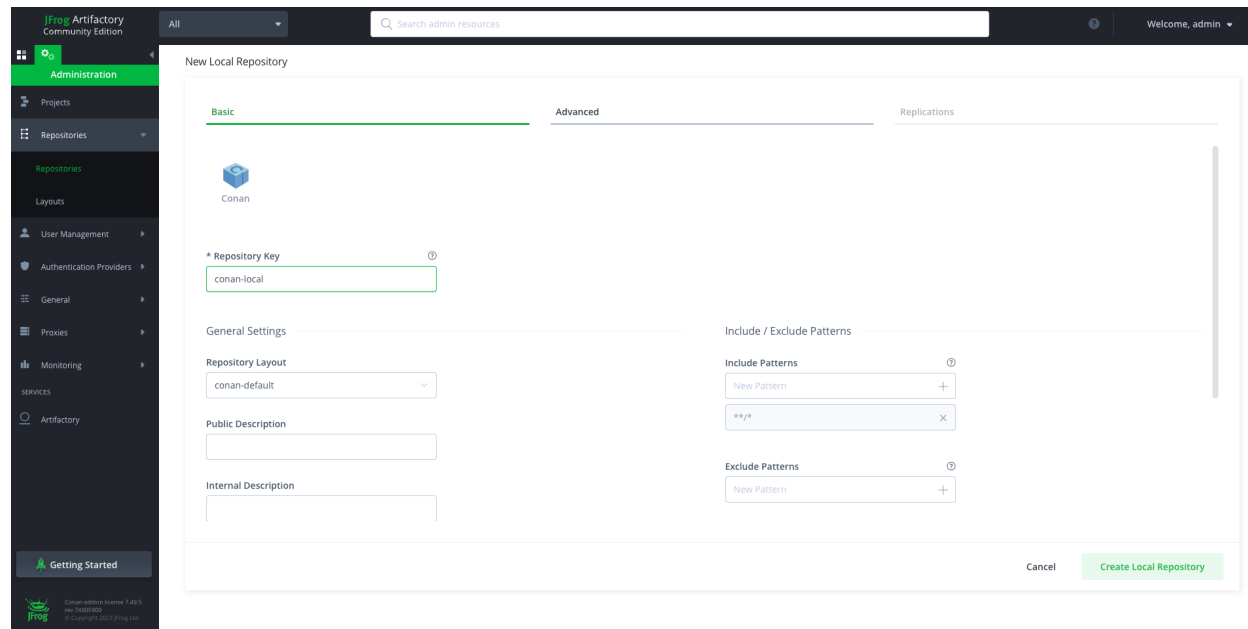
```
$ docker run --name artifactory -d -p 8081:8081 -p 8082:8082 releases-docker.jfrog.io/
  ↳ jfrog/artifactory-cpp-ce:7.63.12
```

- **Download and run from zip file.** The [Download Page](#) has a link for you to follow. When the file is unzipped, launch Artifactory by double clicking the artifactory.bat on Windows or artifactory.sh script in the *app/bin* sub-folder, depending on the OS. Artifactory comes with JDK bundled, please [read Artifactory requirements](#).

Once Artifactory has started, navigate to the default URL <http://localhost:8081>, where the Web UI should be running. The default user and password are `admin:password`.

## Creating and Using a Conan Repo

Navigate to Administration -> Repositories -> Repositories, then click on the “Add Repositories” button and select “Local Repository”. A dialog for selecting the package type will appear, select **Conan**, then type a “Repository Key” (the name of the repository you are about to create), for example “conan-local” and click on “Create Local Repository”. You can create multiple repositories to serve different flows, teams, or projects.



Now, let’s configure the Conan client to connect with the “conan-local” repository. First add the remote to the Conan remote registry:

```
$ conan remote add artifactory http://localhost:8081/artifactory/api/conan/conan-local
```

Then configure the credentials for the remote:

```
$ conan remote login artifactory <user> -p <password>
```

From now, you can upload, download, search, etc. the remote repos similarly to the other repo types.

```
$ conan upload <package_name> -r=artifactory
$ conan search "*" -r=artifactory
```

## Setting-up a Conan Server

**Important:** This server is mainly used for testing (though it might work fine for small teams). We recommend using the free *Artifactory Community Edition for C/C++* for private development or **Artifactory Pro** as Enterprise solution.

The **Conan Server** is a free and open source server that implements Conan remote repositories. It is a very simple application, used for testing inside the Conan client and distributed as a separate pip package.

Install the **Conan Server** using pip:

```
$ pip install conan-server
```

Then you can run the server:

```
$ conan_server
*****
Using config: /Users/user/.conan_server/server.conf
Storage: /Users/user/.conan_server/data
Public URL: http://localhost:9300/v2
PORT: 9300
*****
Bottle v0.12.24 server starting up (using WSGIRefServer())...
Listening on http://0.0.0.0:9300/
Hit Ctrl-C to quit.
```

**Note:** On Windows, you may experience problems with the server if you run it under bash/msys. It is better to launch it in a regular cmd window.

See also:

- [Conan Server reference](#)

## 4.3.2 Uploading Packages

In the previous section we learned how to *set up a Conan repository*. Now we will go through the process of uploading both recipes and binaries to this remote and store them for later use on another machine, project, or for sharing purposes.

First, check if the remote you want to upload to is already in your current remote list:

```
$ conan remote list
```

You can search any remote in the same way you search your Conan local cache. Actually, many Conan commands can specify a specific remote.

```
$ conan search "*" -r=my_local_server
```

Now, upload the package recipe and all the packages to your remote. In this example, we are using our `my_local_server` remote, but you could use any other.

```
$ conan upload hello -r=my_local_server
```

Now try again to read the information from the remote. We refer to it as remote, even if it is running on your local machine, as it could be running on another server in your LAN:

```
$ conan search hello -r=my_local_server
```

Now we can check if we can download and use them in a project. For that purpose, we first have to **remove the local copies**, otherwise the remote packages will not be downloaded. Since we have just uploaded them, they are identical to the local ones.

```
$ conan remove hello -c
$ conan list hello
```

Now, to install the uploaded package from the Conan repository just do:

```
$ conan install --requires=hello/1.0 -r=my_local_server
```

You can check the package existence on your local computer again with:

```
$ conan list hello
```

**See also:**

- [conan upload command reference](#)
- [conan remote command reference](#)
- [conan search command reference](#)

### 4.3.3 Contributing to Conan Center

---

#### Note: Default Remote Update in Conan 2.9.2

Starting from **Conan version 2.9.2**, the default remote has been changed to <https://center2.conan.io>. The previous default remote <https://center.conan.io> is now frozen and will no longer receive updates. It is recommended to update your remote configuration to use the new default remote to ensure access to the latest recipes and package updates (for more information, please read [this post](#)).

If you still have the deprecated remote configured as the default, please update using the following command:

```
conan remote update conancenter --url="https://center2.conan.io"
```

---

Contribution of packages to ConanCenter is done via pull requests to the Github repository in <https://github.com/conan-io/conan-center-index>. The C3I (ConanCenter Continuous Integration) service will build binaries automatically from those pull requests, and once merged, will upload them to ConanCenter package repository.

Read more about how to [submit a pull request to conan-center-index](#) source repository.

### 4.3.4 Local Recipes Index Repository

The *local\_recipes\_index* repository is an **experimental** special type of repository to which you cannot upload packages or store binaries. The purpose of this remote is:

- Enable contributors to share package recipes with the community, particularly for libraries that might not be suitable for ConanCenter.
- It also simplifies the process of building binaries from a private *conan-center-index* fork, allowing absolute control over recipes, customization, and maintaining a stable repository snapshot. This ensures robustness against upstream changes in ConanCenter. For detailed setup and usage instructions, see the dedicated section in the Conan DevOps Guide [Local Recipes Index Repository](#).

#### Setup

To set up a local recipes index repository to share your own recipes, you need to organize your recipes in a folder structure that mimics that of *conan-center-index*. To start you can use the *local\_recipes\_index* template for the *conan new* command. For demonstration purposes, let's create a *local-recipes-index* repository for a hypothetical *hello* library, with a license incompatible with Conan Center, using the *local\_recipes\_index* template for the *conan new* command:

```
$ mkdir repo && cd repo
$ conan new local_recipes_index -d name=hello -d version=0.1 \
  -d url=https://github.com/conan-io/libhello/archive/refs/tags/0.0.1.zip \
  -d sha256=1dfb66cfd1e2fb7640c88cc4798fe25853a51b628ed9372ffc0ca285fe5be16b
$ cd ..
```

The *conan new local\_recipes\_index* command creates a template that assumes CMake as the build system alongside other heavy assumptions. In practice, it will require customizing it, but for this demo, it works as-is. It will create a folder layout equal to the *conan-center-index* GitHub repository:

```
.
├── repo
│   └── recipes
│       └── hello
│           ├── all
│           │   ├── conandata.yml
│           │   ├── conanfile.py
│           │   └── test_package
│           │       ├── CMakeLists.txt
│           │       ├── conanfile.py
│           │       ├── src
│           │       └── example.cpp
│           └── config.yml
```

After setting up the repository, we add it as a local remote to Conan:

```
$ conan remote add mylocalrepo ./repo --allowed-packages="hello/*"
```

Please pay special attention to the *--allowed-packages* argument. This argument ensures that all packages other than *hello* are discarded by Conan. This can be used to minimize the surface area for a potential supply chain attack.

Now you can list and install packages from this new repository:

```
$ conan list "*" -r=mylocalrepo
$ conan install --requires=hello/0.1 -r=mylocalrepo --build=missing
```

At this point, you could push this repository to your GitHub account and share it with the community. Now, users simply need to clone the GitHub repository and add the cloned folder as a local repository themselves.

---

**Note:** Please be aware that, as we commented earlier, this feature is specifically tailored for scenarios where certain libraries are not suitable for ConanCenter. Remember, a “local-recipes-index” repository has limitations: it is not fully reproducible as it models only versions and not revisions, and it does not provide binaries. Therefore, outside of these cases, it is advised to use a remote package server such as *Artifactory*.

---

**See also:**

- [DevOps guide](#)
- [Introducing the Local-Recipes-Index Post](#)

## 4.4 Developing packages locally

As we learned in *previous sections* of the tutorial, the most straightforward way to work when developing a Conan package is to run a **conan create**. This means that every time it is run, Conan performs a series of costly operations in the Conan cache, such as downloading, decompressing, copying sources, and building the entire library from scratch. Sometimes, especially with large libraries, while we are developing the recipe, these operations cannot be performed every time.

This section will first show the **Conan local development flow**, that is, working on packages in your local project directory without having to export the contents of the package to the Conan cache first.

We will also cover how other packages can consume packages under development using the **editable mode**.

Finally, we will explain the **Conan package layouts** in depth, the key feature that makes it possible to work with Conan packages in the Conan cache or locally without making any changes.

### 4.4.1 Package Development Flow

This section introduces the **Conan local development flow**, which allows you to work on packages in your local project directory without having to export the contents of the package to the Conan cache first.

This local workflow encourages users to perform trial-and-error in a local sub-directory relative to their recipe, much like how developers typically test building their projects with other build tools. The strategy is to test the *conanfile.py* methods individually during this phase.

Let’s use this flow for the **hello** package we created in *the previous section*.

Please clone the sources to recreate this project. You can find them in the [examples2.0 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/developing_packages/local_package_development_flow
```

You can check the contents of the folder:

```
.
├── conanfile.py
├── test_package
│   ├── CMakeLists.txt
│   └── conanfile.py
```

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```
└─ src
   └─ example.cpp
```

## conan source

You will generally want to start with the **conan source** command. The strategy here is that you're testing your source method in isolation and downloading the files to a temporary sub-folder relative to the *conanfile.py*. This relative folder is defined by the *self.folders.source* property in the *layout()* method. In this case, as we are using the pre-defined *cmake\_layout* we set the value with the *src\_folder* argument.

**Note:** In this example we are packaging a third-party library from a remote repository. In the case you have your sources beside your recipe in the same repository, running **conan source** will not be necessary for most of the cases.

Let's have a look at the recipe's *source()* and *layout()* method:

```
...
def source(self):
    # Please be aware that using the head of the branch instead of an immutable tag
    # or commit is not a good practice in general.
    get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
        strip_root=True)

def layout(self):
    cmake_layout(self, src_folder="src")
...
```

Now run the **conan source** command and check the results:

```
$ conan source .
conanfile.py (hello/1.0): Calling source() in /Users/.../local_package_development_flow/
↳ src
Downloading main.zip
conanfile.py (hello/1.0): Unzipping 3.7KB
Unzipping 100%
```

You can see that a new *src* folder has appeared containing all the *hello* library sources.

```
.
├─ conanfile.py
├─ src
│   ├── CMakeLists.txt
│   ├── LICENSE
│   ├── README.md
│   ├── include
│   │   └─ hello.h
│   └─ src
│       └─ hello.cpp
└─ test_package
```

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```

├── CMakeLists.txt
├── conanfile.py
├── src
│   └── example.cpp

```

Now it's easy to check the sources and validate them. Once you've got your source method right and it contains the files you expect, you can move on to testing the various attributes and methods related to downloading dependencies.

## conan install

After running the **conan source** command, you can run the **conan install** command. This command will install all the recipe requirements if needed and prepare all the files necessary for building by running the `generate()` method.

We can check all the parts from our recipe that are involved in this step:

```

...
class helloRecipe(ConanFile):
    ...

    generators = "CMakeDeps"

    ...

    def layout(self):
        cmake_layout(self, src_folder="src")

    def generate(self):
        tc = CMakeToolchain(self)
        tc.generate()

    ...

```

Now run the **conan install** command and check the results:

```

$ conan install .
...
----- Finalizing install (deploy, generators) -----
conanfile.py (hello/1.0): Writing generators to ...
conanfile.py (hello/1.0): Generator 'CMakeDeps' calling 'generate()'
conanfile.py (hello/1.0): Calling generate()
...
conanfile.py (hello/1.0): Generating aggregated env files

```

You can see that a new *build* folder appeared with all the files that Conan needs for building the library like a toolchain for *CMake* and several environment configuration files.

```

.
├── build
│   ├── Release
│   └── generators

```

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```

├── CMakePresets.json
├── cmakedeps_macros.cmake
├── conan_toolchain.cmake
├── conanbuild.sh
├── conanbuildenv-release-x86_64.sh
├── conanrun.sh
├── conanrunenv-release-x86_64.sh
├── deactivate_conanbuild.sh
├── deactivate_conanrun.sh
├── conanfile.py
├── src
│   ├── CMakeLists.txt
│   ├── CMakeUserPresets.json
│   ├── LICENSE
│   ├── README.md
│   ├── include
│   │   └── hello.h
│   └── src
│       └── hello.cpp
├── test_package
│   ├── CMakeLists.txt
│   ├── conanfile.py
│   └── src
│       └── example.cpp

```

Now that all the files necessary for building are generated, you can move on to testing the *build()* method.

## conan build

Running the After **conan build** command will invoke the *build()* method:

```

...

class helloRecipe(ConanFile):

    ...

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

    ...

```

Let's run **conan build**:

```

$ conan build .
...
-- Conan toolchain: C++ Standard 11 with extensions ON
-- Conan toolchain: Setting BUILD_SHARED_LIBS = OFF
-- Configuring done
-- Generating done

```

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```
-- Build files have been ...
conanfile.py (hello/1.0): CMake command: cmake --build ...
conanfile.py (hello/1.0): RUN: cmake --build ...
[100%] Built target hello
```

For most of the recipes, the *build()* method should be very simple, and you can also invoke the build system directly, without invoking Conan, as you have all the necessary files available for building. If you check the contents of the *src* folder, you'll find a *CMakeUserPresets.json* file that you can use to configure and build the *conan-release* preset. Let's try it:

```
$ cd src
$ cmake --preset conan-release
...
-- Configuring done
-- Generating done

$ cmake --build --preset conan-release
...
[100%] Built target hello
```

You can check that the results of invoking CMake directly are equivalent to the ones we got using the **conan build** command.

**Note:** We use CMake presets in this example. This requires CMake  $\geq 3.23$  because the “include” from *CMakeUserPresets.json* to *CMakePresets.json* is only supported since that version. If you prefer not to use presets you can use something like:

```
cmake <path> -G <CMake generator> -DCMAKE_TOOLCHAIN_FILE=<path to
conan_toolchain.cmake> -DCMAKE_BUILD_TYPE=Release
```

Conan will show the exact CMake command everytime you run **conan install** in case you can't use the presets feature.

## conan export-pkg

Now that we built the package binaries locally we can also package those artifacts in the Conan local cache using the **conan export-pkg** command. Please note that this command will create the package in the Conan cache and test it running the *test\_package* after that.

```
$ conan export-pkg .
conanfile.py (hello/1.0) package(): Packaged 1 '.h' file: hello.h
conanfile.py (hello/1.0) package(): Packaged 1 '.a' file: libhello.a
conanfile.py (hello/1.0): Package 'b1d267f77ddd5d10d06d2ecf5a6bc433fbb7eed' created
conanfile.py (hello/1.0): Created package revision f09ef573c22f3919ba26ee91ae444eaa
...
conanfile.py (hello/1.0): Package folder /Users/...
conanfile.py (hello/1.0): Exported package binary
...
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
```

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```
[100%] Built target example

----- Testing the package: Running test() -----
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: ./example
hello/1.0: Hello World Release!
hello/1.0: __x86_64__ defined
hello/1.0: __cplusplus201103
hello/1.0: __GNUC__4
hello/1.0: __GNUC_MINOR__2
hello/1.0: __clang_major__14
hello/1.0: __apple_build_version__14000029
```

Now you can list the packages in the local cache and check that the `hello/1.0` package was created.

```
$ conan list hello/1.0
Local Cache
  hello
    hello/1.0
```

#### See also:

- Reference for conan [source](#), [install](#), [build](#), [export-pkg](#) and [test](#) commands.
- Packaging prebuilt binaries [example](#)
- When you are locally developing packages, at some point you might need to step-into dependencies code while debugging. Please read this [example how to debug and step-into dependencies](#) for more information about this use case.

### 4.4.2 Packages in editable mode

The normal way of working with Conan packages is to run a `conan create` or `conan export-pkg` to store them in the local cache, so that consumers use the packages stored in the cache. In some cases, when you want to consume these packages while developing them, it can be tedious to run `conan create` each time you make changes to the package. For those cases, you can put your package in editable mode, and consumers will be able to find the headers and artifacts in your local working directory, eliminating the need for packaging.

Let's see how we can put a package in editable mode and consume it from the local working directory.

Please, first of all, clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/developing_packages/editable_packages
```

There are 2 folders inside this project:

```
.
├── hello
│   ├── CMakeLists.txt
│   ├── conanfile.py
│   └── src
│       └── hello.cpp
└── say
```

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```

├── CMakeLists.txt
├── conanfile.py
├── include
│   └── say.h
├── src
│   └── say.cpp

```

- A “say” folder containing a fully fledged package, with its `conanfile.py` and its source code.
- A “hello” folder containing a simple consumer project with a `conanfile.py` and its source code, which depends on the `say/1.0` requirement.

We will put `say/1.0` in editable mode and show how the `hello` consumer can find `say/1.0` headers and binaries in its local working directory.

### Put `say/1.0` package in editable mode

To avoid creating the package `say/1.0` in the cache for every change, we are going to put that package in editable mode, creating **a link from the reference in the cache to the local working directory**:

```

$ conan editable add say
$ conan editable list
say/1.0
  Path: /Users/.../examples2/tutorial/developing_packages/editable_packages/say/
  ↳ conanfile.py

```

From now on, every usage of `say/1.0` by any other Conan package or project will be redirected to the `/Users/.../examples2/tutorial/developing_packages/editable_packages/say/conanfile.py` user folder instead of using the package from the Conan cache.

Note that the key of editable packages is a correct definition of the `layout()` of the package. Read the [package layout\(\) section](#) to learn more about this method.

In this example, the `say conanfile.py` recipe is using the predefined `cmake_layout()` which defines the typical CMake project layout that can be different depending on the platform and generator used.

Now that the `say/1.0` package is in editable mode, let’s build it locally:

**Note:** We use CMake presets in this example. This requires CMake `>= 3.23` because the “include” from `CMakeUserPresets.json` to `CMakePresets.json` is only supported since that version. If you prefer not to use presets you can use something like:

```

cmake <path> -G <CMake generator> -DCMAKE_TOOLCHAIN_FILE=<path to
conan_toolchain.cmake> -DCMAKE_BUILD_TYPE=Release

```

Conan will show the exact CMake command everytime you run `conan install` in case you can’t use the presets feature.

```

$ cd say

# Windows: we will build 2 configurations to show multi-config
$ conan install . -s build_type=Release
$ conan install . -s build_type=Debug

```

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```
$ cmake --preset conan-default
$ cmake --build --preset conan-release
$ cmake --build --preset conan-debug

# Linux, MacOS: we will only build 1 configuration
$ conan install .
$ cmake --preset conan-release
$ cmake --build --preset conan-release
```

### Using say/1.0 package in editable mode

Consuming a package in editable mode is transparent from the consumer perspective. In this case we can build the hello application as usual:

```
$ cd ../hello

# Windows: we will build 2 configurations to show multi-config
$ conan install . -s build_type=Release
$ conan install . -s build_type=Debug
$ cmake --preset conan-default
$ cmake --build --preset conan-release
$ cmake --build --preset conan-debug
$ build\Release\hello.exe
say/1.0: Hello World Release!
...
$ build\Debug\hello.exe
say/1.0: Hello World Debug!
...

# Linux, MacOS: we will only build 1 configuration
$ conan install .
$ cmake --preset conan-release
$ cmake --build --preset conan-release
$ ./build/Release/hello
say/1.0: Hello World Release!
```

As you can see, hello can successfully find say/1.0 header and library files.

### Working with editable packages

Once the above steps have been completed, you can work with your build system or IDE without involving Conan and make changes to the editable packages. The consumers will use those changes directly. Let's see how this works by making a change in the say source code:

```
$ cd ../say
# Edit src/say.cpp and change the error message from "Hello" to "Bye"

# Windows: we will build 2 configurations to show multi-config
$ cmake --build --preset conan-release
$ cmake --build --preset conan-debug
```

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```
# Linux, MacOS: we will only build 1 configuration
$ cmake --build --preset conan-release
```

And build and run the “hello” project:

```
$ cd ../hello

# Windows
$ cd build
$ cmake --build --preset conan-release
$ cmake --build --preset conan-debug
$ Release\hello.exe
say/1.0: Bye World Release!
$ Debug\hello.exe
say/1.0: Bye World Debug!

# Linux, MacOS
$ cmake --build --preset conan-release
$ ./hello
say/1.0: Bye World Release!
```

In this manner, you can develop both the `say` library and the `hello` application simultaneously without executing any Conan command in between. If you have both open in your IDE, you can simply build one after the other.

## Building editable dependencies

If there are many editable dependencies, it might be inconvenient to go one by one, building them in the right order. It is possible to do an ordered build of the editable dependencies with the `--build` argument.

Let’s clean the previous local executables:

```
$ git clean -xdf
```

And using the `build()` method in the `hello/conanfile.py` recipe that we haven’t really used so far (because we have been building directly calling `cmake`, not by calling `conan build` command), we can do such build with just:

```
$ conan build hello
```

Note that all we had to do to do a full build of this project is these two commands. Starting from scratch in a different folder:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/developing_packages/editable_packages
$ conan editable add say
$ conan build hello --build=editable
```

Note that if we don’t pass the `--build=editable` to `conan build hello`, the binaries for `say/0.1` that is in editable mode won’t be available and it will fail. With the `--build=editable`, first a build of the `say` binaries is done locally and incrementally, and then another incremental build of `hello` will be done. Everything will still happen locally, with no packages built in the cache. If there are multiple editable dependencies, with nested transitive dependencies, Conan will build them in the right order.

If editable packages have dependants in the Conan cache, it is possible to force the rebuild from source of the cache dependants by using `--build=editable --build=cascade`. In general this should be avoided, and the recommendation if it is needed to rebuild those dependencies is to put them in editable mode too.

Note that it is possible to build and test a package in editable with its own `test_package` folder. If a package is put in editable mode, and if it contains a `test_package` folder, the `conan create` command will still do a local build of the current package.

### Revert the editable mode

In order to revert the editable mode just remove the link using:

```
$ conan editable remove --refs=say/1.0
```

It will remove the link (the local directory won't be affected) and all the packages consuming this requirement will get it from the cache again.

**Warning:** Packages that are built while consuming an editable package in their upstreams can generate binaries and packages that are incompatible with the released version of the editable package. Avoid uploading these packages without re-creating them with the in-cache version of all the libraries.

### 4.4.3 Understanding the Conan Package layout

In the previous section, we introduced the concept of *editable packages* and mentioned that the reason they work *out of the box* when put in editable mode is due to the current definition of the information in the `layout()` method. Let's examine this feature in more detail.

In this tutorial, we will continue working with the `say/1.0` package and the `hello/1.0` consumer used in the *editable packages* tutorial.

Please, first of all, clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/developing_packages/package_layout
```

**Note:** We use CMake presets in this example. This requires CMake `>= 3.23` because the “include” from `CMakeUserPresets.json` to `CMakePresets.json` is only supported since that version. If you prefer not to use presets you can use something like:

```
cmake <path> -G <CMake generator> -DCMAKE_TOOLCHAIN_FILE=<path to
conan_toolchain.cmake> -DCMAKE_BUILD_TYPE=Release
```

Conan will show the exact CMake command everytime you run `conan install` in case you can't use the presets feature.

As you can see, the main folder structure is the same:

```
.
├── hello
│   ├── CMakeLists.txt
│   └── conanfile.py
```

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```

├── src
│   └── hello.cpp
└── say
    ├── CMakeLists.txt
    ├── conanfile.py
    ├── include
    │   └── say.h
    └── src
        └── say.cpp

```

The main difference here is that we are not using the predefined `cmake_layout()` in the `say/1.0` `ConanFile`, but instead, we are declaring our own custom layout. Let's see how we describe the information in the `layout()` method so that it works both when we create the package in the Conan local cache and also when the package is in editable mode.

Listing 73: `say/conanfile.py`

```

import os
from conan import ConanFile
from conan.tools.cmake import CMake

class SayConan(ConanFile):
    name = "say"
    version = "1.0"

    exports_sources = "CMakeLists.txt", "src/*", "include/*"

    ...

    def layout(self):

        ## define project folder structure

        self.folders.source = "."
        self.folders.build = os.path.join("build", str(self.settings.build_type))
        self.folders.generators = os.path.join(self.folders.build, "generators")

        ## cpp.package information is for consumers to find the package contents in the
        ↳ Conan cache

        self.cpp.package.libs = ["say"]
        self.cpp.package.includedirs = ["include"] # includedirs is already set to
        ↳ 'include' by

        self.cpp.package.libdirs = ["lib"] # default, but declared for completion
        # libdirs is already set to 'lib' by
        # default, but declared for completion

        ## cpp.source and cpp.build information is specifically designed for editable
        ↳ packages:

        # this information is relative to the source folder that is '.'
        self.cpp.source.includedirs = ["include"] # maps to ./include

```

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```

    # this information is relative to the build folder that is './build/<build_type>',
    ↪ so it will
    self.cpp.build.libdirs = ["."] # map to ./build/<build_type> for libdirs

def build(self):
    cmake = CMake(self)
    cmake.configure()
    cmake.build()

```

Let's review the `layout()` method. You can see that we are setting values for `self.folders` and `self.cpp`. Let's explain what these values do.

### self.folders

Defines the structure of the `say` project for the source code and the folders where the files generated by Conan and the built artifacts will be located. This structure is independent of whether the package is in editable mode or exported and built in the Conan local cache. Let's define the folder structure for the `say` package:

```

say
├── CMakeLists.txt
├── conanfile.py
├── include
│   └── say.h
├── src
│   └── say.cpp
└── build
    ├── Debug          --> Built artifacts for Debug
    │   └── generators  --> Conan generated files for Debug config
    ├── Release        --> Built artifacts for Release
    │   └── generators  --> Conan generated files for Release config

```

- As we have our `CMakeLists.txt` in the `.` folder, `self.folders.source` is set to `..`
- We set `self.folders.build` to be `./build/Release` or `./build/Debug` depending on the `build_type` setting. These are the folders where we want the built binaries to be located.
- The `self.folders.generators` folder is the location we set for all the files created by the Conan generators. In this case, all the files generated by the `CMakeToolchain` generator will be stored there.

---

**Note:** Please note that the values above are for a single-configuration CMake generator. To support multi-configuration generators, such as Visual Studio, you should make some changes to this layout. For a complete layout that supports both single-config and multi-config, please check the `cmake_layout()` in the Conan documentation.

---

## self.cpp

This attribute is used to define **where consumers will find the package contents** (headers files, libraries, etc.) depending on whether the package is in editable mode or not.

## cpp.package

First, we set the information for *cpp.package*. This defines the contents of the package and its location relative to the folder where the package is stored in the local cache. Please note that defining this information is equivalent to defining *self.cpp\_info* in the *package\_info()* method. This is the information we defined:

- `self.cpp.package.libs`: we add the `say` library so that consumers know that they should link with it. This is equivalent to declaring `self.cpp_info.libs` in the `package_info()` method.
- `self.cpp.package.libdirs`: we add the `lib` folder so that consumers know that they should search there for the libraries. This is equivalent to declaring `self.cpp_info.libdirs` in the `package_info()` method. Note that the default value for `libdirs` in both the `cpp_info` and `cpp.package` is `["lib"]` so we could have omitted that declaration.
- `self.cpp.package.includedirs`: we add the `include` folder so that consumers know that they should search there for the library headers. This is equivalent to declaring `self.cpp_info.includedirs` in the `package_info()` method. Note that the default value for `includedirs` in both the `cpp_info` and `cpp.package` is `["include"]` so we could have omitted that declaration.

To check how this information affects consumers we are going to do first do a `conan create` on the `say` package:

```
$ cd say
$ conan create . -s build_type=Release
```

When we call `conan create`, Conan moves the recipe and sources declared in the recipe to be exported to the local Cache to a recipe folder and after that, it will create a separate package folder to build the binaries and store the actual package contents. If you check in the `[YOUR_CONAN_HOME]/p` folder, you will find two new folders similar to these:

---

**Tip:** You could get the exact locations for this folders using the `conan cache` command or checking the output of the `conan create` command.

---

```
<YOUR_CONAN_HOME>/p
├── sayb3ea744527a91      --> folder for sources
│   └── ...
├── say830097e941e10     --> folder for building and storing the package binaries
│   ├── b
│   │   ├── build
│   │   │   └── Release
│   │   ├── include
│   │   │   └── say.h
│   │   └── src
│   │       ├── hello.cpp
│   │       └── say.cpp
│   └── p
│       ├── include      --> defined in cpp.package.includedirs
│       └── say.h
```

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```
└─ lib      --> defined in cpp.package.libdirs
   └─ libs.a --> defined in self.cpp.package.libs
```

You can identify there the structure we defined in the `layout()` method. If you build the `hello` consumer project now, it will search for all the headers and libraries of `say` in that folder inside the local Cache in the locations defined by `cpp.package`:

```
$ cd ../hello
$ conan install . -s build_type=Release

# Linux, MacOS
$ cmake --preset conan-release --log-level=VERBOSE
# Windows
$ cmake --preset conan-default --log-level=VERBOSE

...
-- Conan: Target declared 'say::say'
-- Conan: Library say found <YOUR_CONAN_HOME>p/say8938ceae216fc/p/lib/libs.a
-- Created target CONAN_LIB::say say_RELEASE STATIC IMPORTED
-- Conan: Found: <YOUR_CONAN_HOME>p/p/say8938ceae216fc/p/lib/libs.a
-- Configuring done
...

$ cmake --build --preset conan-release
[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX executable hello
[100%] Built target hello
```

## cpp.source and cpp.build

We also defined `cpp.source` and `cpp.build` attributes in our recipe. These are only used when the package is in editable mode and point to the locations that consumers will use to find headers and binaries. We defined:

- `self.cpp.source.includedirs` set to `["include"]`. This location is relative to the `self.folders.source` that we defined to `..`. In the case of editable packages, this location will be the local folder where we have our project.
- `self.cpp.build.libdirs` set to `["."]`. This location is relative to the `self.folders.build` that we defined to `./build/<build_type>`. In the case of editable packages, this location will point to `<local_folder>/build/<build_type>`.

Note that other `cpp.source` and `cpp.build` definitions are also possible, with different meanings and purposes, for example:

- `self.cpp.source.libdirs` and `self.cpp.source.libs` could be used if we had pre-compiled libraries in the source repo, committed to git, for example. They are not a product of the build, but rather part of the sources.
- `self.cpp.build.includedirs` could be used for folders containing headers generated at build time, as it usually happens by some code generators that are fired by the build before starting to compile the project.

To check how this information affects consumers, we are going to first put the `say` package in editable mode and build it locally.

```
$ cd ../say
$ conan editable add . --name=say --version=1.0
$ conan install . -s build_type=Release
$ cmake --preset conan-release
$ cmake --build --preset conan-release
```

You can check the contents of the say project's folder now, you can see that the output folders match the ones we defined with `self.folders`:

```
.
├── CMakeLists.txt
├── CMakeUserPresets.json
├── build
│   ├── Release --> defined in cpp.build.libdirs
│   │   ├── ...
│   │   ├── generators
│   │   │   ├── CMakePresets.json
│   │   │   ├── ...
│   │   │   └── deactivate_conanrun.sh
│   └── libsay.a --> no need to define
├── conanfile.py
├── include --> defined in cpp.source.includedirs
│   └── say.h
└── src
    ├── hello.cpp
    └── say.cpp
```

Now that we have the say package in editable mode, if we build the hello consumer project, it will search for all the headers and libraries of say in the folders defined by `cpp.source` and `cpp.build`:

```
$ cd ../hello
$ conan install . -s build_type=Release

# Linux, MacOS
$ cmake --preset conan-release --log-level=VERBOSE
# Windows
$ cmake --preset conan-default --log-level=VERBOSE

...
-- Conan: Target declared 'say::say'
-- Conan: Library say found <local_folder>/examples2/tutorial/developing_packages/
package_layout/say/build/Release/libsay.a
-- Conan: Found: <local_folder>/examples2/tutorial/developing_packages/package_layout/
say/build/Release/libsay.a
-- Configuring done
...

$ cmake --build --preset conan-release
[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX executable hello
[100%] Built target hello

$ conan editable remove --refs=say/1.0
```

---

**Note:** Please, note that we did not define `self.cpp.build.libs = ["say"]`. This is because the information set in `self.cpp.source` and `self.cpp.build` will be merged with the information set in `self.cpp.package` so that you only have to define things that change for the editable package. For the same reason, you could also omit setting `self.cpp.source.includedirs = ["include"]` but we left it there to show the use of `cpp.source`.

---

See also:

- Define the layout() *when you package third-party libraries*
- Define the layout() *when you have the conanfile in a subfolder*
- Define the layout() *when you want to handle multiple subprojects*

## 4.5 Versioning

This section of the tutorial introduces several concepts about versioning of packages.

First, explicit version updates and how to define versions of packages is explained.

Then, it will be introduced how `requires` with version ranges can help to automate updating to the latest versions.

There are some situations when recipes or source code are changed, but the version of the package is not increased. For those situations, Conan uses automatic `revisions` to be able to provide traceability and reproducibility of those changes.

Lockfiles are a common mechanism in package managers to be able to reproduce the same dependency graph later in time, even when new versions or revisions of dependencies are uploaded. Conan also provides lockfiles to be able to guarantee this reproducibility.

Finally, when different branches of a dependency graph `requires` different versions of the same package, that is called a “version conflict”. The tutorial will also introduce these errors and how to address them.

### 4.5.1 Versions

This section explains how different versions of a given package can be created, first starting with manually changing the version attribute in the `conanfile.py` recipe, and then introducing the `set_version()` method as a mechanism to automate the definition of the package version.

---

**Note:** This section uses very simple, empty recipes without building any code, so without `build()`, `package()`, etc., to illustrate the versioning with the simplest possible recipes, and allowing the examples to run easily and to be very fast and simple. In real life, the recipes would be full-blown recipes as seen in previous sections of the tutorial, building actual libraries and packages.

---

Let's start with a very simple recipe:

Listing 74: conanfile.py

```
from conan import ConanFile

class pkgRecipe(ConanFile):
    name = "pkg"
    version = "1.0"
```

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```
# The recipe would export files and package them, but not really
# necessary for the purpose of this part of the tutorial
# exports_sources = "include/*"
# def package(self):
#     ...
```

That we can create pkg/1.0 package with:

```
$ conan create .
...
pkg/1.0 .
...

$ conan list "pkg/*"
Local Cache
  pkg
    pkg/1.0
```

If we now did some changes to the source files of this library, this would be a new version, and we could change the conanfile.py version to version = "1.1" and create the new pkg/1.1 version:

```
# Make sure you modified conanfile.py to version=1.1
$ conan create .
...
pkg/1.1 .
...

$ conan list "pkg/*"
Local Cache
  pkg
    pkg/1.0
    pkg/1.1
```

As we can see, now we see in our cache both pkg/1.0 and pkg/1.1. The Conan cache can store any number of different versions and configurations for the same pkg package.

## Automating versions

Instead of manually changing the version in conanfile.py, it is possible to automate it with 2 different approaches.

First it is possible to provide the version directly in the command line. In the example above, we could remove the version attribute from the recipe and do:

```
# Make sure you removed the version attribute in conanfile.py
$ conan create . --version=1.2
...
pkg/1.2 .
...

$ conan list "pkg/*"
Local Cache
```

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```
pkg
  pkg/1.0
  pkg/1.1
  pkg/1.2
```

The other possibility is to use the `set_version()` method to define the version dynamically, for example, if the version already exists in the source code or in a text file, or it should be deduced from the git version.

Let's assume that we have a `version.txt` file in the repo, that contains just the version string 1.3. Then, this can be done:

Listing 75: conanfile.py

```
from conan import ConanFile
from conan.tools.files import load

class pkgRecipe(ConanFile):
    name = "pkg"

    def set_version(self):
        self.version = load(self, "version.txt")
```

```
# No need to specify the version in CLI arg or in recipe attribute
$ conan create .
...
pkg/1.3 .
...

$ conan list "pkg/*"
Local Cache
pkg
  pkg/1.0
  pkg/1.1
  pkg/1.2
  pkg/1.3
```

It is also possible to combine the command line version definition, falling back to reading from file if the command line argument is not provided with the following syntax:

Listing 76: conanfile.py

```
def set_version(self):
    # if self.version is already defined from CLI --version arg, it will
    # not load version.txt
    self.version = self.version or load(self, "version.txt")

# This will create the "1.4" version even if the version.txt file contains "1.3"
$ conan create . --version=1.4
...
pkg/1.4 .
...
```

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```
$ conan list "pkg/*"
Local Cache
  pkg
    pkg/1.0
    pkg/1.1
    pkg/1.2
    pkg/1.3
    pkg/1.4
```

Likewise, it is possible to obtain the version from a Git tag:

Listing 77: conanfile.py

```
from conan import ConanFile
from conan.tools.scm import Git

class pkgRecipe(ConanFile):
    name = "pkg"

    def set_version(self):
        git = Git(self)
        tag = git.run("describe --tags")
        self.version = tag
```

```
# assuming this is a git repo, and it was tagged to 1.5
$ git init .
$ git add .
$ git commit -m "initial commit"
$ git tag 1.5
$ conan create .
...
pkg/1.5 .
...

$ conan list "pkg/*"
Local Cache
  pkg
    pkg/1.0
    pkg/1.1
    pkg/1.2
    pkg/1.3
    pkg/1.4
    pkg/1.5
```

---

**Note: Best practices**

- We could try to use something like the branch name or the commit as the version number. However this might have some disadvantages, for example, when this package is being required, it will need a explicit `requires = "pkg/commit"` in every other package recipe requiring this one, and it might be difficult to update consumers consistently, and to know if a newer or older dependency is being used.
-



## Requiring the new versions

When a new package version is created, if other package recipes requiring this one contain a explicit `requires`, pinning the exact version like:

Listing 78: app/conanfile.py

```
from conan import ConanFile

class AppRecipe(ConanFile):
    name = "app"
    version = "1.0"
    requires = "pkg/1.0"
```

Then, installing or creating the app recipe will keep requiring and using the `pkg/1.0` version and not the newer ones. To start using the new `pkg` versions, it is necessary to explicitly update the `requires` like:

Listing 79: app/conanfile.py

```
from conan import ConanFile

class AppRecipe(ConanFile):
    name = "app"
    version = "1.0"
    requires = "pkg/1.5"
```

This process, while it achieves very good reproducibility and traceability, can be a bit tedious if we are managing a large dependency graph and we want to move forward to use the latest dependencies versions faster and with less manual intervention. To automate this, the *version-ranges* explained in the next section can be used.

### 4.5.2 Version ranges

In the previous section, we ended with several versions of the `pkg` package. Let's remove them and create the following simple project:

Listing 80: pkg/conanfile.py

```
from conan import ConanFile

class pkgRecipe(ConanFile):
    name = "pkg"
```

Listing 81: app/conanfile.py

```
from conan import ConanFile

class appRecipe(ConanFile):
    name = "app"
    requires = "pkg/1.0"
```

Let's create `pkg/1.0` and install app, to see it requires `pkg/1.0`:

```
$ conan remove "pkg*" -c
$ conan create pkg --version=1.0
```

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```
... pkg/1.0 ...
$ conan install app
...
Requirements
  pkg/1.0
```

Then, if we create a new version of `pkg/1.1`, it will not automatically be used by `app`:

```
$ conan create pkg --version=1.1
... pkg/1.0 ...
# Note how this still uses the previous 1.0 version
$ conan install app
...
Requirements
  pkg/1.0
```

So we could modify `app` conanfile to explicitly use the new `pkg/1.1` version, but instead of that, let's use the following version-range expression (introduced by the `[expression]` brackets):

Listing 82: `app/conanfile.py`

```
from conan import ConanFile

class appRecipe(ConanFile):
    name = "app"
    requires = "pkg/[>=1.0 <2.0]"
```

When we now install the dependencies of `app`, it will automatically use the latest version in the range, even if we create a new one, without needing to modify the `app` conanfile:

```
# this will now use the newer 1.1
$ conan install app
...
Requirements
  pkg/1.1

$ conan create pkg --version=1.2
... pkg/1.2 ...
# Now it will automatically use the newest 1.2
$ conan install app
...
Requirements
  pkg/1.2
```

This holds as long as the newer version lies within the defined range, if we create a `pkg/2.0` version, `app` will not use it:

```
$ conan create pkg --version=2.0
... pkg/2.0 ...
# Conan will use the latest in the range
$ conan install app
...
Requirements
```

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**pkg/1.2**

When using version ranges, versions in the cache are preferred over remote ones, so if you have a local `pkg/1.2` package, it will be used instead of the remote one, even if the remote one is newer. To ensure you use the latest available one, you can use the `--update` argument in the `install/create` command. Note that the `--update` argument will look into all the remotes specified in the command for possible newer versions, and won't stop at the first newer one found.

Version ranges can be defined in several places:

- In `conanfile.py` recipes `requires`, `tool_requires`, `test_requires`, `python_requires`
- In `conanfile.txt` files in `[requires]`, `[tool_requires]`, `[test_requires]` sections
- In command line arguments like `--requires=` and `--tool_requires`.
- In profiles `[tool_requires]` section

## Semantic versioning

The semantic versioning specification or [semver](#), specifies that packages should be versioned using always 3 dot-separated digits like `MAJOR.MINOR.PATCH`, with very specific meanings for each digit.

Conan extends the semver specification to any number of digits, and also allows to include lowercase letters in it. This was done because during 1.X a lot of experience and feedback from users was gathered, and it became evident that in C++ the versioning scheme is often more complex, and users were demanding more flexibility, allowing versions like `1.2.3.a.8` if necessary.

Conan versions non-digit identifiers follow the same rules as package names, they can only contain lowercase letters. This is to avoid `1.2.3-Beta` to be a different version than `1.2.3-beta` which can be problematic, even a security risk.

The ordering of versions when necessary (for example to decide which is the latest version in a version range) is done by comparing individually each dot-separated entity in the version, from left to right. Digits will be compared numerically, so `2 < 11`, and entries containing letters will be compared alphabetically (even if they also contain some numbers).

Similarly to the semver specification, Conan can manage **prereleases** and **builds** in the form: `VERSION-prerelease+build`. Conan will also order pre-releases and builds according to the same rules, and each one of them can also contain an arbitrary number of items, like `1.2.3-pre.1.2.1+build.45.a`. Note that the semver standard does not apply any ordering to builds, but Conan does, with the same logic that is used to order the main version and the pre-releases.

---

**Important:** Note that the ordering of pre-releases can be confusing at times. A pre-release happens earlier in time than the release it is qualifying. So `1.1-alpha.1` is older than `1.1`, not newer.

---

## Range expressions

Range expressions can have comparison operators for the lower and higher bounds, separated with a space. Also, lower bounds and upper bounds in isolation are permitted, though they are generally not recommended under normal versioning schemes, specially the lower bound only. `requires = "pkg/[>=1.0 <2.0]"` will include versions like 1.0, 1.2.3 and 1.9, but will not include 0.3, 2.0 or 2.1 versions.

The tilde `~` operator can be used to define an “approximately” equal version range. `requires = "pkg/[~1]"` will include versions 1.3 and 1.8.1, but will exclude versions like 0.8 or 2.0. Likewise `requires = "pkg/[~2.5]"` will include 2.5.0 and 2.5.3, but exclude 2.1, 2.7, 2.8.

The caret `^` operator is very similar to the tilde, but allowing variability over the last defined digit. `requires = "pkg/[^1.2]"` will include 1.2.1, 1.3 and 1.51, but will exclude 1.0, 2, 2.0.

It is also possible to apply multiple conditions with the OR operator, like `requires = "pkg/[>1 <2.0 || ^3.2]"` but this kind of complex expressions is not recommended in practice and should only be used in very extreme cases.

Finally, note that pre-releases are not resolved by default. The way to include them in the range is to explicitly enable them with either the `include_prerelease` option (`requires = "pkg/[>1 <2, include_prerelease]"`), or via the `core.version_ranges:resolve_prereleases=True` configuration. In this example, 1.0-pre.1 and 1.5.1-pre1 will be included, but 2.0-pre1 would be excluded.

---

**Note:** While it is possible to hardcode the `include_prerelease` in the `requires` version range, it is not recommended generally. Pre-releases should be opt-in, and controlled by the user, who decides if they want to use pre-releases. Also, note that the `include_prereleases` receives no argument, hence it’s not possible to deactivate prereleases with `include_prerelease=False`.

---

For more information about valid range expressions go to [Requires reference](#)

## 4.5.3 Revisions

This sections introduces how doing modifications to a given recipe or source code without explicitly creating new versions, will still internally track those changes with a mechanism called revisions.

### Creating different revisions

Let’s start with a basic “hello” package:

```
$ mkdir hello && cd hello
$ conan remove hello* -c # clean possible existing ones
$ conan new cmake_lib -d name=hello -d version=1.0
$ conan create .
hello/1.0: Hello World Release!
...
```

We can now list the existing recipe revisions in the cache:

```
$ conan list "hello/1.0#"
Local Cache
hello
  hello/1.0
    revisions
      2475ece651f666f42c155623228c75d2 (2023-01-31 23:08:08 UTC)
```

If we now edit the `src/hello.cpp` file, to change the output message from “Hello” to “Bye”

Listing 83: `hello/src/hello.cpp`

```
void hello(){
    #ifdef NDEBUG
    std::cout << "hello/1.0: Bye World Release!\n";
    ...
```

So if we create the package again, without changing the version `hello/1.0`, we will get a new output:

```
$ conan create .
hello/1.0: Bye World Release!
...
```

But even if the version is the same, internally a new revision `2b547b7f20f5541c16d0b5cbcf207502` has been created.

```
$ conan list "hello/1.0#*"
Local Cache
hello
  hello/1.0
    revisions
      2475ece651f666f42c155623228c75d2 (2023-01-31 23:08:08 UTC)
      2b547b7f20f5541c16d0b5cbcf207502 (2023-01-31 23:08:25 UTC)
```

This recipe **revision** is the hash of the contents of the recipe, including the `conanfile.py`, and the exported sources (`src/main.cpp`, `CMakeLists.txt`, etc., that is, all files exported in the recipe).

We can now edit the `conanfile.py`, to define the `licence` value:

Listing 84: `hello/conanfile.py`

```
class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    # Optional metadata
    license = "MIT"
    ...
```

So if we create the package again, the output will be the same, but we will also get a new revision, as the `conanfile.py` changed:

```
$ conan create .
hello/1.0: Bye World Release!
...
$ conan list "hello/1.0#*"
Local Cache
hello
  hello/1.0
    revisions
      2475ece651f666f42c155623228c75d2 (2023-01-31 23:08:08 UTC)
      2b547b7f20f5541c16d0b5cbcf207502 (2023-01-31 23:08:25 UTC)
```

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1d674b4349d2b1ea06aa6419f5f99dd9 (2023-01-31 23:08:34 UTC)

**Important:** The recipe **revision** is the hash of the contents. It can be changed to be the Git commit hash with `revision_mode = "scm"`. But in any case it is critical that every revision represents an immutable source, including the recipe and the source code:

- If the sources are managed with `exports_sources`, then they will be automatically be part of the hash
- If the sources are retrieved from a external location, like a downloaded tarball or a git clone, that should guarantee uniqueness, by forcing the checkout of a unique immutable tag, or a commit. Moving targets like branch names or HEAD would be broken, as revisions are considered immutable.

Any change in source code or in recipe should always imply a new revision.

---

**Warning: Line Endings Issue**

Git, by default, will checkout files on Windows systems using CRLF line endings. This results in different files compared to Linux systems where files will use LF line endings. Since the files are different, the Conan recipe revision computed on Windows will differ from the revisions on other platforms like Linux. Please, check more about this issue and how to solve it in the [FAQ dedicated section](#).

## Using revisions

The recipe revisions are resolved by default to the latest revision for every given version. In the case above, we could have a `chat/1.0` package that consumes the above `hello/1.0` package:

```
$ cd ..
$ mkdir chat && cd chat
$ conan new cmake_lib -d name=chat -d version=1.0 -d requires=hello/1.0
$ conan create .
...
Requirements
chat/1.0#17b45a168519b8e0ed178d822b7ad8c8 - Cache
hello/1.0#1d674b4349d2b1ea06aa6419f5f99dd9 - Cache
...
hello/1.0: Bye World Release!
chat/1.0: Hello World Release!
```

We can see that by default, it is resolving to the latest revision `1d674b4349d2b1ea06aa6419f5f99dd9`, so we also see the `hello/1.0: Bye World` modified message.

It is possible to explicitly depend on a given revision in the recipes, so it is possible to modify the `chat/1.0` recipe to define it requires the first created revision:

Listing 85: chat/conanfile.py

```
def requirements(self):
    self.requires("hello/1.0#2475ece651f666f42c155623228c75d2")
```

So creating `chat` will now force the first revision:

```
$ conan create .
...
Requirements
chat/1.0#12f87e1b8a881da6b19cc7f229e16c76 - Cache
hello/1.0#2475ece651f666f42c155623228c75d2 - Cache
...
hello/1.0: Hello World Release!
chat/1.0: Hello World Release!
```

## Uploading revisions

The upload command will upload only the latest revision by default:

```
# upload latest revision only, all package binaries
$ conan upload hello/1.0 -c -r=myremote
```

If for some reason we want to upload all existing revisions, it is possible with:

```
# upload all revisions, all binaries for each revision
$ conan upload hello/1.0#* -c -r=myremote
```

In the server side, the latest uploaded revision becomes the latest one, and the one that will be resolved by default. For this reason, the above command uploads the different revisions in order (from older revision to latest revision), so the relative order of revisions is respected in the server side.

Note that if another machine decides to upload a revision that was created some time ago, it will still become the latest in the server side, because it is created in the server side with that time.

## Package revisions

Package binaries when created also compute the hash of their contents, forming the **package revision**. But they are very different in nature to **recipe revisions**. Recipe revisions are naturally expected, every change in source code or in the recipe would cause a new recipe revision. But package binaries shouldn't have more than one **package revision**, because binaries variability would be already encoded in a unique `package_id`. Put in other words, if the recipe revision is the same (exact same input recipe and source code) and the `package_id` is the same (exact same configuration profile, settings, etc.), then that binary should be built only once.

As C and C++ build are not deterministic, it is possible that subsequent builds of the same package, without modifying anything will be creating new package revisions:

```
# Build again 2 times the latest
$ conan create .
$ conan create .
```

In some OSs like Windows, this build will not be reproducible, and the resulting artifacts will have different checksums, resulting in new package revisions:

```
$ conan list "hello/1.0:*#"
Local Cache
hello
  hello/1.0
    revisions
```

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```

1d674b4349d2b1ea06aa6419f5f99dd9 (2023-02-01 00:03:29 UTC)
  packages
    2401fa1d188d289bb25c37cfa3317e13e377a351
      revisions
        8b8c3deef5ef47a8009d4afaebfe952e (2023-01-31 23:08:40 UTC)
        8e8d380347e6d067240c4c00132d42b1 (2023-02-01 00:03:12 UTC)
        c347faaedc1e7e3282d3bfed31700019 (2023-02-01 00:03:35 UTC)
      info
        settings
        arch: x86_64
        build_type: Release
        ...

```

By default, the package revision will also be resolved to the latest one. However, it is not possible to pin a package revision explicitly in recipes, recipes can only require down to the recipe revision as we defined above.

#### Warning: Best practices

Having more than 1 package revision for any given recipe revision + package\_id is a smell or a potential bad practice. It means that something was rebuilt when it was not necessary, wasting computing and storage resources. There are ways to avoid doing it, like `conan create . --build=missing:hello*` will only build that package binary if it doesn't exist already (or running `conan graph info` can also return information of what needs to be built.)

## 4.5.4 Lockfiles

Lockfiles are a mechanism to achieve reproducible dependencies, even when new versions or revisions of those dependencies are created. Let's see it with a practical example, start cloning the [examples2 repository](#):

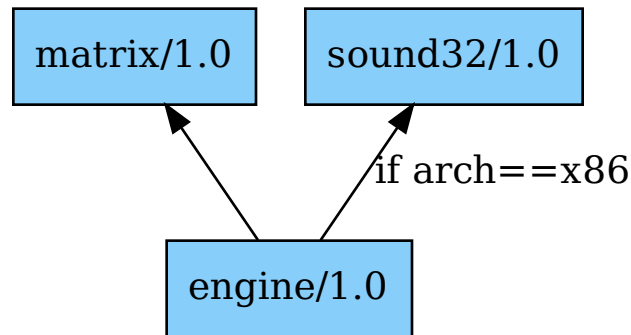
```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/versioning/lockfiles/intro

```

In this folder we have a small project, consisting in 3 packages: a `matrix` package, emulating some mathematical library, an `engine` package emulating some game engine, and a `sound32` package, emulating a sound library for some 32bits systems. These packages are actually most empty, they do not build any code, but they are good to learn the concepts of lockfiles.





We will start by creating the first `matrix/1.0` version:

```
$ conan create matrix --version=1.0
```

Now we can check in the `engine` folder its recipe:

```
class Engine(ConanFile):
    name = "engine"
    settings = "arch"

    def requirements(self):
        self.requires("matrix/[>=1.0 <2.0]")
        if self.settings.arch == "x86":
            self.requires("sound32/[>=1.0 <2.0]")
```

Lets move to the `engine` folder and install its dependencies:

```
$ cd engine
$ conan install .
...
Requirements
  matrix/1.0#905c3f0bab520684c84127378fefdd0 - Cache
Resolved version ranges
  matrix/[>=1.0 <2.0]: matrix/1.0
```

As the `matrix/1.0` version is in the valid range, it is resolved and used. But if someone creates a new `matrix/1.1` or `1.X` version, it would also be automatically used, because it is also in the valid range. To avoid this, we will capture a “snapshot” of the current dependencies creating a `conan.lock` lockfile:

```
$ conan lock create .
$ cat conan.lock
{
```

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```

    "version": "0.5",
    "requires": [
        "matrix/1.0#905c3f0bab520684c84127378fefdd0%1675278126.0552447"
    ],
    "build_requires": [],
    "python_requires": []
}

```

We can see how the created `conan.lock` lockfile contains the `matrix/1.0` version and its revision. But `sound32/1.0` is not in the lockfile, because for the default configuration profile (not `x86`), this `sound32` is not a dependency.

Now, a new `matrix/1.1` version is created:

```

$ cd ..
$ conan create matrix --version=1.1
$ cd engine

```

And see what happens when we issue a new `conan install` command for the engine:

```

$ conan install .
# equivalent to conan install . --lockfile=conan.lock
...
Requirements
  matrix/1.0#905c3f0bab520684c84127378fefdd0 - Cache

```

As we can see, the new `matrix/1.1` was not used, even if it is in the valid range! This happens because by default the `--lockfile=conan.lock` will be used if the `conan.lock` file is found. The locked `matrix/1.0` version and revision will be used to resolve the range, and the `matrix/1.1` will be ignored.

Likewise, it is possible to issue other Conan commands, and if the `conan.lock` is there, it will be used:

```

$ conan graph info . --filter=requires # --lockfile=conan.lock is implicit
# display info for matrix/1.0
$ conan create . --version=1.0 # --lockfile=conan.lock is implicit
# creates the engine/1.0 package, using matrix/1.0 as dependency

```

If using a lockfile is intended, like in CI, it is better that the argument `--lockfile=conan.lock` explicit.

## Multi-configuration lockfiles

We saw above that the engine has a conditional dependency to the `sound32` package, in case the architecture is `x86`. That also means that such `sound32` package version was not captured in the above lockfile.

Lets create the `sound32/1.0` package first, then try to install engine:

```

$ cd ..
$ conan create sound32 --version=1.0
$ cd engine
$ conan install . -s arch=x86 # FAILS!
ERROR: Requirement 'sound32/[>=1.0 <2.0]' not in lockfile

```

This happens because the `conan.lock` lockfile doesn't contain a locked version for `sound32`. By default lockfiles are strict, if we are locking dependencies, a matching version inside the lockfile must be found. We can relax this assumption with the `--lockfile-partial` argument:

```
$ conan install . -s arch=x86 --lockfile-partial
...
Requirements
  matrix/1.0#905c3f0bab520684c84127378fefdd0 - Cache
  sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7 - Cache
Resolved version ranges
  sound32/[>=1.0 <2.0]: sound32/1.0
```

This will manage to partially lock to `matrix/1.0`, and resolve `sound32` version range as usual. But we can do better, we can extend our lockfile to also lock `sound32/1.0` version, to avoid possible disruptions caused by new `sound32` unexpected versions:

```
$ conan lock create . -s arch=x86
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7%1675278904.0791488",
    "matrix/1.0#905c3f0bab520684c84127378fefdd0%1675278900.0103245"
  ],
  "build_requires": [],
  "python_requires": []
}
```

Now, both `matrix/1.0` and `sound32/1.0` are locked inside our `conan.lock` lockfile. It is possible to use this lockfile for both configurations (64bits, and x86 architectures), having versions in a lockfile that are not used for a given configuration is not an issue, as long as the necessary dependencies for that configuration find a matching version in it.

**Important:** Lockfiles contains sorted lists of requirements, ordered by versions and revisions, so latest versions and revisions are the ones that are prioritized when resolving against a lockfile. A lockfile can contain two or more different versions of the same package, just because different version ranges require them. The sorting will provide the right logic so each range resolves to each valid versions.

If a version in the lockfile doesn't fit in a valid range, it will not be used. It is not possible for lockfiles to force a dependency that goes against what `conanfile` requires define, as they are "snapshots" of an existing/realizable dependency graph, but cannot define an "impossible" dependency graph.

## Evolving lockfiles

Even if lockfiles enforce and constraint the versions that can be resolved for a graph, it doesn't mean that lockfiles cannot evolve. Actually, controlled evolution of lockfiles is paramount to important processes like Continuous Integration, when the effect of one change in the graph wants to be tested in isolation of other possible concurrent changes.

In this section we will introduce some of the basic functionality of lockfiles that allows such evolution.

First, if we would like now to introduce and test the new `matrix/1.1` version in our `engine`, without necessarily pulling many other dependencies that could have got new versions too, we could manually add `matrix/1.1` to the lockfile:

```
$ Running: conan lock add --requires=matrix/1.1
$ cat conan.lock
{
```

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```

    "version": "0.5",
    "requires": [
        "sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7%1675278904.0791488",
        "matrix/1.1",
        "matrix/1.0#905c3f0bab520684c84127378fefdd0%1675278900.0103245"
    ],
    "build_requires": [],
    "python_requires": []
}

```

To be clear: manually adding with `conan lock add` is not necessarily a recommended flow, it is possible to automate the task with other approaches, that will be explained later. This is just an introduction to the principles and concepts.

The important idea is that now we got 2 versions of `matrix` in the lockfile, and `matrix/1.1` is before `matrix/1.0`, so for the range `matrix/[>=1.0 <2.0]`, the first one (`matrix/1.1`) would be prioritized. That means that when now the new lockfile is used, it will resolve to `matrix/1.1` version (even if a `matrix/1.2` or higher version existed in the system):

```

$ conan install . -s arch=x86 --lockfile-out=conan.lock
Requirements
  matrix/1.1#905c3f0bab520684c84127378fefdd0 - Cache
  sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7 - Cache
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7%1675278904.0791488",
    "matrix/1.1#905c3f0bab520684c84127378fefdd0%1675278901.7527816",
    "matrix/1.0#905c3f0bab520684c84127378fefdd0%1675278900.0103245"
  ],
  "build_requires": [],
  "python_requires": []
}

```

Note that now `matrix/1.1` was resolved, and it also got its revision stored in the lockfile (because `--lockfile-out=conan.lock` was passed as argument).

It is true that the former `matrix/1.0` version was not used. As said above, having old versions in the lockfile that are not used is not harmful. However, if we want to prune the unused versions and revisions, we could use the `--lockfile-clean` for that purpose:

```

$ conan install . -s arch=x86 --lockfile-out=conan.lock --lockfile-clean
...
Requirements
  matrix/1.1#905c3f0bab520684c84127378fefdd0 - Cache
  sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7 - Cache
...
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7%1675278904.0791488",
    "matrix/1.1#905c3f0bab520684c84127378fefdd0%1675278901.7527816"
  ]
}

```

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```

    ],
    "build_requires": [],
    "python_requires": []
}

```

It is relevant to note that the `--lockfile-clean` could remove locked versions in given configurations. For example, if instead of the above, the `x86_64` architecture is used, the `--lockfile-clean` will prune the “unused” `sound32`, because in that configuration is not used. It is possible to evaluate new lockfiles for every different configuration, and then merge them:

```

$ conan lock create . --lockfile-out=64.lock --lockfile-clean
$ conan lock create . -s arch=x86 --lockfile-out=32.lock --lockfile-clean
$ cat 64.lock
{
  "version": "0.5",
  "requires": [
    "matrix/1.1#905c3f0bab520684c84127378fefdd0%1675294635.6049662"
  ],
  "build_requires": [],
  "python_requires": []
}
$ cat 32.lock
{
  "version": "0.5",
  "requires": [
    "sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7%1675294637.9775107",
    "matrix/1.1#905c3f0bab520684c84127378fefdd0%1675294635.6049662"
  ],
  "build_requires": [],
  "python_requires": []
}
$ conan lock merge --lockfile=32.lock --lockfile=64.lock --lockfile-out=conan.lock
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "sound32/1.0#83d4b7bf607b3b60a6546f8b58b5cdd7%1675294637.9775107",
    "matrix/1.1#905c3f0bab520684c84127378fefdd0%1675294635.6049662"
  ],
  "build_requires": [],
  "python_requires": []
}

```

This multiple-clean + merge operation is not something that developers should do, only CI scripts, and for some advanced CI flows that will be explained later.

See also:

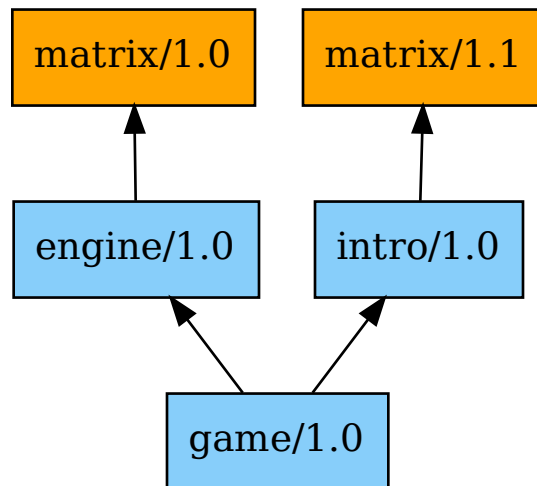
- [CI tutorial](#).

### 4.5.5 Dependencies conflicts

In a dependency graph, when different packages depends on different versions of the same package, this is called a dependency version conflict. It is relatively easy to produce one. Let's see it with a practical example, start cloning the `examples2` repository:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/versioning/conflicts/versions
```

In this folder we have a small project, consisting in several packages: `matrix` (a math library), `engine/1.0` video game engine that depends on `matrix/1.0`, `intro/1.0`, a package implementing the intro credits and functionality for the videogame that depends on `matrix/1.1` and finally the `game` recipe that depends simultaneously on `engine/1.0` and `intro/1.0`. All these packages are actually empty, but they are enough to produce the conflicts.



Let's create the dependencies:

```
$ conan create matrix --version=1.0
$ conan create matrix --version=1.1 # note this is 1.1!
$ conan create engine --version=1.0 # depends on matrix/1.0
$ conan create intro --version=1.0 # depends on matrix/1.1
```

And when we try to install `game`, we will get the error:

```
$ conan install game
Requirements
  engine/1.0#0fe4e6890766f7b8e21f764f0049aec7 - Cache
  intro/1.0#d639998c2e55cf36d261ab319801c322 - Cache
```

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```
matrix/1.0#905c3f0bab520684c84127378fefdd0 - Cache
Graph error
Version conflict: intro/1.0->matrix/1.1, game/1.0->matrix/1.0.
ERROR: Version conflict: intro/1.0->matrix/1.1, game/1.0->matrix/1.0.
```

This is a version conflict, and Conan will not decide automatically how to resolve the conflict, but the user should explicitly resolve such conflict.

## Resolving conflicts

Of course, the most direct and straightforward way to solve such a conflict is going to the dependencies `conanfile.py` and upgrading their `requirements()` so they point now to the same version. However this might not be practical in some cases, or it might be even impossible to fix the dependencies `conanfiles`.

For that case, it should be the consuming `conanfile.py` the one that can resolve the conflict (in this case, `game`) by explicitly defining which version of the dependency should be used, with the following syntax:

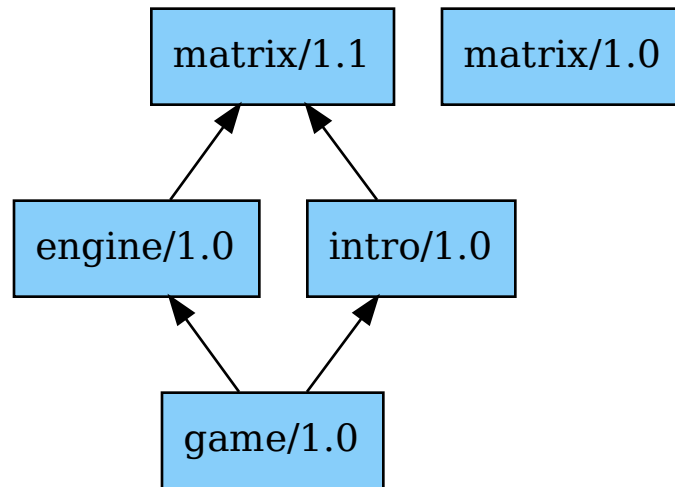
Listing 86: `game/conanfile.py`

```
class Game(ConanFile):
    name = "game"
    version = "1.0"

    def requirements(self):
        self.requires("engine/1.0")
        self.requires("intro/1.0")
        self.requires("matrix/1.1", override=True)
```

This is called an override. The `game` package do not directly depend on `matrix`, this `requires` declaration will not introduce such a direct dependency. But the `matrix/1.1` version will be propagated upstream in the dependency graph, overriding the `requires` of packages that do depend on any `matrix` version, forcing the consistency of the graph, as all upstream packages will now depend on `matrix/1.1`:

```
$ conan install game
...
Requirements
  engine/1.0#0fe4e6890766f7b8e21f764f0049aec7 - Cache
  intro/1.0#d639998c2e55cf36d261ab319801c322 - Cache
  matrix/1.1#905c3f0bab520684c84127378fefdd0 - Cache
```



---

**Note:** In this case, a new binary for `engine/1.0` was not necessary, but in some situations the above could fail with a `engine/1.0` “binary missing error”. Because previously `engine/1.0` binaries were built against `matrix/1.0`. If the `package_id` rules and configuration define that `engine` should be rebuilt when minor versions of the dependencies change, then it will be necessary to build a new binary for `engine/1.0` that builds and links against the new `matrix/1.1` dependency.

---

What happens if `game` had a direct dependency to `matrix/1.2`? Lets create the version:

```
$ conan create matrix --version=1.2
```

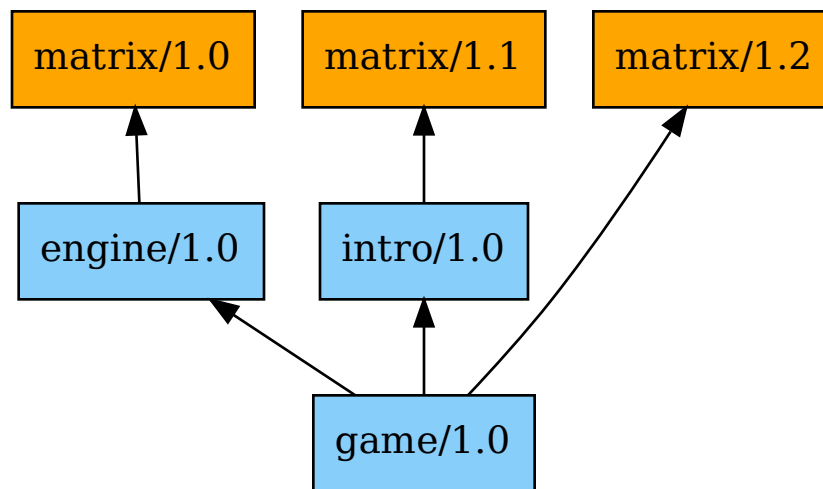
Now lets modify `game/conanfile.py` to introduce this as a direct dependency:



Listing 87: game/conanfile.py

```
class Game(ConanFile):
    name = "game"
    version = "1.0"

    def requirements(self):
        self.requires("engine/1.0")
        self.requires("intro/1.0")
        self.requires("matrix/1.2")
```



So installing it will raise a conflict error again:

```
$ conan install game
...
ERROR: Version conflict: engine/1.0->matrix/1.0, game/1.0->matrix/1.2.
```

As this time, we want to respect the direct dependency between `game` and `matrix`, we will define the `force=True` requirement trait, to indicate that this dependency version will also be forcing the overrides upstream:

Listing 88: game/conanfile.py

```
class Game(ConanFile):
    name = "game"
    version = "1.0"
```

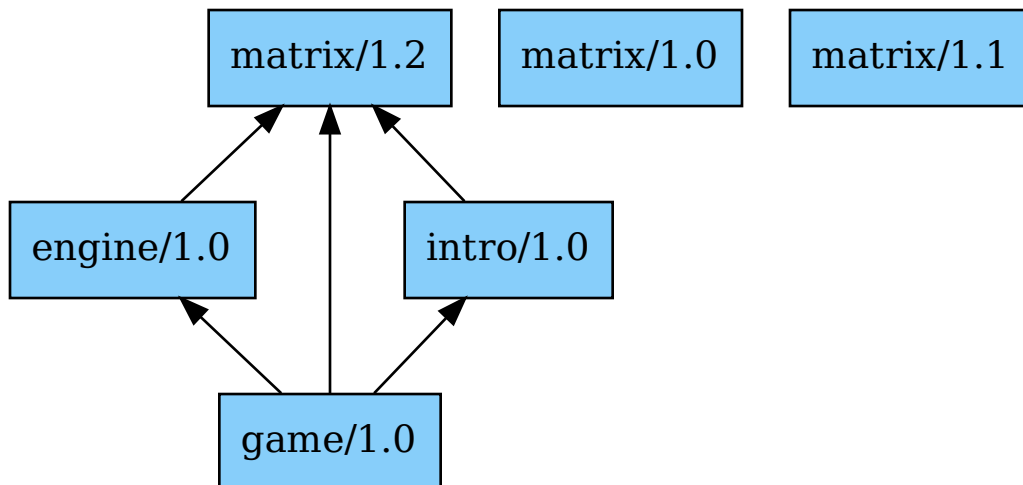
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```
def requirements(self):  
    self.requires("engine/1.0")  
    self.requires("intro/1.0")  
    self.requires("matrix/1.2", force=True)
```

And that will now solve again the conflict (as commented above, note that in real applications this could mean that binaries for `engine/1.0` and `intro/1.0` would be missing, and need to be built to link against the new forced `matrix/1.2` version):

```
$ conan install game  
Requirements  
  engine/1.0#0fe4e6890766f7b8e21f764f0049aec7 - Cache  
  intro/1.0#d639998c2e55cf36d261ab319801c322 - Cache  
  matrix/1.2#905c3f0bab520684c84127378fefdd0 - Cache
```



---

**Note: Best practices**

- Resolving version conflicts by overrides/forces should in general be the exception and avoided when possible, applied as a temporary workaround. The real solution is to move forward the dependencies `requires` so they naturally converge to the same versions of upstream dependencies.
  - Version-ranges can also produce some version conflicts, even if Conan tries to reduce them. This [FAQ about version conflicts](#) discusses the graph resolution algorithm and strategies to minimize the conflicts.
-

## Overriding options

It is possible that when there are diamond structures in a dependency graph, like the one seen above, different recipes might be defining different values for the upstream options. In this case, this is not directly causing a conflict, but instead the first value to be defined is the one that will be prioritized and will prevail.

In the above example, if `matrix/1.0` can be both a static and a shared library, and `engine` decides to define that it should be a static library (not really necessary, because that is already the default):

Listing 89: `engine/conanfile.py`

```
class Engine(ConanFile):
    name = "engine"
    version = "1.0"
    # Not strictly necessary because this is already the matrix default
    default_options = {"matrix*:shared": False}
```

**Warning:** Defining options values in recipes does not have strong guarantees, please check [this FAQ about options values for dependencies](#). The recommended way to define options values is in profile files.

And also `intro` recipe would do the same, but instead define that it wants a shared library, and adds a `validate()` method, because for some reason the `intro` package can only be built against shared libraries and otherwise crashes:

Listing 90: `intro/conanfile.py`

```
class Intro(ConanFile):
    name = "intro"
    version = "1.0"
    default_options = {"matrix*:shared": True}

    def requirements(self):
        self.requires("matrix/1.0")

    def validate(self):
        if not self.dependencies["matrix"].options.shared:
            raise ConanInvalidConfiguration("Intro package doesn't work with static_
↪matrix library")
```

Then, this will cause an error, because as the first one to define the option value is `engine` (it is declared first in the `game` `conanfile` `requirements()` method). In the `examples2` repository, go to the “options” folder, and create the different packages:

```
$ cd ../options
$ conan create matrix
$ conan create matrix -o matrix*:shared=True
$ conan create engine
$ conan create intro
$ conan install game # FAILS!
...
----- Installing (downloading, building) binaries... -----
ERROR: There are invalid packages (packages that cannot exist for this configuration):
intro/1.0: Invalid: Intro package doesn't work with static matrix library
```

Following the same principle, the downstream consumer recipe, in this case `game conanfile.py` can define the options values, and those will be prioritized:

Listing 91: `game/conanfile.py`

```
class Game(ConanFile):
    name = "game"
    version = "1.0"
    default_options = {"matrix*:shared": True}

    def requirements(self):
        self.requires("engine/1.0")
        self.requires("intro/1.0")
```

And that will force now `matrix` being a shared library, no matter if `engine` defined `shared=False`, because the downstream consumers always have priority over the upstream dependencies.

```
$ conan install game
...
----- Installing (downloading, building) binaries... -----
matrix/1.0: Already installed!
matrix/1.0: I am a shared-library library!!!
engine/1.0: Already installed!
intro/1.0: Already installed!
```

---

**Note: Best practices**

As a general rule, avoid modifying or defining values for dependencies options in consumers `conanfile.py`. The declared options defaults should be good for the majority of cases, and variations from those defaults can be defined better in profiles better.

---

## 4.6 Other important Conan features

### 4.6.1 `python_requires`

It is possible to reuse code from other recipes using the *`python_requires` feature*.

If you maintain many recipes for different packages that share some common logic and you don't want to repeat the code in every recipe, you can put that common code in a Conan `conanfile.py`, upload it to your server, and have other recipe `conanfiles` do a `python_requires = "mypythoncode/version"` to depend on it and reuse it.

### 4.6.2 Packages lists

It is possible to manage a list of packages, recipes and binaries together with the “packages-list” feature. Several commands like `upload`, `download`, and `remove` allow receiving a list of packages file as an input, and they can do their operations over that list. A typical use case is to “upload to the server the packages that have been built in the last `conan create`”, which can be done with:

```
$ conan create . --format=json > build.json
$ conan list --graph=build.json --graph-binaries=build --format=json > pkglist.json
$ conan upload --list=pkglist.json -r=myremote -c
```

See the *examples in this section*.

### 4.6.3 Removing unused packages from the cache

**Warning:** The least recently used feature is in **preview**. See *the Conan stability* section for more information.

The Conan cache does not implement any automatic expiration policy, so its size will be always increasing unless packages are removed or the cache is removed from time to time. It is possible to remove recipes and packages that haven't been used recently, while keeping those that have been used in a given time period (Least Recently Used LRU policy). This can be done with the `--lru` argument to `conan remove` and `conan list` commands:

```
# remove all binaries (but not recipes) not used in the last 4 weeks
$ conan remove "*" --lru=4w -c
# remove all recipes that have not been used in the last 4 weeks (with their binaries)
$ conan remove "*" --lru=4w -c
```

Note that the LRU time follows the rules of the `remove` command. If we are removing recipes with a `"*"` pattern, only the LRU times for recipes will be checked. If a recipe has been recently used, it will keep all the binaries, and if the recipe has not been recently used, it will remove itself and all its binaries. If we use a `"*:*"` pattern, it will check for binaries only, and remove those unused, but always leaving the recipe.

Using `conan list` first (take into account that `conan list` do not default to list all revisions, as opposed to `remove`, so it is necessary to explicit the `#*` to select all revisions if that is the intention) it is possible to create a list of least recently used packages:

```
# List all unused (last 4 weeks) recipe revisions
$ conan list "*#*" --lru=4w --format=json > old.json
# Remove those recipe revisions (and their binaries)
$ conan remove --list=old.json -c
```

See commands help *conan remove* and *conan list*.



## CONTINUOUS INTEGRATION (CI) TUTORIAL

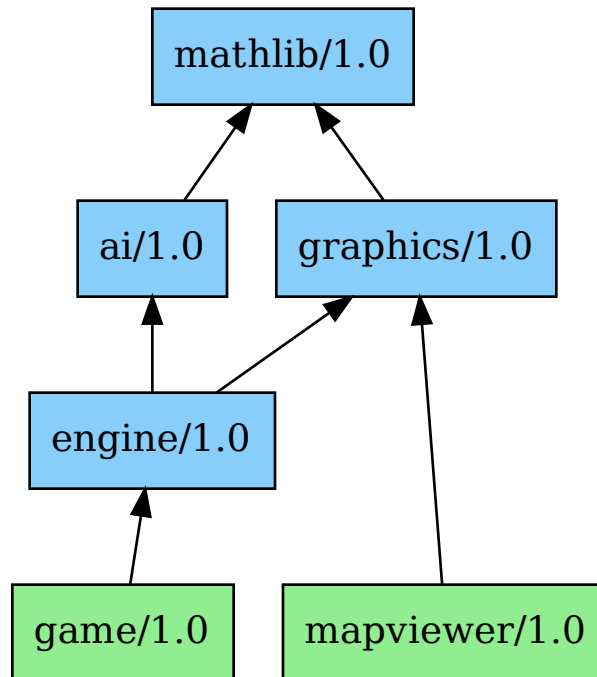
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**Note:**

- This is an advanced topic, previous knowledge of Conan is necessary. Please *read and practice the user tutorial* first.
  - This section is intended for devops and build engineers designing and implementing a CI pipeline involving Conan packages, if it is not the case, you can skip this section.
- 

Continuous Integration has different meanings for different users and organizations. In this tutorial we will cover the scenarios when users are doing changes to the source code of their packages and want to automatically build new binaries for those packages and also compute if those new package changes integrate cleanly or break the organization main products.

In this tutorial we will use this small project that uses several packages (static libraries by default) to build a couple of applications, a video game and a map viewer utility. The `game` and `mapviewer` are our final “**products**”, what we distribute to our users:



All of the packages in the dependency graph have a `requires` to its direct dependencies using version ranges, for example, `game` contains a `requires("engine/[>=1.0 <2]")` so new patch and minor versions of the dependencies will automatically be used without needing to modify the recipes.

---

**Note: Important notes**

- This section is written as a hands-on tutorial. It is intended to be reproduced by copying the commands in your machine.
  - The tutorial presents some of the tools, good practices and common approaches to the CI problem. But there are no silver bullets. This tutorial is not the unique way that things should be done. Different organizations might have different needs and priorities, different build services power and budget, different sizes, etc. The principles and practices presented in the tutorial might need to be adapted.
  - If you have any questions or feedback, please submit a new issue in <https://github.com/conan-io/conan/issues>
  - However some of the principles and best practices would be general for all approaches. Things like package immutability, using promotions between repositories and not using the `channel` for that purpose are good practices that should be followed.
-



## 5.1 Packages and products pipelines

When a developer is doing some changes to a package source code, we will consider 2 different parts or pipelines of the overall system CI: the **packages pipeline** and the **products pipeline**

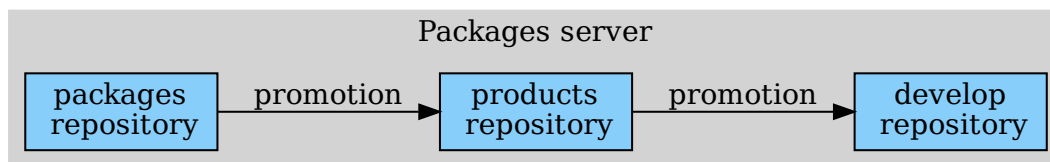
- The **packages pipeline** takes care of building one single package when its code is changed. If necessary it will build it for different configurations.
- The **products pipeline** takes care of building the main organization “products” (the packages that implement the final applications or deliverables), and making sure that changes and new versions in dependencies integrate correctly, rebuilding any intermediate packages in the graph if necessary.

The idea is that if some developer does changes to the `ai` package, producing a new `ai/1.1.0` version, the packages pipeline will first build this new version. But this new version might accidentally break or require rebuilding some consumer packages. If our organization main **products** are `game/1.0` and `mapviewer/1.0`, then the products pipeline can be triggered, in this case it would rebuild `engine/1.0` and `game/1.0` as they are affected by the change.

## 5.2 Repositories and promotions

The concept of multiple server side repositories is very important for CI. In this tutorial we will use 3 repositories:

- **develop**: This repository is the main one that developers have configured in their machines to be able to `conan install` dependencies and work. As such it is expected to be quite stable, similar to a shared “develop” branch in git, and the repository should contain pre-compiled binaries for the organization’s pre-defined platforms, so developers and CI don’t need to do `--build=missing` and build again and again from source.
- **packages**: This repository will be used to temporarily upload the packages built by the “packages pipeline”, to not upload them directly to the `develop` repo and avoid disruption until these packages are fully validated.
- **products**: This repository will be used to temporarily upload the packages built by the “products pipeline”, while building and testing that new dependencies changes do not break the main “products”.



Promotions are the mechanism used to make packages available from one pipeline to the other. Connecting the above packages and product pipelines with the repositories, there will be 2 promotions:

- When all the different binaries for the different configurations have been built for a single package with the **packages pipeline**, and uploaded to the **packages repository**, the new version and changes to the package can be considered “correct” and promoted (copied) to the **products repository**.
- When the **products pipeline** has built from source all the necessary packages that need a re-build because of the new package versions in the **products repository** and has checked that the organization “products” (such `game/1.0` and `mapviewer/1.0`) are not broken, then the packages can be promoted (copied) from the **products repo** to the **develop repo**, to make them available for all other developers and CI.

**Note:**

- The concept of **immutability** is important in package management and devops. Modifying `channel` is strongly discouraged, see [Package promotions](#).
  - The versioning approach is important. This tutorial will be following *the default Conan versioning approach*, [see details here](#)
- 

This tutorial is just modeling the **development** flow. In production systems, there will be other repositories and promotions, like a **testing** repository for the QA team, and a final **release** repository for final users, such that packages can be promoted from **develop** to **testing** to **release** as they pass validation. Read more about promotions in [Package promotions](#).

Let's start with the tutorial, move to the next section to do the project setup:

### 5.2.1 Project setup

The code necessary for this tutorial is found in the `examples2` repo, clone it and move to the folder:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/ci/game
```

#### Server repositories setup

We need 3 different repositories in the same server. Make sure to have an Artifactory running and available. You can download the free [Artifactory CE](#) from the [downloads page](#) and run it in your own computer, or you can use docker:

```
$ docker run --name artifactory -d -p 8081:8081 -p 8082:8082 releases-docker.jfrog.io/
↪ jfrog/artifactory-cpp-ce:7.63.12
# Can be stopped with "docker stop artifactory"
```

When you launch it, you can go to <http://localhost:8081/> to check it (user: "admin", password: "password"). If you have another available Artifactory, it can be used too if you can create new repositories there.

As a first step, log into the web UI and **create 3 different local repositories** called `develop`, `packages` and `products`.

Then according to the `project_setup.py` file, these are the necessary environment variables to configure the server. Please define `ARTIFACTORY_URL`, `ARTIFACTORY_USER` and/or `ARTIFACTORY_PASSWORD` if necessary to adapt to your setup:

```
# TODO: This must be configured by users
SERVER_URL = os.environ.get("ARTIFACTORY_URL", "http://localhost:8081/artifactory/api/
↪ conan")
USER = os.environ.get("ARTIFACTORY_USER", "admin")
PASSWORD = os.environ.get("ARTIFACTORY_PASSWORD", "password")
```

## Initial dependency graph

### Warning:

- The initialization of the project will remove the contents of the 3 develop, products and packages repositories in the server.
- The `examples2/ci/game` folder contains a `.conanrc` file that defines a local cache, so commands executed in this tutorial do not pollute or alter your main Conan cache.

```
$ python project_setup.py
```

This will do several tasks, clean the server repos, create initial Debug and Release binaries for the dependency graph and upload them to the develop repo, then clean the local cache. Note in this example we are using Debug and Release as our different configurations for convenience, but in real cases these would be different configurations such as Windows/X86\_64, Linux/x86\_64, Linux/armv8, etc., running in different computers.

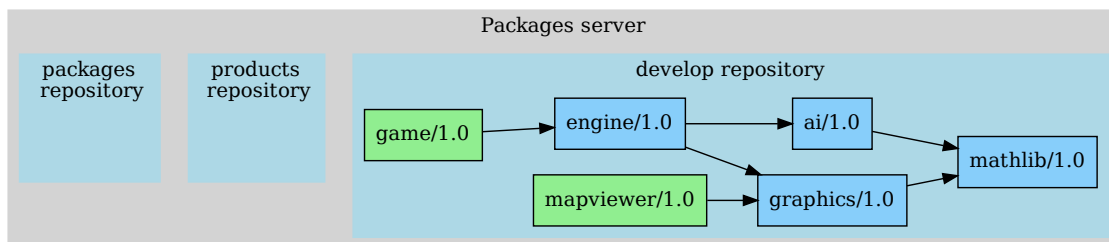
After the setup, it can be checked that the 3 remotes are defined, but only develop remote is enabled, and there are no packages in the local cache:

```
$ conan remote list
products: http://localhost:8081/artifactory/api/conan/products [Verify SSL: True,
↳Enabled: False]
develop: http://localhost:8081/artifactory/api/conan/develop [Verify SSL: True, Enabled:
↳True]
packages: http://localhost:8081/artifactory/api/conan/packages [Verify SSL: True,
↳Enabled: False]

$ conan list *
Found 0 pkg/version recipes matching * in local cache
Local Cache
WARN: There are no matching recipe references
```

**Important:** The order of the remotes is important. If the products repository is enabled, it will have higher priority than the develop one, so if it contains new versions, they will be picked from there.

This dependency graph of packages in the develop repo is the starting point for our tutorial, assumed as a functional and stable “develop” state of the project that developers can `conan install` to work in any of the different packages.



## 5.2.2 Packages pipeline

The **packages pipeline** will build, create and upload the package binaries for the different configurations and platforms, when some developer is submitting some changes to one of the organization repositories source code. For example if a developer is doing some changes to the `ai` package, improving some of the library functionality, and bumping the version to `ai/1.1.0`. If the organization needs to support both Windows and Linux platforms, then the package pipeline will build the new `ai/1.1.0` both for Windows and Linux, before considering the changes are valid. If some of the configurations fail to build under a specific platform, it is common to consider the changes invalid and stop the processing of those changes, until the code is fixed.

For the `package pipeline` we will start with a simple source code change in the `ai` recipe, simulating some improvements in the `ai` package, providing some better algorithms for our game.

**Let's do the following changes in the `ai` package:**

- Let's change the implementation of the `ai/src/ai.cpp` function and change the message from `Some Artificial` to `SUPER BETTER Artificial`
- Let's change the default `intelligence=0` value in `ai/include/ai.h` to a new `intelligence=50` default.
- Finally, let's bump the version. As we did some changes to the package public headers, it would be advised to bump the minor version, so let's edit the `ai/conanfile.py` file and define `version = "1.1.0"` there (instead of the previous `1.0`). Note that if we did some breaking changes to the `ai` public API, the recommendation would be to change the major instead and create a new `2.0` version.

The **packages pipeline** will take care of building the different packages binaries for the new `ai/1.1.0` and upload them to the `packages` binary repository to avoid disrupting or causing potential issues to other developers and CI jobs. If the pipeline succeed it will promote (copy) them to the `products` binary repository, and stop otherwise.

There are different aspects that need to be taken into account when building these binary packages for `ai/1.1.0`. The following tutorial sections do the same job, but under different hypothesis. They are explained in increasing complexity.

Note all of the commands can be found in the repository `run_example.py` file. This file is mostly intended for maintainers and testing, but it might be useful as a reference in case of issues.

### Package pipeline: single configuration

We will start with the most simple case, in which we only had to build 1 configuration, and that configuration can be built in the current CI machine.

As we described before while presenting the different server binary repositories, the idea is that package builds will use by default the `develop` repo only, which is considered the stable one for developer and CI jobs.

This pipeline starts from a clean state, with no packages in the cache, and only the `develop` repository enabled.

With this configuration the CI job could just do:

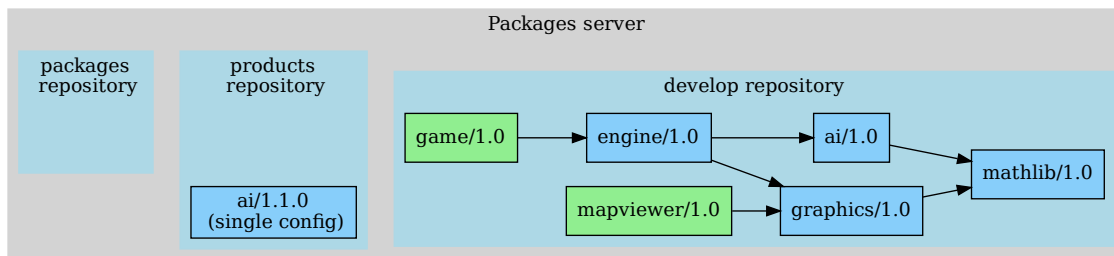
```
$ cd ai
$ conan create . --build="missing:ai/*"
...
ai/1.1.0: SUPER BETTER Artificial Intelligence for aliens (Release)!
ai/1.1.0: Intelligence level=50
```

Note the `--build="missing:ai/*"` might not be fully necessary in some cases, but it can save time in other situations. For example, if the developer did some changes just to the repo `README`, and didn't bump the version at all, Conan will not generate a new `recipe revision`, and detect this as a no-op, avoiding having to unnecessarily rebuild binaries from source.

If we are in a single-configuration scenario and it built correctly, for this simple case we don't need a promotion, and just uploading directly the built packages to the products repository will be enough, where the products pipeline will pick it later.

```
# We don't want to disrupt developers or CI, upload to products
$ conan remote enable products
$ conan upload "ai*" -r=products -c
$ conan remote disable products
```

As the cache was initially clean, all ai packages would be the ones that were built in this pipeline.



This was a very simple scenario, let's move to a more realistic one: having to build more than one configuration.

### Package pipeline: multi configuration

In the previous section we were building just 1 configuration. This section will cover the case in which we need to build more than 1 configuration. We will use the Release and Debug configurations here for convenience, as it is easier to follow, but in real case these configurations will be more like Windows, Linux, OSX, building for different architectures, cross building, etc.

Let's begin cleaning our cache:

```
$ conan remove "*" -c # Make sure no packages from last run
```

We will create the packages for the 2 configurations sequentially in our computer, but note these will typically run in different computers, so it is typical for CI systems to launch the builds of different configurations in parallel.

Listing 1: Release build

```
$ cd ai # If you were not inside "ai" folder already
$ conan create . --build="missing:ai/*" -s build_type=Release --format=json > graph.json
$ conan list --graph=graph.json --graph-binaries=build --format=json > built.json

$ conan remote enable packages
$ conan upload -l=built.json -r=packages -c --format=json > uploaded_release.json
$ conan remote disable packages
```

We have done a few changes and extra steps:

- First step is similar to the one in the previous section, a `conan create`, just making it explicit our configuration `-s build_type=Release` for clarity, and capturing the output of the `conan create` in a `graph.json` file.

- The second step is create from the `graph.json` a `built.json` **package list** file, with the packages that needs to be uploaded, in this case, only the packages that have been built from source (`--graph-binaries=build`) will be uploaded. This is done for efficiency and faster uploads.
- Third step is to enable the packages repository. It was not enabled to guarantee that all possible dependencies came from develop repo only.
- Then, we will upload the `built.json` package list to the packages repository, creating the `uploaded_release.json` package list with the new location of the packages (the server repository).
- Finally, we will disable again the packages repository

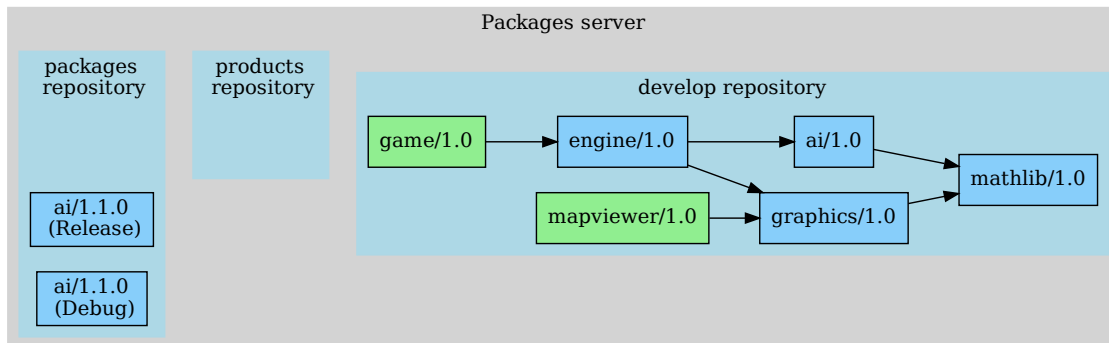
Likewise, the Debug build will do the same steps:

Listing 2: Debug build

```
$ conan create . --build="missing:ai/*" -s build_type=Debug --format=json > graph.json
$ conan list --graph=graph.json --graph-binaries=build --format=json > built.json

$ conan remote enable packages
$ conan upload -l=built.json -r=packages -c --format=json > uploaded_debug.json
$ conan remote disable packages
```

When both Release and Debug configuration finish successfully, we would have these packages in the repositories:



When all the different binaries for `ai/1.1.0` have been built correctly, the package pipeline can consider its job successful and decide to promote those binaries. But further package builds and checks are necessary, so instead of promoting them to the develop repository, the package pipeline can promote them to the products binary repository. As all other developers and CI use the develop repository, no one will be broken at this stage either:

Listing 3: Promoting from packages->product

```
# aggregate the package list
$ conan pkglist merge -l uploaded_release.json -l uploaded_debug.json --format=json > \
  uploaded.json

$ conan remote enable packages
$ conan remote enable products
# Promotion using Conan download/upload commands
# (slow, can be improved with art:promote custom command)
$ conan download --list=uploaded.json -r=packages --format=json > promote.json
```

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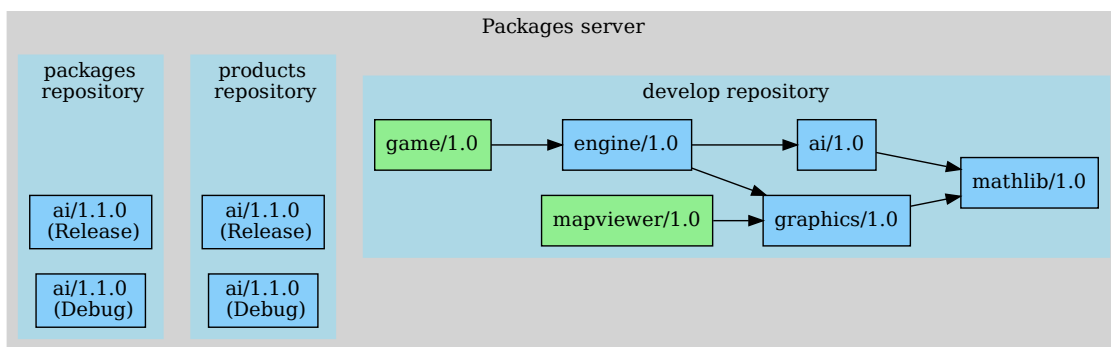
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```
$ conan upload --list=promote.json -r=products -c
$ conan remote disable packages
$ conan remote disable products
```

The first step uses the `conan pkglist merge` command to merge the package lists from the “Release” and “Debug” configurations and merge it into a single `uploaded.json` package list. This list is the one that will be used to run the promotion.

In this example we are using a slow `conan download + conan upload` promotion. This can be way more efficient with the `conan art:promote` extension command.

After running the promotion we will have the following packages in the server:



To summarize:

- We built 2 different configurations, Release and Debug (could have been Windows/Linux or others), and uploaded them to the packages repository.
- When all package binaries for all configurations were successfully built, we promoted them from the packages to the products repository, to make them available for the products pipeline.
- **Package lists** were captured in the package creation process and merged into a single one to run the promotion.

There is still an aspect that we haven’t considered yet, the possibility that the dependencies of `ai/1.1.0` change during the build. Move to the next section to see how to use lockfiles to achieve more consistent multi-configuration builds.

## Package pipeline: multi configuration using lockfiles

In the previous example, we built both Debug and Release package binaries for `ai/1.1.0`. In real world scenarios the binaries to build would be different platforms (Windows, Linux, embedded), different architectures, and very often it will not be possible to build them in the same machine, requiring different computers.

The previous example had an important assumption: the dependencies of `ai/1.1.0` do not change at all during the building process. In many scenarios, this assumption will not hold, for example if there are any other concurrent CI jobs, and one successful job publishes a new `mathlib/1.1` version in the develop repo.

Then it is possible that one build of `ai/1.1.0`, for example, the one running in the Linux servers starts earlier and uses the previous `mathlib/1.0` version as dependency, while the Windows servers start a bit later, and then their build will use the recent `mathlib/1.1` version as dependency. This is a very undesirable situation, having binaries for the same `ai/1.1.0` version using different dependencies versions. This can lead in later graph resolution problems, or even worse, get to the release with different behavior for different platforms.

The way to avoid this discrepancy in dependencies is to force the usage of the same dependencies versions and revisions, something that can be done with *lockfiles*.

Creating and applying lockfiles is relatively straightforward. The process of creating and promoting the configurations will be identical to the previous section, but just applying the lockfiles.

## Creating the lockfile

Let's make sure as usual that we start from a clean state:

```
$ conan remove "*" -c # Make sure no packages from last run
```

Then we can create the lockfile `conan.lock` file:

```
# Capture a lockfile for the Release configuration
$ conan lock create . -s build_type=Release --lockfile-out=conan.lock
# extend the lockfile so it also covers the Debug configuration
# in case there are Debug-specific dependencies
$ conan lock create . -s build_type=Debug --lockfile=conan.lock --lockfile-out=conan.lock
```

Note that different configurations, using different profiles or settings could result in different dependency graphs. A lockfile file can be used to lock the different configurations, but it is important to iterate the different configurations/profiles and capture their information in the lockfile.

---

**Note:** The `conan.lock` is the default argument, and if a `conan.lock` file exists, it might be automatically used by `conan install/create` and other graph commands. This can simplify many of the commands, but this tutorial is showing the full explicit commands for clarity and didactical reasons.

---

The `conan.lock` file can be inspected, it will be something like:

```
{
  "version": "0.5",
  "requires": [
    "mathlib/1.0#f2b05681ed843bf50d8b7b7bdb5163ea%1724319985.398"
  ],
  "build_requires": [],
  "python_requires": [],
  "config_requires": []
}
```

As we can see, it is locking the `mathlib/1.0` dependency version and revision.

With the lockfile, creating the different configurations is exactly the same, but providing the `--lockfile=conan.lock` argument to the `conan create` step, it will guarantee that `mathlib/1.0#f2b05681ed843bf50d8b7b7bdb5163ea` will always be the exact dependency used, irrespective if there exist new `mathlib/1.1` versions or new revisions available. The following builds could be launched in parallel but executed at different times, and still they will always use the same `mathlib/1.0` dependency:

Listing 4: Release build

```
$ cd ai # If you were not inside "ai" folder already
$ conan create . --build="missing:ai/*" --lockfile=conan.lock -s build_type=Release --
  ↪ format=json > graph.json
```

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```
$ conan list --graph=graph.json --graph-binaries=build --format=json > built.json
$ conan remote enable packages
$ conan upload -l=built.json -r=packages -c --format=json > uploaded_release.json
$ conan remote disable packages
```

Listing 5: Debug build

```
$ conan create . --build="missing:ai/*" --lockfile=conan.lock -s build_type=Debug --
↪format=json > graph.json
$ conan list --graph=graph.json --graph-binaries=build --format=json > built.json
$ conan remote enable packages
$ conan upload -l=built.json -r=packages -c --format=json > uploaded_debug.json
$ conan remote disable packages
```

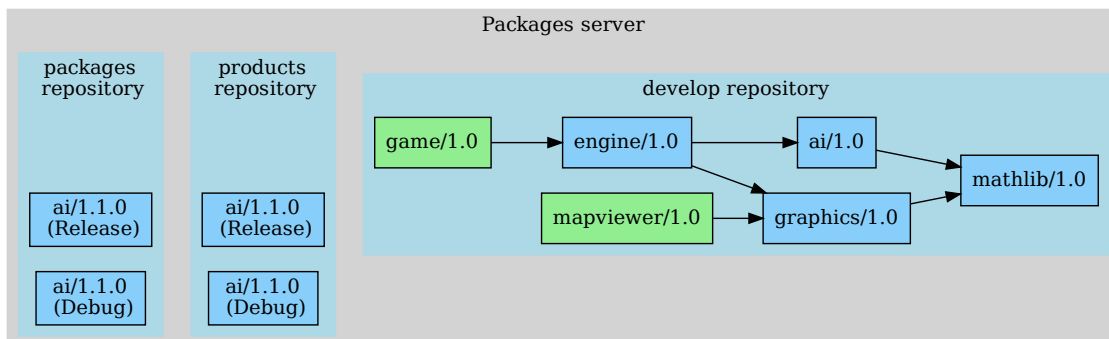
Note the only modification to the previous example is the addition of `--lockfile=conan.lock`. The promotion will also be identical to the previous one:

Listing 6: Promoting from packages-&gt;product

```
# aggregate the package list
$ conan pkglist merge -l uploaded_release.json -l uploaded_debug.json --format=json >
↪uploaded.json

$ conan remote enable packages
$ conan remote enable products
# Promotion using Conan download/upload commands
# (slow, can be improved with art:promote custom command)
$ conan download --list=uploaded.json -r=packages --format=json > promote.json
$ conan upload --list=promote.json -r=products -c
$ conan remote disable packages
$ conan remote disable products
```

And the final result will be the same as in the previous section, but this time just with the guarantee that both Debug and Release binaries were built using exactly the same mathlib version:



Now that we have the new `ai/1.1.0` binaries in the products repo, we can consider the packages pipeline finished and move to the next section, and build and check our products to see if this new `ai/1.1.0` version integrates correctly.

### 5.2.3 Products pipeline

The **products pipeline** responds to a more challenging question: do my “products” build correctly with the new versions of the packages? to the packages and their dependencies? This is the real “Continuous Integration” part, in which changes in different packages are really tested against the organization important products to check if things integrate cleanly or break.

Let’s continue with the example above, if we now have a new `ai/1.1.0` package, is it going to break the existing `game/1.0` and/or `mapviewer/1.0` applications? Is it necessary to re-build from source some of the existing packages that depend directly or indirectly on `ai` package? In this tutorial we use `game/1.0` and `mapviewer/1.0` as our “products”, but this concept will be further explained later, and specially why it is important to think in terms of “products” instead of trying to explicitly model the dependencies top-bottom in the CI.

The essence of this **products pipeline** in our example is that the new `ai/1.1.0` version that was uploaded to the **products** repository automatically falls into the valid version ranges, and our versioning approach means that such a minor version increase will require building from source its consumers, in this case `engine/1.0` and `game/1.0` and in that specific sequential order, while all the other packages will remain the same. Knowing which packages need to be built from source and in which order, and executing that build to check if the main organization products keep working correctly with the new dependencies versions is the responsibility of the products pipeline.

#### What are the products

The **products** are the main software artifact that a organization (a company, a team, a project) is delivering as final result and provide some value for users of those artifacts. In this example we will consider `game/1.0` and `mapviewer/1.0` the “products”. Note that it is possible to define different versions of the same package as products, for example, if we had to maintain different versions of the `game` for different customers, we could have `game/1.0` and `game/2.3` as well as different versions of `mapviewer` as products.

The “products” approach, besides the advantage of focusing on the business value, has another very important advantage: it avoids having to model the dependency graph at the CI layer. It is a frequent attempt trying to model the inverse dependency model, that is, representing at the CI level the dependants or consumers of a given package. In our example, if we had configured a job for building the `ai` package, we could have another job for the `engine` package, that is triggered after the `ai` one, configuring such topology somehow in the CI system.

But this approach does not scale at all and have very important limitations:

- The example above is relatively simple, but in practice dependency graphs can have many more packages, even several hundreds, making it very tedious and error prone to define all dependencies among packages in the CI
- Dependencies evolve over time, and new versions are used, some dependencies are removed and newer dependencies are added. The simple relationship between repositories modeled at the CI level can result in a very inefficient, slow and time consuming CI, if not a fragile one that continuously breaks because some dependencies change.
- The combinatorial nature that happens downstream a dependency graph, where a relatively stable top dependency, lets say `mathlib/1.0` might be used by multiple consumers such as `ai/1.0`, `ai/1.1`, `ai/1.2` which in turn each one might be used by multiple `engine` different versions and so on. Building only the latest version of the consumers would be insufficient in many cases and building all of them would be extremely costly.
- The “inverse” dependency model, that is, asking what are the “dependants” of a given package is extremely challenging in practice, specially in a decentralized approach like Conan in which packages can be stored in different repositories, including different servers, and there isn’t a central database of all packages and their relations. Also, the “inverse” dependency model is, similar to the direct one, conditional. As a dependency can be conditional on any configuration (settings, options), the inverse is also conditioned to the same logic, and such logic also evolves and changes with every new revision and version.

In C and C++ projects the “products” pipeline becomes more necessary and critical than in other languages due to the compilation model with headers textual inclusions becoming part of the consumers’ binary artifacts and due to the native artifacts linkage models.

## Building intermediate packages new binaries

A frequently asked question is what would be the version of a consumer package when it builds against a new dependency version. Put it explicitly for our example, where we have defined that we need to build again the `engine/1.0` package because now it is depending on `ai/1.1.0` new version:

- Should we create a new `engine/1.1` version to build against the new `ai/1.1.0`?
- Or should we keep the `engine/1.0` version?

The answer lies in the *binary model and how dependencies affect the package\_id*. Conan has a binary model that takes into account both the versions, revisions and `package_id` of the dependencies, as well as the different package types (`package_type` attribute).

The recommendation is to keep the package versions aligned with the source code. If `engine/1.0` is building from a specific commit/tag of its source repository, and the source of that repository doesn’t change at all, then it becomes very confusing to have a changing package version that deviate from the source version. With the Conan binary model what we will have is 2 different binaries for `engine/1.0`, with 2 different `package_id`. One binary will be built against the `ai/1.0` version and the other binary will be built against the `ai/1.1.0`, something like:

```
$ conan list engine:* -r=develop
engine/1.0
  revisions
    fba6659c9dd04a4bbdc7a375f22143cb (2024-08-22 09:46:24 UTC)
  packages
    2c5842e5aa3ed21b74ed7d8a0a637eb89068916e
  info
    settings
    ...
  requires
    ai/1.0.Z
    graphics/1.0.Z
    mathlib/1.0.Z
    de738ff5d09f0359b81da17c58256c619814a765
  info
    settings
    ...
  requires
    ai/1.1.Z
    graphics/1.0.Z
    mathlib/1.0.Z
```

Let’s see how a product pipeline can build such `engine/1.0` and `game/1.0` new binaries using the new dependencies versions. In the following sections we will present a products pipeline in an incremental way, the same as the packages pipeline.

## Products pipeline: single configuration

In this section we will implement a very basic products pipeline, without distributing the build, without using lockfiles or building multiple configurations.

The main idea is to illustrate the need to rebuild some packages because there is a new `ai/1.1.0` version that can be integrated by our main products. This new `ai` version is in the `products` repository, as it was already successfully built by the “packages pipeline”. Let’s start by making sure we have a clean environment with the right repositories defined:

```
# First clean the local "build" folder
$ pwd # should be <path>/examples2/ci/game
$ rm -rf build # clean the temporary build folder
$ mkdir build && cd build # To put temporary files

# Now clean packages and define remotes
$ conan remove "*" -c # Make sure no packages from last run
# NOTE: The products repo is first, it will have higher priority.
$ conan remote enable products
```

Recall that the `products` repo has higher priority than the `develop` repo. It means Conan will resolve first in the `products` repo, if it finds a valid version for the defined version ranges, it will stop there and return that version, without checking the `develop` repo (checking all repositories can be done with `--update`, but that would be slower and with the right repository ordering, it is not necessary).

As we have already defined, our main products are `game/1.0` and `mapviewer/1.0`, let’s start by trying to install and use `mapviewer/1.0`:

```
$ conan install --requires=mapviewer/1.0
...
Requirements
  graphics/1.0#24b395ba17da96288766cc83accc98f5 - Downloaded (develop)
  mapviewer/1.0#c4660fde083a1d581ac554e8a026d4ea - Downloaded (develop)
  mathlib/1.0#f2b05681ed843bf50d8b7b7bdb5163ea - Downloaded (develop)
...
Install finished successfully

# Activate the environment and run the executable
# Use "conanbuild.bat && mapviewer" in Windows
$ source conanrun.sh && mapviewer
...
graphics/1.0: Checking if things collide (Release)!
mapviewer/1.0:serving the game (Release)!
```

As we can see, `mapviewer/1.0` doesn’t really depend on `ai` package at all, not any version. So if we install it, we would already have a pre-compiled binary for it and everything works.

But if we now try the same with `game/1.0`:

```
$ conan install --requires=game/1.0
...
===== Computing necessary packages =====
...
ERROR: Missing binary: game/1.0:bac7cd2fe1592075ddc715563984bbe000059d4c

game/1.0: WARN: Cant find a game/1.0 package binary_
```

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```
→bac7cd2fe1592075ddc715563984bbe000059d4c for the configuration:
```

```
...
[requires]
ai/1.1.0#01a885b003190704f7617f8c13baa630
```

It will fail, because it will get ai/1.1.0 from the products repo, and there will be no pre-compiled binary for game/1.0 against this new version of ai. This is correct, ai is a static library, so we need to re-build game/1.0 against it, let's do it using the --build=missing argument:

```
$ conan install --requires=game/1.0 --build=missing
...
===== Computing necessary packages =====
Requirements
  ai/1.1.0:8b108997a4947ec6a0487a0b6bcbcd1072e95f3 - Download (products)
  engine/1.0:de738ff5d09f0359b81da17c58256c619814a765 - Build
  game/1.0:bac7cd2fe1592075ddc715563984bbe000059d4c - Build
  graphics/1.0:8b108997a4947ec6a0487a0b6bcbcd1072e95f3 - Download (develop)
  mathlib/1.0:4d8ab52ebb49f51e63d5193ed580b5a7672e23d5 - Download (develop)

----- Installing package engine/1.0 (4 of 5) -----
engine/1.0: Building from source
...
engine/1.0: Package de738ff5d09f0359b81da17c58256c619814a765 created
----- Installing package game/1.0 (5 of 5) -----
game/1.0: Building from source
...
game/1.0: Package bac7cd2fe1592075ddc715563984bbe000059d4c created
Install finished successfully
```

Note the --build=missing knows that engine/1.0 also needs a new binary as a result of its dependency to the new ai/1.1.0 version. Then, Conan proceeds to build the packages in the right order, first engine/1.0 has to be built, because game/1.0 depends on it. After the build we can list the new built binaries and see how they depend on the new versions:

```
$ conan list engine:*
Local Cache
  engine
    engine/1.0
      revisions
        fba6659c9dd04a4bbdc7a375f22143cb (2024-09-30 12:19:54 UTC)
      packages
        de738ff5d09f0359b81da17c58256c619814a765
      info
        ...
      requires
        ai/1.1.Z
        graphics/1.0.Z
        mathlib/1.0.Z

$ conan list game:*
Local Cache
  game
```

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```

game/1.0
  revisions
    1715574045610faa2705017c71d0000e (2024-09-30 12:19:55 UTC)
  packages
    bac7cd2fe1592075ddc715563984bbe000059d4c
  info
    ...
  requires
    ai/1.1.0
    ↪ #01a885b003190704f7617f8c13baa630:8b108997a4947ec6a0487a0b6bcbc0d1072e95f3
    engine/1.0
    ↪ #fba6659c9dd04a4bbdc7a375f22143cb:de738ff5d09f0359b81da17c58256c619814a765
    graphics/1.0
    ↪ #24b395ba17da96288766cc83accc98f5:8b108997a4947ec6a0487a0b6bcbc0d1072e95f3
    mathlib/1.0
    ↪ #f2b05681ed843bf50d8b7b7bdb5163ea:4d8ab52ebb49f51e63d5193ed580b5a7672e23d5

```

The new engine/1.0:de738ff5d09f0359b81da17c58256c619814a765 binary depends on ai/1.1.Z, because as it is a static library it will only require re-builds for changes in the minor version, but not patches. While the game/1.0 new binary will depend on the full exact ai/1.1.0#revision:package\_id, and also on the new engine/1.0:de738ff5d09f0359b81da17c58256c619814a765 new binary that depends on ai/1.1.Z.

Now the game can be executed:

```

# Activate the environment and run the executable
# Use "conanbuild.bat && game" in Windows
$ source conanrun.sh && game
mathlib/1.0: mathlib maths (Release)!
ai/1.1.0: SUPER BETTER Artificial Intelligence for aliens (Release)!
ai/1.1.0: Intelligence level=50
graphics/1.0: Checking if things collide (Release)!
engine/1.0: Computing some game things (Release)!
game/1.0:fun game (Release)!

```

We can see that the new game/1.0 binary incorporates the improvements in ai/1.1.0, and links correctly with the new binary for engine/1.0.

And this is a basic “products pipeline”, we manage to build and test our main products when necessary (recall that mapviewer wasn’t really affected, so no rebuilds were necessary at all). In general, a production “products pipeline” will finish uploading the built packages to the repository and running a new promotion to the develop repo. But as this was a very basic and simple pipeline, let’s wait a bit for that, and let’s continue with more advanced scenarios.

## Products pipeline: the build-order

The previous section used --build=missing to build all the necessary packages in the same CI machine. This is not always desired, or even possible, and in many situations it is preferable to do a distributed build, to achieve faster builds and better usage the CI resources. The most natural distribution of the build load is to build different packages in different machines. Let’s see how this is possible with the conan graph build-order command.

Let’s start as usual making sure we have a clean environment with the right repositories defined:

```

# First clean the local "build" folder
$ pwd # should be <path>/examples2/ci/game

```

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```
$ rm -rf build # clean the temporary build folder
$ mkdir build && cd build # To put temporary files

$ conan remove "*" -c # Make sure no packages from last run
# NOTE: The products repo is first, it will have higher priority.
$ conan remote enable products
```

We will obviate by now the mapviewer/1.0 product and focus this section in the game/1.0 product. The first step is to compute the “build-order”, that is, the list of packages that need to be built, and in what order. This is done with the following conan graph build-order command:

```
$ conan graph build-order --requires=game/1.0 --build=missing --order-by=recipe --reduce_
↪--format=json > game_build_order.json
```

Note a few important points:

- It is necessary to use the `--build=missing`, in exactly the same way than in the previous section. Failing to provide the intended `--build` policy and argument will result in incomplete or erroneous build-orders.
- The `--reduce` argument eliminates all elements in the resulting order that don't have the **binary**: Build policy. This means that the resulting “build-order” cannot be merged with other build order files for aggregating them into a single one, which is important when there are multiple configurations and products.
- The `--order-by` argument allows to define different orders, by “recipe” or by “configuration”. In this case, we are using `--order-by=recipe` which is intended to parallelize builds per recipe, that means, that all possible different binaries for a given package like `engine/1.0` should be built first before any consumer of `engine/1.0` can be built.

The resulting `game_build_order.json` looks like:

Listing 7: `game_build_order.json`

```
{
  "order_by": "recipe",
  "reduced": true,
  "order": [
    [
      {
        "ref": "engine/1.0#fba6659c9dd04a4bbdc7a375f22143cb",
        "packages": [
          {
            "package_id": "de738ff5d09f0359b81da17c58256c619814a765",
            "binary": "Build",
            "build_args": "--requires=engine/1.0 --build=engine/1.0",
          }
        ]
      }
    ],
    [
      {
        "ref": "game/1.0#1715574045610faa2705017c71d0000e",
        "depends": [
          "engine/1.0#fba6659c9dd04a4bbdc7a375f22143cb"
        ]
      }
    ]
  ]
}
```

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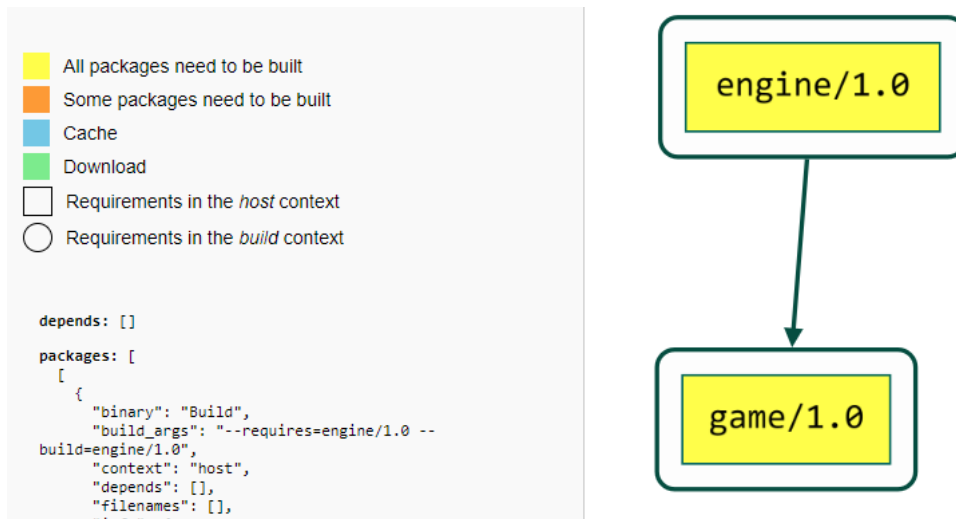
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```

    ],
    "packages": [
        [
            {
                "package_id": "bac7cd2fe1592075ddc715563984bbe000059d4c",
                "binary": "Build",
                "build_args": "--requires=game/1.0 --build=game/1.0",
            }
        ]
    ]
}

```

For convenience, in the same way that `conan graph info ... --format=html > graph.html` can generate a file with an HTML interactive dependency graph, the `conan graph build-order ... --format=html > build_order.html` can generate an HTML visual representation of the above json file:



The resulting json contains an `order` element which is a list of lists. This arrangement is important, every element in the top list is a set of packages that can be built in parallel because they do not have any relationship among them. You can view this list as a list of “levels”, in level 0, there are packages that have no dependencies to any other package being built, in level 1 there are packages that contain dependencies only to elements in level 0 and so on.

Then, the order of the elements in the outermost list is important and must be respected. Until the build of all the packages in one list item has finished, it is not possible to start the build of the next “level”.

Using the information in the `graph_build_order.json` file, it is possible to execute the build of the necessary packages, in the same way that the previous section’s `--build=missing` did, but not directly managed by us.

Taking the arguments from the json, the commands to execute would be:

```

$ conan install --requires=engine/1.0 --build=engine/1.0
$ conan install --requires=game/1.0 --build=game/1.0

```

We are executing these commands manually, but in practice, it would be a `for` loop in CI executing over the json output. We will see some Python code later for this. At this point we wanted to focus on the `conan graph build-order` command, but we haven’t really explained how the build is distributed.



Also note that inside every element there is an inner list of lists, the "packages" section, for all the binaries that must be built for a specific recipe for different configurations.

Let's move now to see how a multi-product, multi-configuration build order can be computed.

### Products pipeline: multi-product multi-configuration builds

In the previous section we computed a `conan graph build-order` with several simplifications, we didn't take the `mapviewer` product into account, and we processed only 1 configuration.

In real scenarios, it will be necessary to manage more than one product and the most common case is that there is more than one configuration for every product. If we build these different cases sequentially it will be much slower and inefficient, and if we try to build them in parallel there will easily be many duplicated and unnecessary builds of the same packages, wasting resources and even producing issues as race conditions or traceability problems.

To avoid this issue, it is possible to compute a single unified "build-order" that aggregates all the different build-orders that are computed for the different products and configurations.

Let's start as usual cleaning the local cache and defining the correct repos:

```
# First clean the local "build" folder
$ pwd # should be <path>/examples2/ci/game
$ rm -rf build # clean the temporary build folder
$ mkdir build && cd build # To put temporary files

$ conan remove "*" -c # Make sure no packages from last run
# NOTE: The products repo is first, it will have higher priority.
$ conan remote enable products
```

Now, we will start computing the build-order for `game/1.0` for the 2 different configurations that we are building in this tutorial, debug and release:

```
$ conan graph build-order --requires=game/1.0 --build=missing --order-by=recipe --
  ↳ format=json > game_release.json
$ conan graph build-order --requires=game/1.0 --build=missing --order-by=recipe -s build_
  ↳ type=Debug --format=json > game_debug.json
```

These commands are basically the same as in the previous section, each one with a different configuration and creating a different output file `game_release.json` and `game_debug.json`. These files will be similar to the previous ones, but as we haven't used the `--reduce` argument (this is important!) they will actually contain a "build-order" of all elements in the graph, even if only some contain the binary: Build definition, and others will contain other binary: Download|Cache|etc.

Now, let's compute the build-order for `mapviewer/1.0`:

```
$ conan graph build-order --requires=mapviewer/1.0 --build=missing --order-by=recipe --
  ↳ format=json > mapviewer_release.json
$ conan graph build-order --requires=mapviewer/1.0 --build=missing --order-by=recipe -s_
  ↳ build_type=Debug --format=json > mapviewer_debug.json
```

Note that in the generated `mapviewer_xxx.json` build-order files, there will be only 1 element for `mapviewer/1.0` that contains a binary: Download, because there is really no other package to be built, and as `mapviewer` is an application linked statically, Conan knows that it can "skip" its dependencies binaries. If we had used the `--reduce` argument we would have obtained an empty order. But this is not an issue, as the next final step will really compute what needs to be built.

Let's take all the 4 different "build-order" files (2 products x 2 configurations each), and merge them together:

```
$ conan graph build-order-merge --file=game_release.json --file=game_debug.json --
↪file=mapviewer_release.json --file=mapviewer_debug.json --reduce --format=json > build_
↪order.json
```

Now we have applied the `--reduce` argument to produce a final `build_order.json` that is ready for distribution to the build agents and it only contains those specific packages that need to be built:

```
{
  "order_by": "recipe",
  "reduced": true,
  "order": [
    [
      {
        "ref": "engine/1.0#fba6659c9dd04a4bbdc7a375f22143cb",
        "packages": [
          [
            {
              "package_id": "de738ff5d09f0359b81da17c58256c619814a765",
              "filenames": ["game_release"],
              "build_args": "--requires=engine/1.0 --build=engine/1.0",
            },
            {
              "package_id": "cbeb3ac76e3d890c630dae5c068bc178e538b090",
              "filenames": ["game_debug"],
              "build_args": "--requires=engine/1.0 --build=engine/1.0",
            }
          ]
        ]
      },
      {
        "ref": "game/1.0#1715574045610faa2705017c71d0000e",
        "packages": [
          [
            {
              "package_id": "bac7cd2fe1592075ddc715563984bbe000059d4c",
              "filenames": ["game_release"],
              "build_args": "--requires=game/1.0 --build=game/1.0",
            },
            {
              "package_id": "01fbc27d2c156886244dafd0804eef1fff13440b",
              "filenames": ["game_debug"],
              "build_args": "--requires=game/1.0 --build=game/1.0",
            }
          ]
        ]
      }
    ]
  ],
  "profiles": {
    "game_release": {"args": ""},
  }
```

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```

    "game_debug": {"args": "-s:h=\"build_type=Debug\""},
    "mapviewer_release": {"args": ""},
    "mapviewer_debug": {"args": "-s:h=\"build_type=Debug\""}
  }
}

```

This build order summarizes the necessary builds. First it is necessary to build all different binaries for `engine/1.0`. This recipe contains 2 different binaries, one for Release and the other for Debug. These binaries belong to the same element in the packages list, which means they do not depend on each other and can be built in parallel. Each binary tracks its own original build-order file with `"filenames": ["game_release"]`, so it is possible to deduce the necessary profiles to apply to it. The `build_order.json` file contains a `profiles` section that helps recovering the profile and settings command line arguments that were used to create the respective original build-order files.

Then, after all binaries of `engine/1.0` have been built, it is possible to proceed to build the different binaries for `game/1.0`. It also contains 2 different binaries for its debug and release configurations, which can be built in parallel.

In practice, this would mean something like:

```

# This 2 could be executed in parallel
# (in different machines, or different Conan caches)
$ conan install --requires=engine/1.0 --build=engine/1.0
$ conan install --requires=engine/1.0 --build=engine/1.0 -s build_type=Debug

# Once engine/1.0 builds finish, it is possible
# to build these 2 binaries in parallel (in different machines or caches)
$ conan install --requires=game/1.0 --build=game/1.0
$ conan install --requires=game/1.0 --build=game/1.0 -s build_type=Debug

```

In this section we have still omitted some important implementation details that will follow in next sections. The goal was to focus on the `conan graph build-order-merge` command and how different products and configurations can be merged in a single “build-order”. The next section will show with more details how this build-order can be really distributed in CI, using lockfiles to guarantee constant dependencies.

## Products pipeline: distributed full pipeline with lockfiles

This section will present the full and complete implementation of a multi-product, multi-configuration distributed CI pipeline. It will cover important implementation details:

- Using lockfiles to guarantee a consistent and fixed set of dependencies for all configurations.
- Uploading built packages to the products repository.
- Capturing “package lists” and using them to run the final promotion.
- How to iterate the “build-order” programmatically

Let’s start as usual cleaning the local cache and defining the correct repos:

```

# First clean the local "build" folder
$ pwd # should be <path>/examples2/ci/game
$ rm -rf build # clean the temporary build folder
$ mkdir build && cd build # To put temporary files

$ conan remove "*" -c # Make sure no packages from last run

```

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```
# NOTE: The products repo is first, it will have higher priority.
$ conan remote enable products
```

Similarly to what we did in the `packages` pipeline when we wanted to ensure that the dependencies are exactly the same when building the different configurations and products, the first necessary step is to compute a `conan.lock` lockfile that we can pass to the different CI build agents to enforce the same set of dependencies everywhere. This can be done incrementally for the different products and configurations, aggregating it in the final single `conan.lock` lockfile. This approach assumes that both `game/1.0` and `mapviewer/1.0` will be using the same versions and revisions of the common dependencies.

```
$ conan lock create --requires=game/1.0 --lockfile-out=conan.lock
$ conan lock create --requires=game/1.0 -s build_type=Debug --lockfile=conan.lock --
↳ lockfile-out=conan.lock
$ conan lock create --requires=mapviewer/1.0 --lockfile=conan.lock --lockfile-out=conan.
↳ lock
$ conan lock create --requires=mapviewer/1.0 -s build_type=Debug --lockfile=conan.lock --
↳ lockfile-out=conan.lock
```

**Note:** Recall that the `conan.lock` arguments are mostly optional, as that is the default lockfile name. The first command can be typed as `conan lock create --requires=game/1.0`. Also, all commands, including `conan install`, if they find a existing `conan.lock` file they will use it automatically, without an explicit `--lockfile=conan.lock`. The commands in this tutorial are shown explicitly complete for completeness and didactical reasons.

Then, we can compute the build order for each product and configuration. These commands are identical to the ones in the previous section, with the only difference of adding a `--lockfile=conan.lock` argument:

```
$ conan graph build-order --requires=game/1.0 --lockfile=conan.lock --build=missing --
↳ order-by=recipe --format=json > game_release.json
$ conan graph build-order --requires=game/1.0 --lockfile=conan.lock --build=missing -s
↳ build_type=Debug --order-by=recipe --format=json > game_debug.json
$ conan graph build-order --requires=mapviewer/1.0 --lockfile=conan.lock --build=missing
↳ --order-by=recipe --format=json > mapviewer_release.json
$ conan graph build-order --requires=mapviewer/1.0 --lockfile=conan.lock --build=missing
↳ -s build_type=Debug --order-by=recipe --format=json > mapviewer_debug.json
```

Likewise the `build-order-merge` command will be identical to the previous one. In this case, as this command doesn't really compute a dependency graph, a `conan.lock` argument is not necessary, dependencies are not being resolved:

```
$ conan graph build-order-merge --file=game_release.json --file=game_debug.json --
↳ file=mapviewer_release.json --file=mapviewer_debug.json --reduce --format=json > build_
↳ order.json
```

So far, this process has been almost identical to the previous section one, just with the difference of capturing and using a lockfile. Now, we will explain the “core” of the products pipeline: iterating the build-order and distributing the build, and gathering the resulting built packages.

This would be an example of some Python code that performs the iteration sequentially (a real CI system would distribute the builds to different agents in parallel):

```

build_order = open("build_order.json", "r").read()
build_order = json.loads(build_order)
to_build = build_order["order"]

pkg_lists = [] # to aggregate the uploaded package-lists
for level in to_build:
    for recipe in level: # This could be executed in parallel
        ref = recipe["ref"]
        # For every ref, multiple binary packages are being built.
        # This can be done in parallel too. Often it is for different platforms
        # they will need to be distributed to different build agents
        for packages_level in recipe["packages"]:
            # This could be executed in parallel too
            for package in packages_level:
                build_args = package["build_args"]
                filenames = package["filenames"]
                build_type = "-s build_type=Debug" if any("debug" in f for f in_
↪filenames) else ""
                run(f"conan install {build_args} {build_type} --lockfile=conan.lock --
↪format=json", file_stdout="graph.json")
                run("conan list --graph=graph.json --format=json", file_stdout="built.
↪json")

                filename = f"uploaded{len(pkg_lists)}.json"
                run(f"conan upload -l=built.json -r=products -c --format=json", file_
↪stdout=filename)
                pkg_lists.append(filename)

```

**Note:**

- This code is specific for the `--order-by=recipe` build-order, if choosing the `--order-by=configuration`, the json is different and it would require a different iteration.

These are the tasks that the above Python code is doing:

- For every package in the build-order, a `conan install --require=<pkg> --build=<pkg>` is issued, and the result of this command is stored in a `graph.json` file
- The `conan list` command transform this `graph.json` into a package list called `built.json`. Note that this package list actually stores both the built packages and the necessary transitive dependencies. This is done for simplicity, as later these package lists will be used for running a promotion, and we also want to promote the dependencies such as `ai/1.1.0` that were built in the `packages` pipeline and not by this job.
- The `conan upload` command uploads the package list to the `products` repo. Note that the upload first checks what packages already exist in the repo, avoiding costly transfers if they already exist.
- The result of the `conan upload` command is captured in a new package list called `uploaded<index>.json`, that we will accumulate later, that will serve for the final promotion.

In practice this translates to the following commands (that you can execute to continue the tutorial):

```

# engine/1.0 release
$ conan install --requires=engine/1.0 --build=engine/1.0 --lockfile=conan.lock --
↪format=json > graph.json
$ conan list --graph=graph.json --format=json > built.json

```

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```

$ conan upload -l=built.json -r=products -c --format=json > uploaded1.json

# engine/1.0 debug
$ conan install --requires=engine/1.0 --build=engine/1.0 --lockfile=conan.lock -s build_
↪type=Debug --format=json > graph.json
$ conan list --graph=graph.json --format=json > built.json
$ conan upload -l=built.json -r=products -c --format=json > uploaded2.json

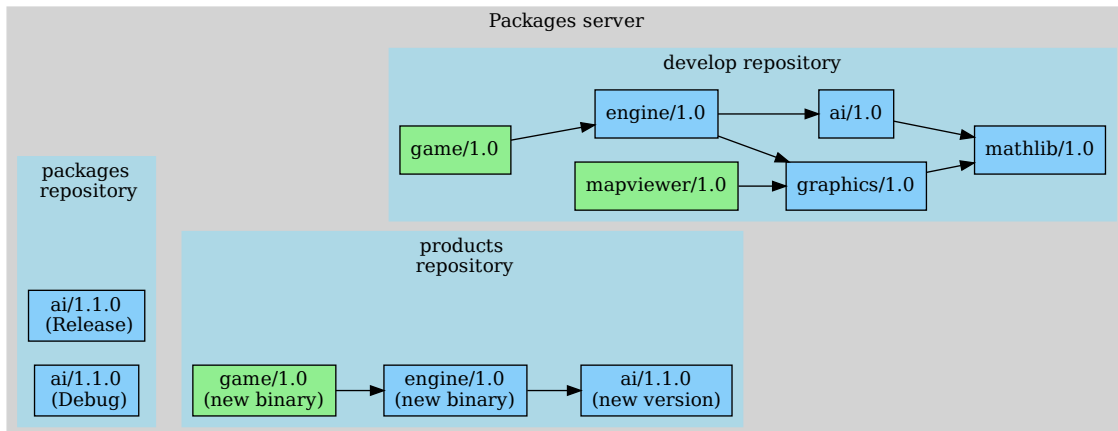
# game/1.0 release
$ conan install --requires=game/1.0 --build=game/1.0 --lockfile=conan.lock --format=json_
↪> graph.json
$ conan list --graph=graph.json --format=json > built.json
$ conan upload -l=built.json -r=products -c --format=json > uploaded3.json

# game/1.0 debug
$ conan install --requires=game/1.0 --build=game/1.0 --lockfile=conan.lock -s build_
↪type=Debug --format=json > graph.json
$ conan list --graph=graph.json --format=json > built.json
$ conan upload -l=built.json -r=products -c --format=json > uploaded4.json

```

After this step the newly built packages will be in the products repo and we will have 4 uploaded1.json - uploaded4.json files.

Simplifying the different release and debug configurations, the state of our repositories would be something like:



We can now accumulate the different uploadedX.json files into a single package list uploaded.json that contains everything:

```

$ conan pkglist merge -l uploaded0.json -l uploaded1.json -l uploaded2.json -l uploaded3.
↪json --format=json > uploaded.json

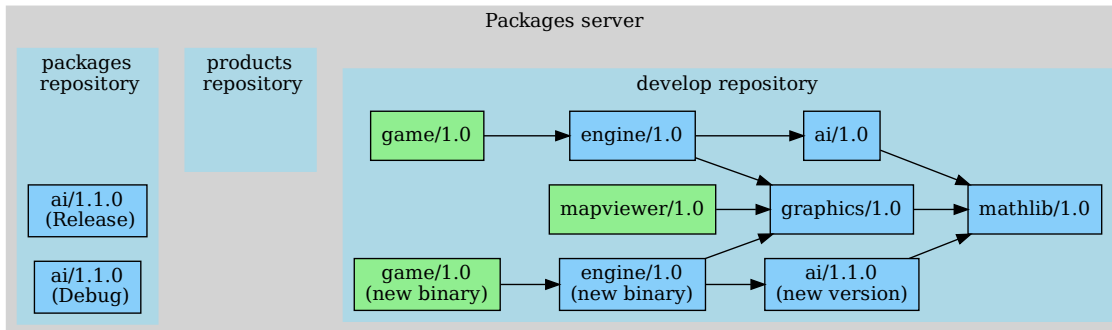
```

And finally, if everything worked well, and we consider this new set of versions and new package binaries is ready to be used by developers and other CI jobs, then we can run the final promotion from the products to the develop repository:

Listing 8: Promoting from products-&gt;develop

```
# Promotion using Conan download/upload commands
# (slow, can be improved with art:promote custom command)
$ conan download --list=uploaded.json -r=products --format=json > promote.json
$ conan upload --list=promote.json -r=develop -c
```

And our final develop repository state will be:



This state of the develop repository will have the following behavior:

- Developers installing `game/1.0` or `engine/1.0` will by default resolve to latest `ai/1.1.0` and use it. They will find pre-compiled binaries for the dependencies too, and they can continue developing using the latest set of dependencies.
- Developers and CI that were using a lockfile that was locking `ai/1.0` version, will still be able to keep working with that dependency without anything breaking, as the new versions and package binaries do not break or invalidate the previous existing binaries.

At this point, the question of what to do with the lockfile used in the Ci could arise. Note that the `conan.lock` now contains the `ai/1.1.0` version locked. There could be different strategies, like storing this lockfile in the “products” git repositories, making it easily available when developers checkout those repos. Note, however, that this lockfile matches the latest state of the develop repo, so developers checking out one of the “products” git repositories and doing a `conan install` against the develop server repository will naturally resolve to the same dependencies stored in the lockfile.

It is a good idea to at least store this lockfile in any release bundle, if the “products” are bundled somehow (a installer, a debian/rpm/choco/etc package), to include or attach to this bundled release for the final users of the software, the lockfile used to produce it, so no matter what changes in development repositories, those lockfiles can be recovered from the release information later in time.

### Final remarks

As commented in this CI tutorial introduction, this doesn't pretend to be a silver bullet, a CI system that you can deploy as-is in your organization. This tutorial so far presents a “happy path” of a Continuous Integration process for developers, and how their changes in packages that are part of larger products can be tested and validated as part of those products.

The focus of this CI tutorial is to introduce some important concepts, good practices and tools such as:

- The importance of defining the organization “products”, the main deliverables that need to be checked and built against new dependencies versions created by developers.
- How new dependencies versions of developers shouldn't be uploaded to the main development repositories until validated, to not break other developers and CI jobs.
- How multiple repositories can be used to build a CI pipeline that isolate non validated changes and new versions.
- How large dependency graphs can be built efficiently in CI with the `conan graph build-order`, and how build-orders for different configurations and products can be merged together.
- Why `lockfiles` are necessary in CI when there are concurrent CI builds.
- The importance of versioning, and the role of `package_id` to re-build only what is necessary in large dependency graphs.
- Not using `user/channel` as variable and dynamic qualifiers of packages that change accross the CI pipeline, but using instead different server repositories.
- Running package promotions (copies) accross server repositories when new package versions are validated.

There are still many implementation details, strategies, use cases, and error scenarios that are not covered in this tutorial yet:

- How to integrate breaking changes of a package that requires a new breaking major version.
- Different versioning strategies, using pre-releases, using versions or relying on recipe revisions in certain cases.
- How lockfiles can be stored and used accross different builds, if it is good to persist them and where.
- Different branching and merging strategies, nightly builds, releases flows.

We plan to extend this CI tutorial, including more examples and use cases. If you have any question or feedback, please create a ticket in <https://github.com/conan-io/conan/issues>.



## DEVOPS GUIDE

The previous *tutorial* section was aimed at users in general and developers.

The *Continuous Integration tutorial* explained the basics on how to implement Continuous Integration involving Conan packages.

This section is intended for DevOps users, build and CI engineers, administrators, and architects adopting, designing and implementing Conan in production in their teams and organizations. If you plan to use Conan in production in your project, team, or organization, this section contains the necessary information.

### 6.1 Using ConanCenter packages in production environments

---

#### Note: Default Remote Update in Conan 2.9.2

Starting from **Conan version 2.9.2**, the default remote has been changed to <https://center2.conan.io>. The previous default remote <https://center.conan.io> is now frozen and will no longer receive updates. It is recommended to update your remote configuration to use the new default remote to ensure access to the latest recipes and package updates (for more information, please read [this post](#)).

If you still have the deprecated remote configured as the default, please update using the following command:

```
conan remote update conancenter --url="https://center2.conan.io"
```

---

ConanCenter is a fantastic resource that contains reference implementations of recipes for over 1500 libraries and applications contributed by the community. As such, it is a great knowledge base on how to create and build Conan packages for open source dependencies.

ConanCenter also builds and provides binary packages for a wide range of configurations: multiple operating systems (Windows, Linux, macOS), compilers, compiler versions, and library variants (shared, static). On top of this, for a lot of libraries community contributors ensure that recipes are compatible for additional operating systems (Android, iOS, FreeBSD, QNX) and CPU architectures. The recipes in Conan Center are the greatest example of Conan's universality promise.

Unlike other package managers or repositories, ConanCenter does not maintain a fixed snapshot of versions. On the contrary, for a given library (e.g. OpenCV), multiple versions are actively maintained at the same time. This gives users greater control of which versions to use, rather than having to remain fixed to an older version, or pushing them to always be on the latest version.

In order to support this ecosystem, ConanCenter recipes are updated very frequently. Recipes themselves may be updated to support a new platform, bug fixes, or to require newer versions of their dependencies. On the other hand, each user of ConanCenter may have a different combination of versions in their requirements. This means that given the same input list of requirements, Conan may resolve the graph differently at different points in time - resolving to

different recipe revisions, versions, or packages. This is similar to the default behavior of package managers in other languages (pip/PyPi, npm, cargo, etc). In production environments where reproducibility is important, it is therefore discouraged to depend directly on Conan Center in an unconstrained manner.

The following guidelines contain a series of recommendations to ensure repeatability, reliability, compliance and, where applicable, control to enable customization. As a summary, it is highly recommended to follow these approaches when using packages from ConanCenter:

- Lock the versions and revisions you depend on using *lockfiles*
- Host your own copy of ConanCenter recipes and package binaries *in a server under your control*

### 6.1.1 Repeatability and reproducibility

As mentioned earlier - given a set of requirements, changes in ConanCenter can cause the Conan dependency solver to resolve different graphs over time. This does not only apply to the actual versions of libraries (e.g. `opencv/4.5.0` instead `opencv/4.2.1`) - but also the recipes themselves. That is, there may exist multiple revisions of the `opencv/4.5.0` recipe, which can have side effects for consumers. Changes in recipes typically address a problem (bugfixes), target functionality (e.g. adding a conditional option, support for a new platform), or change versions of dependencies.

In order to ensure repeatability, the use of lockfiles on the consumer side is greatly encouraged: please check *the lockfile docs* for more information.

Lockfiles ensure that Conan will resolve the same graph in a repeatable and consistent manner - thus making sure the same versions are used across multiple systems (CI, developers, etc).

Lockfiles are also used in other package managers like Python pip, Rust Cargo, npm - these recommendations are in line with the practices of these other technologies.

Additionally, it is highly recommended to host your recipes and packages in your own server (see below). Both of these approaches help you achieve having control on when upstream changes from ConanCenter are propagated across your team and systems.

### 6.1.2 Service reliability

Consuming recipes and packages from the ConanCenter remote can be impacted during periods of downtime (scheduled or otherwise). While every effort is made to ensure that the ConanCenter is always available, and unscheduled downtime is rare and treated with urgency - this can impact users that depend on ConanCenter directly. Additionally, when building recipes from source, this requires retrieving the source packages (typically zip or tar files) from remote servers outside of the control of ConanCenter. Occasionally, these too can suffer from unscheduled downtime.

In enterprise production environments with strong uptime is required, it is strongly recommended to host recipes and binary packages in a server under your control.

- Read more: *creating and hosting your own Conan Center binaries*

This can also protect against transient network issues, and issues caused by transfer of binary data from external sources. These recommendations also apply when consuming packages from external sources in any package manager.

### 6.1.3 Compliance and security

Some industries such as finance, robotics and embedded, have stronger requirements around change management, open source licenses and reproducibility. For example, changes in recipes could result in a new version being resolved for a dependency, in a way that the license for that version has changed and needs to be validated and audited by your organization. In some industries like medical or automotive, you may be required to ensure all your dependencies can be built from source in a repeatable way, and thus using binaries provided by Conan Center may not be advisable. In these instances, we recommend building your own binary packages from source:

- Read more: *[creating and hosting your own Conan Center binaries](#)*

### 6.1.4 Control and customization

It is very common for users of dependencies to require custom changes to external libraries - typically to support specific platform configurations not considered by either ConanCenter or the original library authors, backport bug fixes, etc. Some of these changes may not be suitable to be merged in ConanCenter, and it may not happen until this has been reviewed and validated by ConanCenter maintainers. For this reason, if you need tight control over the changes in recipes, it is highly recommended to host not only a Conan remote, but your own fork of the conan-center-index recipe repository.

- Read more: *[creating and hosting your own Conan Center binaries](#)*

The following subsections describe in more details the above strategies:

#### Creating and hosting your own ConanCenter binaries

Hosting your own copy of the packages you need in your server could be done by just downloading binaries from ConanCenter and then uploading them to your own server. However, it is much better to fully own the complete supply chain and create the binaries in your own CI systems. So the recommended flow to use ConanCenter packages in production would be:

- Create a fork of the ConanCenter Github repository: <https://github.com/conan-io/conan-center-index>
- Create a list of the packages and versions you need for your projects. This list can be added to the fork too, and maintained there (packages can be added and removed with PRs when the teams need them).
- Create a script that first `conan export` all the packages in your list, then `conan create --build=missing` them. Do not add `user/channel` to these packages, it is way simpler to use them as `zlib/1.2.13` without `user-channel`. The `user/channel` part would be mostly recommended for your own proprietary packages, but not for open source ConanCenter packages.
- Upload your build packages to your own server, that you use in production, instead of ConanCenter.

This is the basic flow idea. We will be adding examples and tools to further automate this flow as soon as possible.

This flow is relatively straightforward, and has many advantages that mitigate the risks described before:

- No central repository outage can affect your builds.
- No changes in the central repository can break your projects, you are in full control when and how those changes are updated in your packages (as explained below).
- You can customize, adapt, fix and perfectly control what versions are used, and release fixes in minutes, not weeks. You can apply customizations that wouldn't be accepted in the central repository.
- You fully control the binaries supply chain, from the source (recipes) to the binaries, eliminating in practice the majority of potential supply chain attacks of central repositories.

## Updating from upstream

Updating from the upstream `conan-center-index` Github repo is still possible, and it can be done in a fully controlled way:

- Merge the latest changes in the upstream main fork of `conan-center-index` into your fork.
- You can check and audit those changes if you want to, analyzing the diffs (some automation that trims the diffs of recipes that you don't use could be useful)
- Firing the above process will efficiently rebuild the new binaries that are needed. If your recipes are not affected by changes, the process will avoid rebuilding binaries (thanks to `--build=missing`).
- You can upload the packages to a secondary “test” server repository. Then test your project against that test server, to check that your project is not broken by the new ConanCenter packages.
- Once you verify that everything is good with the new packages, you can copy them from the secondary “test” repository to your main production repository to start using them.

## 6.2 Local Recipes Index Repository

The **Local Recipes Index** is an **experimental** repository type introduced in Conan to enhance flexibility in managing C/C++ package recipes. This repository type allows users to use a local directory as a Conan remote, where the directory structure mirrors that of the *conan-center-index* GitHub repository.

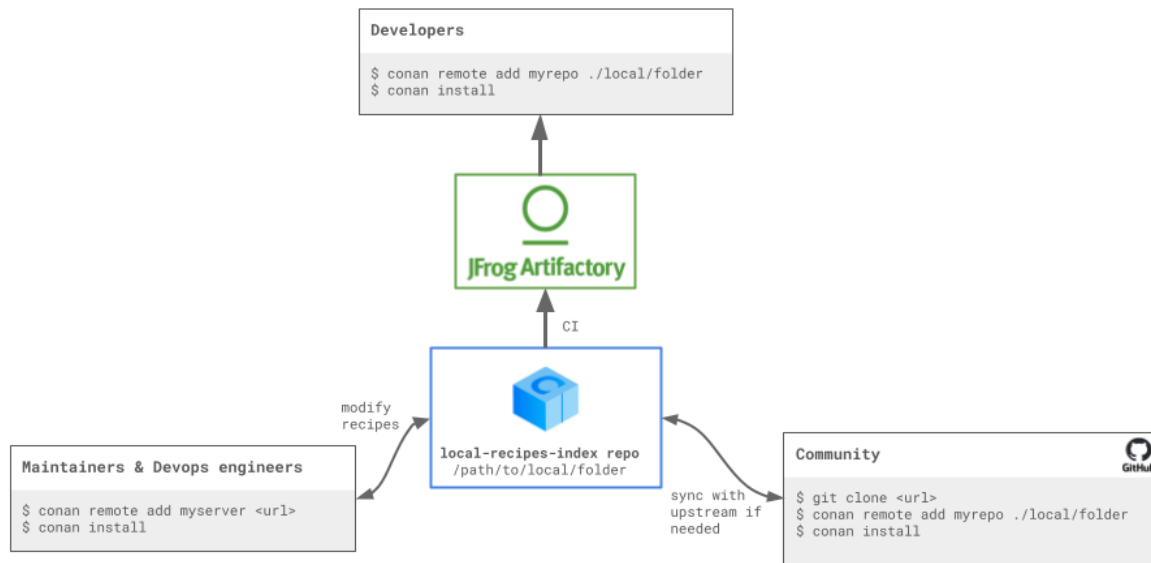
This setup is particularly useful for:

- Building binaries from a private *conan-center-index* fork.
- Sharing your own recipes for certain libraries or tools that, due to licensing restrictions or proprietary nature, are not suitable for ConanCenter. Check how you can use it for this purpose in the dedicated section of the documentation *Local Recipes Index Repository*.

### 6.2.1 Building Binaries from a private *conan-center-index* fork

As we already introduced in the *previous section of the Conan DevOps Guide* some organizations, particularly large enterprises, prefer not to use binaries downloaded from the internet. Instead, they build their own binaries in-house using the *conan-center-index* recipes. These organizations often need to customize these recipes to meet unique requirements that are not applicable to the broader community, making such contributions unsuitable for the upstream repository.

The *local-recipes-index* allows users to maintain a local folder with the same structure as the *conan-center-index* GitHub repository, using it as a source for package recipes. This new type of repository is recipes-only, necessitating the construction of package binaries from source on each machine where the package is used. For sharing binaries across teams, we continue to recommend *using a Conan remote server like Artifactory* for production purposes.



The *local-recipes-index* repository allows you to easily build binaries from a fork of *conan-center-index*, and then hosting them on a Conan remote repository like Artifactory. The main difference with the process explained in the [previous section](#) is the ability to immediately test multiple local changes without the need to export each time a recipe is modified.

Note that in this case, mixing binaries from ConanCenter with locally built binaries is not recommended for several reasons:

- Binary compatibility: There may be small differences in setup between the ConanCenter CI and the user's CI. Maintaining a consistent setup for all binaries can mitigate some issues.
- Full control over builds: Building all binaries yourself ensures you have complete control over the compilation environment and dependency versions.

Instead, it's recommended to build all your direct and transitive dependencies from the fork. To begin, remove the upstream ConanCenter as it will not be used, everything will come from our own fork:

```
$ conan remote remove conancenter
```

Then we will clone our fork (in this case, we are cloning directly the upstream for demo purposes, but you would be cloning your fork instead):

```
$ git clone https://github.com/conan-io/conan-center-index
```

Add this as our *mycenter* remote:

```
# Add the mycenter remote pointing to the local folder
$ conan remote add mycenter ./conan-center-index
```

And that's all! Now you're set to list and use packages from your *conan-center-index* local folder:

```
$ conan list "zlib/*" -r=mycenter
mycenter
```

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```

zlib
  zlib/1.2.11
  zlib/1.2.12
  zlib/1.2.13
  zlib/1.3
  zlib/1.3.1

```

We can also install packages from this repo, for example we can do:

```

$ conan install --requires=zlib/1.3
...
===== Computing dependency graph =====
zlib/1.3: Not found in local cache, looking in remotes...
zlib/1.3: Checking remote: mycenter
zlib/1.3: Downloaded recipe revision 5c0f3a1a222eebb6bfff34980bcd3e024
Graph root
  cli
Requirements
  zlib/1.3#5c0f3a1a222eebb6bfff34980bcd3e024 - Downloaded (mycenter)

===== Computing necessary packages =====
Requirements
  zlib/1.3#5c0f3a1a222eebb6bfff34980bcd3e024:72c852c5f0ae27ca0b1741e5fd7c8b8be91a590a -
  Missing
ERROR: Missing binary: zlib/1.3:72c852c5f0ae27ca0b1741e5fd7c8b8be91a590a

```

As we can see, Conan managed to get the recipe for zlib/1.3 from mycenter, but then it failed because there is no binary. This is expected, **the repository only contains the recipes, but not the binaries**. We can build the binary from source with `--build=missing` argument:

```

$ conan install --requires=zlib/1.3 --build=missing
...
zlib/1.3: package(): Packaged 2 '.h' files: zconf.h, zlib.h
zlib/1.3: package(): Packaged 1 file: LICENSE
zlib/1.3: package(): Packaged 1 '.a' file: libz.a
zlib/1.3: Created package revision 0466b3475bcac5c2ce37bb5deda835c3
zlib/1.3: Package '72c852c5f0ae27ca0b1741e5fd7c8b8be91a590a' created
zlib/1.3: Full package reference: zlib/1.3
  #5c0f3a1a222eebb6bfff34980bcd3e024:72c852c5f0ae27ca0b1741e5fd7c8b8be91a590a
  #0466b3475bcac5c2ce37bb5deda835c3
zlib/1.3: Package folder /home/conan/.conan2/p/b/zlib1ed9fe13537a2/p
WARN: deprecated: Usage of deprecated Conan 1.X features that will be removed in Conan 2.
  X:
WARN: deprecated: 'cpp_info.names' used in: zlib/1.3

===== Finalizing install (deploy, generators) =====
cli: Generating aggregated env files
cli: Generated aggregated env files: ['conanbuild.sh', 'conanrun.sh']
Install finished successfully

```

We can see now the binary package in our local cache:

```
$ conan list "zlib:*"
Local Cache
  zlib
    zlib/1.3
      revisions
        5c0f3a1a222eebb6bffa34980bcd3e024 (2024-04-10 11:50:34 UTC)
      packages
        72c852c5f0ae27ca0b1741e5fd7c8b8be91a590a
      info
        settings
          arch: x86_64
          build_type: Release
          compiler: gcc
          compiler.version: 9
          os: Linux
        options
          fPIC: True
          shared: False
```

Finally, upload the binary package to our Artifactory repository to make it available for our organization, users and CI jobs:

```
$ conan remote add myartifactoryrepo <artifactory_url>
$ conan upload zlib* -r=myartifactoryrepo -c
```

This way, consumers of the packages will not only enjoy the pre-compiled binaries and avoid having to always re-build from source all dependencies, but that will also provide stronger guarantees that the dependencies build and work correctly, that all dependencies and transitive dependencies play well together, etc. Decoupling the binary creation process from the binary consumption process is the way to achieve faster and more reliable usage of dependencies.

Remember, in a production setting, the *conan upload* command should be executed by CI, not developers, following the [Conan guidelines](#). This approach ensures that package consumers enjoy pre-compiled binaries and consistency across dependencies.

## 6.2.2 Modifying the local-recipes-index repository files

One of the advantages of this approach is that all the changes that we do in every single recipe are automatically available for the Conan client. For example, changes to the *recipes/zlib/config.yml* file are immediately recognized by the Conan client. If you edit that file and remove all versions but the latest and then we *list* the recipes:

```
$ conan list "zlib/*" -r=mycenter
mycenter
  zlib
    zlib/1.3.1
```

When some of the recipes change, then note that the current Conan home already contains a cached copy of the package, so it will not update it unless we explicitly use the `--update`, as any other Conan remote.

So if we do a change in the *zlib* recipe in *recipes/zlib/all/conanfile.py* and repeat:

```
$ conan install --requires=zlib/1.3.1 -r=mycenter --update --build=missing
```

We will immediately have the new package binary locally built from source from the new modified recipe in our Conan home.

### 6.2.3 Using local-recipes-index Repositories in Production

Several important points should be considered when using this new feature:

- It is designed for **third-party packages**, where recipes in one repository are creating packages with sources located elsewhere. To package your own code, the standard practice of adding *conanfile.py* recipes along with the source code and using the standard *conan create* flow is recommended.
- The *local-recipes-index* repositories point to **local folders in the filesystem**. While users may choose to sync that folder with a git repository or other version control mechanisms, Conan is agnostic to this, as it is only aware of the folder in the filesystem that points to the (current) state of the repository. Users may choose to run git commands directly to switch branches/commit/tags and Conan will automatically recognise the changes
- This approach operates at the source level and does not generate package binaries. For deployment for development and production environments, the use of a remote package server such as Artifactory is crucial. It's important to note that this feature is not a replacement for Conan's remote package servers, which play a vital role in hosting packages for regular use.
- Also, note that a server remote can retain a history of changes storing multiple recipe revisions. In contrast, a *local-recipes-index* remote can only represent a single snapshot at any given time.
- ConanCenter does not use *python-requires*, as this is a mechanism more intended for first-party packages. Using *python-requires* in a *local-recipes-index* repository is possible (and experimental) at this moment, but only if the *python-requires* are also in the same index repository. It is not intended or planned to support having these *python-requires* in other repositories or in the user Conan cache.

Furthermore, this feature does not support placing server URLs directly in recipes; remote repositories must be explicitly added with *conan remote add*. Decoupling abstract package requirements, such as “zlib/1.3.1”, from their specific origins is crucial to resolving dependencies correctly and leveraging Conan's graph capabilities, including version conflict detection and resolution, version-ranges resolution, *opting into pre-releases*, *platform\_requires*, *replace\_requires*, etc. This separation also facilitates the implementation of modern DevOps practices, such as package immutability, full relocatability and package promotions.

See also:

- [Using Local-Recipes-Index repositories to share your libraries](#)
- [Introducing the Local-Recipes-Index Post](#)

## 6.3 Backing up third-party sources with Conan

For recipes and build scripts for open source, publicly available libraries, it is common practice to download the sources from a canonical source, like Github releases, or project download web pages. Keeping a record of the origin of these files is useful for traceability purposes, however, it is often not guaranteed that the files will be available in the long term, and a user in the future building the same recipe from source may encounter a problem. Conan can thus be configured to transparently retrieve sources from a configured mirror, without modifying the recipes or *conandata.yml*. Additionally, these sources can be transparently uploaded alongside the packages via **conan upload**.

The *sources backup* feature is intended for storing the downloaded recipe sources in a file server in your own infrastructure, allowing future reproducibility of your builds even in the case where the original download URLs are no longer accessible.

The backup is triggered for calls to the *download* and *get* methods when a sha256 file signature is provided.



### 6.3.1 Configuration overview

This feature is controlled by a few *global.conf* items:

- `core.sources:download_cache`: Local path to store the sources backups to. *If not set, the default Conan home cache path will be used.*
- `core.sources:download_urls`: Ordered list of URLs that Conan will try to download the sources from, where `origin` represents the original URL passed to `get/download` from *conandata.yml*. This allows to control the fetch order, either `["origin", "https://your.backup/remote/"]` to look into and fetch from your backup remote only if and when the original source is not present, or `["https://your.backup/remote/", "origin"]` to prefer your backup server ahead of the recipes' canonical links. Being a list, multiple remotes are also possible. `["origin"]` *by default*
- `core.sources:upload_url`: URL of the remote to upload the backups to when calling **conan upload**, which might or might not be different from any of the URLs defined for download. *Empty by default*
- `core.sources:exclude_urls`: List of origins to skip backing up. If the URL passed to `get/download` starts with any of the origins included in this list, the source won't be uploaded to the backup remote when calling **conan upload**. *Empty by default*

### 6.3.2 Usage

Let's overview how the feature works by providing an example usage from beginning to end:

In summary, it looks something like:

- A remote backup repository is set up. This should allow PUT and GET HTTP methods to modify and fetch its contents. If access credentials are desired (which is strongly recommended for uploading permissions), you can use the *source\_credentials.json* feature. *See below* if you are in need for configuring your own.
- The remote's URL can then be set in `core.sources:download_urls` and `core.sources:upload_url`.
- In your recipe's `source()` method, ensure the relevant `get/download` calls supply the sha256 signature of the downloaded files.
- Set `core.sources:download_cache` in your *global.conf* file if a custom location is desired, else the default cache folder will be used
- Run Conan normally, creating packages etc.
- **Once some sources have been locally downloaded, the folder pointed to by `core.sources:download_cache` will contain, for each downloaded file:**
  - A blob file (no extensions) with the name of the sha256 signature provided in `get/download`.
  - A `.json` file which will also have the name of the sha256 signature, that will contain information about which references and which mirrors this blob belongs to.
- Calling `conan upload` will now optionally upload the backups for the matching references if `core.sources:upload_url` is set.

---

**Note:** *See below* for a guide on how to configure your own backup server

---

## Setting up the necessary configs

The *global.conf* file should contain the `core.sources:download_urls` if downloading from a custom backup source remote is desired, and `core.sources:download_cache` if a custom local cache path to download the backups to is desired.

Listing 1: global.conf

```
core.sources:download_urls=["https://myteam.myorg.com/artifactory/backup-sources/",  
↪ "origin"]  
core.sources:download_cache=/path/to/backup/sources
```

---

**Note:** Either `core.sources:download_urls` or `core.sources:download_cache` should be defined for the feature to be enabled.

---

You might want to add extra configs based on your use case, as described *in the beginning of this document*.

---

**Note:** The recommended approach for dealing with the configuration of CI workers and developers in your organization is to install the configs using the `conan config install` command on a repository. Read more [here](#)

---

## Run Conan as normal

With the above steps completed, Conan can now be used as normal, and for every downloaded source, Conan will first look into the folder indicated in `core.sources:download_cache`, and if not found there, will traverse `core.sources:download_urls` until it find the file or fails, and store a local copy in the same `core.sources:download_cache` location.

When the backup is fetched from the the backup remote, a message like what follows will be shown to the user:

Listing 2: The client will now print information regarding from which remote it was capable of downloading the sources

```
$ conan create . --version=1.3  
  
...  
  
===== Installing packages =====  
zlib/1.3: Calling source() in /Users/ruben/.conan2/p/zlib0f4e45286ecd1/s/src  
zlib/1.3: Sources for ['https://zlib.net/fossils/zlib-1.3.tar.gz', 'https://github.com/  
↪madler/zlib/releases/download/v1.3/zlib-1.3.tar.gz']  
      found in remote backup https://myteam.myorg.com/artifactory/backup-sources  
  
----- Installing package zlib/1.3 (1 of 1) -----  
  
...
```

If we now again try to run this, we'll find that no download is performed and the locally stored version of the files is used.

## Upload the packages

Once a package has been created as shown above, when a call to `conan upload zlib/1.3 -c` is performed to upload the resulting binary to your Conan repository, it will also upload the source backups for that same reference to your backups remote if configured to do so, and future source downloads of this recipe will use the newly updated contents when necessary.

---

**Note:** See *the packages list feature* for a way to only upload the packages that have been built

---

In case there's a need to upload backups for sources not linked to any package, or for packages that are already on the remote and would therefore be skipped during upload, the **conan cache backup-upload** command can be used to address this scenario.

## Creating the backup repository

You can also set up your own remote backup repository instead of relying on an already available one. While an Artifactory generic repository (available for free with Artifactory CE) is recommend for this purpose, any simple server that allows PUT and GET HTTP methods to modify and fetch its contents is sufficient.

Read the following section for instructions on how to create a generic Artifactory backup repo and how to give it public read permissions, while keeping write access only for authorized agents

## Creating an Artifactory backup repo for your sources

For the backup repository, we'll create a generic Artifactory repo using the free Community Edition version.

For this, in the repositories section of the administration tab, we'll create a new generic repository, and in this example we'll imaginatively give it the name of *backup-sources*.

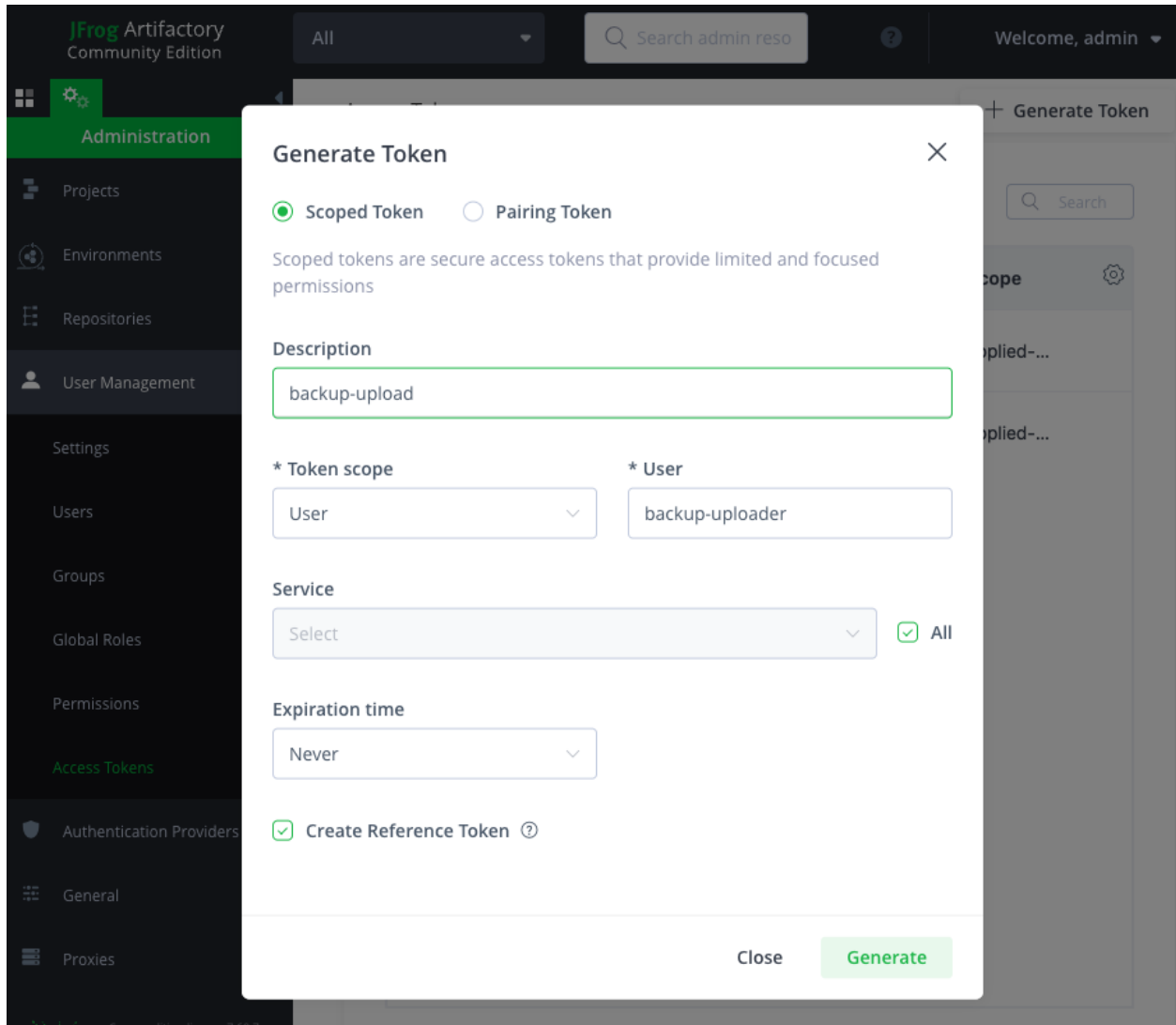
The URL of the remote should now be added to the *global.conf* file's `core.sources:upload_url` conf

Listing 3: global.conf

```
core.sources:upload_url=https://myteam.myorg.com/artifactory/backup-sources/
```

Next, as we want this to be a public read repo, we'll allow anonymous read access to our repo. [See the official Artifactory documentation for a step-by-step guide on how to create one.](#)

Now, to be able to upload contents, we'll also create a new user from the User Management section, called *backup uploader*, and from the Access Tokens section, we'll generate a reference token associated with the user



The generated token should now live in the `source_credentials.json` file:

Listing 4: source\_credentials.json

```
{
  "credentials": [
    {
      "url": "https://myteam.myorg.com/artifactory/backup-sources/",
      "token": "cmVmdGtu1234567890abcdefghijklmnopqrstuvwxyz"
```

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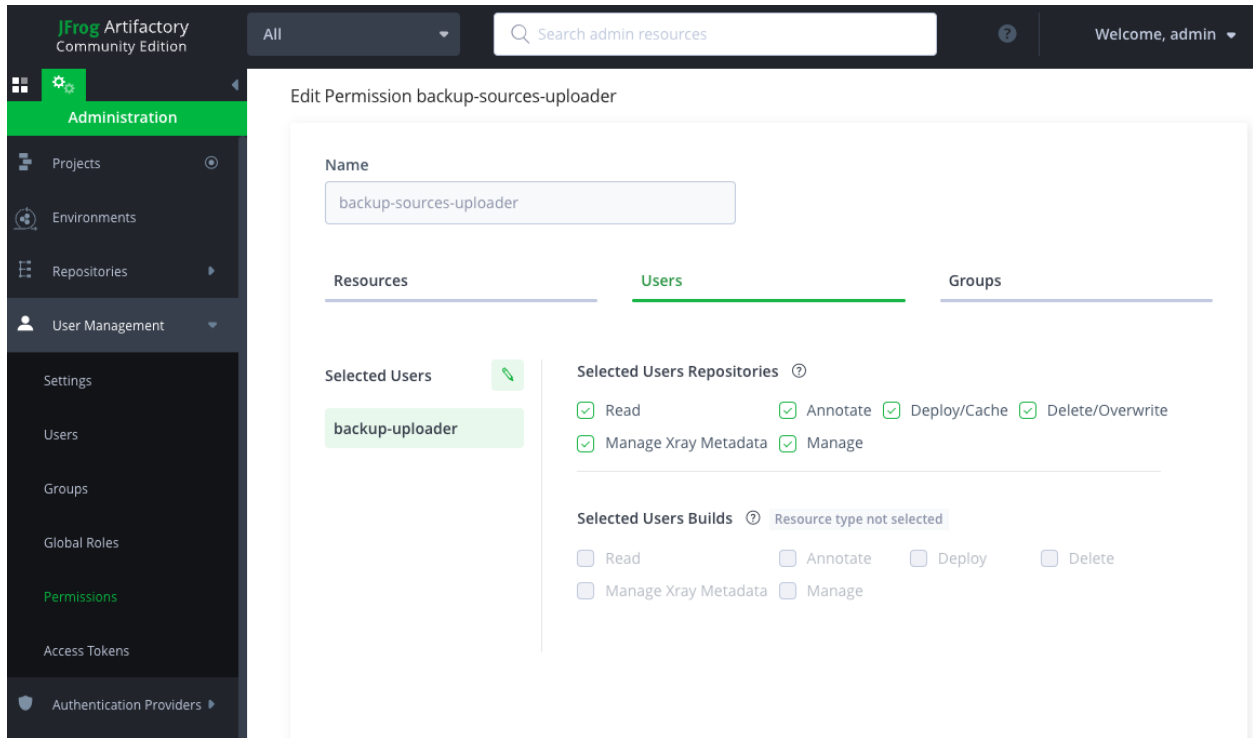
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```

    }
  ]
}

```

And last but not least, from the Permissions section we'll give the user manage access to the new repository (which will automatically give it every other permission available, feel free to modify them according to your needs)



With this, access to our remote backup is now configured to allow anonymous read but authenticated upload.

## 6.4 Managing package metadata files

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

A Conan package is typically composed by several C and C++ artifacts, headers, compiled libraries and executables. But there are other files that might not be necessary for the normal consumption of such a package, but which could be very important for compliance, technical or business reasons, for example:

- Full build logs
- The tests executables
- The tests results from running the test suite
- Debugging artifacts like heavy .pdb files
- Coverage, sanitizers, or other source or binary analysis tools results
- Context and metadata about the build, exact machine, environment, author, CI data

- Other compliance and security related files

There are several important reasons to store and track these files like regulations, compliance, security, reproducibility and traceability. The problem with these files is that they can be large/heavy, if we store them inside the package (just copying the artifacts in the `package()` method), this will make the packages much larger, and it will affect the speed of downloading, unzipping and using packages in general. And this typically happens a lot of times, both in developer machines but also in CI, and it can have an impact on the developer experience and infrastructure costs. Furthermore, packages are immutable, that is, once a package has been created, it shouldn't be modified. This might be a problem if we want to add extra metadata files after the package has been created, or even after the package has been uploaded.

The **metadata files** feature allows to create, upload, append and store metadata associated to packages in an integrated and unified way, while avoiding the impact on developers and CI speed and costs, because metadata files are not downloaded and unzipped by default when packages are used.

It is important to highlight that there are two types of metadata:

- Recipe metadata, associated to the `conanfile.py` recipe, the metadata should be common to all binaries created from this recipe (package name, version and recipe revision). This metadata will probably be less common, but for example results of some scanning of the source code, that would be common for all configurations and builds, can be recipe metadata.
- Package binary metadata, associated to the package binary for a given specific configuration and represented by a `package_id`. Build logs, tests reports, etc, that are specific to a binary configuration will be package metadata.

### 6.4.1 Creating metadata in recipes

Recipes can directly define metadata in their methods. A common use case would be to store logs. Using the `self.recipe_metadata_folder` and `self.package_metadata_folder`, the recipe can store files in those locations.

```
import os
from conan import ConanFile
from conan.tools.files import save, copy

class Pkg(ConanFile):
    name = "pkg"
    version = "0.1"

    def layout(self):
        # Or something else, like the "cmake_layout(self)" built-in layout
        self.folders.build = "mybuild"
        self.folders.generators = "mybuild/generators"

    def export(self):
        # logs that might be generated in the recipe folder at "export" time.
        # these would be associated with the recipe repo and original source of the recipe
        ↪repo
        copy(self, "*.log", src=self.recipe_folder,
            dst=os.path.join(self.recipe_metadata_folder, "logs"))

    def source(self):
        # logs originated in the source() step, for example downloading files, patches or
        ↪other stuff
        save(self, os.path.join(self.recipe_metadata_folder, "logs", "src.log"), "srclog!!
        ↪")
```

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```
def build(self):
    # logs originated at build() step, the most common ones
    save(self, "mylogs.txt", "some logs!!!")
    copy(self, "mylogs.txt", src=self.build_folder,
          dst=os.path.join(self.package_metadata_folder, "logs"))
```

Note that “recipe” methods (those that are common for all binaries, like `export()` and `source()`) should use `self.recipe_metadata_folder`, while “package” specific methods (`build()`, `package()`) should use the `self.package_metadata_folder`.

Doing a `conan create` over this recipe, will create “metadata” folders in the Conan cache. We can have a look at those folders with:

```
$ conan create .
$ conan cache path pkg/0.1 --folder=metadata
# folder containing the recipe metadata
$ conan cache path pkg/0.1:package_id --folder=metadata
# folder containing the specific "package_id" binary metadata
```

It is also possible to use the “local flow” commands and get local “metadata” folders. If we want to do this, it is very recommended to use a `layout()` method like above to avoid cluttering the current folder. Then the local commands will allow to test and debug the functionality:

```
$ conan source .
# check local metadata/logs/src.log file
$ conan build .
# check local mybuild/metadata/logs/mylogs.txt file
```

**NOTE:** This metadata is not valid for the `conan export-pkg` flow. If you want to use the `export-pkg` flow you might want to check the “Adding metadata” section below.

## 6.4.2 Creating metadata with hooks

If there is some common metadata across recipes, it is possible to capture it without modifying the recipes, using hooks. Let’s say that we have a simpler recipe:

```
import os
from conan import ConanFile
from conan.tools.files import save, copy

class Pkg(ConanFile):
    name = "pkg"
    version = "0.1"
    no_copy_source = True

    def layout(self):
        self.folders.build = "mybuild"
        self.folders.generators = "mybuild/generators"

    def source(self):
        save(self, "logs/src.log", "srclog!!")
```

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```
def build(self):
    save(self, "logs/mylogs.txt", "some logs!!!")
```

As we can see, this is not using the metadata folders at all. Let's define now the following hooks:

```
import os
from conan.tools.files import copy

def post_export(conanfile):
    conanfile.output.info("post_export")
    copy(conanfile, "*.log", src=conanfile.recipe_folder,
          dst=os.path.join(conanfile.recipe_metadata_folder, "logs"))

def post_source(conanfile):
    conanfile.output.info("post_source")
    copy(conanfile, "*", src=os.path.join(conanfile.source_folder, "logs"),
          dst=os.path.join(conanfile.recipe_metadata_folder, "logs"))

def post_build(conanfile):
    conanfile.output.info("post_build")
    copy(conanfile, "*", src=os.path.join(conanfile.build_folder, "logs"),
          dst=os.path.join(conanfile.package_metadata_folder, "logs"))
```

The usage of these hooks will have a very similar effect to the in-recipe approach: the metadata files will be created in the cache when `conan create` executes, and also locally for the `conan source` and `conan build` local flow.

### 6.4.3 Adding metadata with commands

Metadata files can be added or modified after the package has been created. To achieve this, using the `conan cache path` command will return the folders to do that operation, so copying, creating or modifying files in that location will achieve this.

```
$ conan create . --name=pkg --version=0.1
$ conan cache path pkg/0.1 --folder=metadata
# folder to put the metadata, initially empty if we didn't use hooks
# and the recipe didn't store any metadata. We can copy and put files
# in the folder
$ conan cache path pkg/0.1:package_id --folder=metadata
# same as above, for the package metadata, we can copy and put files in
# the returned folder
```

This metadata is added locally, in the Conan cache. If you want to update the server metadata, uploading it from the cache is necessary.



### 6.4.4 Uploading metadata

So far the metadata has been created locally, stored in the Conan cache. Uploading the metadata to the server is integrated with the existing `conan upload` command:

```
$ conan upload "*" -c -r=default
# Uploads recipes, packages and metadata to the "default" remote
...
pkg/0.1: Recipe metadata: 1 files
pkg/0.1:da39a3ee5e6b4b0d3255bfef95601890afd80709: Package metadata: 1 files
```

By default, `conan upload` will upload recipes and packages metadata when a recipe or a package is uploaded to the server. But there are some situations that Conan will completely avoid this upload, if it detects that the revisions do already exist in the server, it will not upload the recipes or the packages. If the metadata has been locally modified or added new files, we can force the upload explicitly with:

```
# We added some metadata to the packages in the cache
# But those packages already exist in the server
$ conan upload "*" -c -r=default --metadata="*"
...
pkg/0.1: Recipe metadata: 1 files
pkg/0.1:da39a3ee5e6b4b0d3255bfef95601890afd80709: Package metadata: 1 files
```

The `--metadata` argument allows to specify the metadata files that we are uploading. If we structure them in folders, we could specify `--metadata="logs/"` to upload only the logs metadata, but not other possible ones like test metadata.

```
# Upload only the logs metadata of the zlib/1.2.13 binaries
# This will upload the logs even if zlib/1.2.13 is already in the server
$ conan upload "zlib/1.2.13:*" -r=remote -c --metadata="logs/*"
# Multiple patterns are allowed:
$ conan upload "*" -r=remote -c --metadata="logs/*" --metadata="tests/*"
```

Sometimes it might be useful to upload packages without uploading the metadata, even if the metadata cache folders contain files. To ignore uploading the metadata, use an empty argument as metadata pattern:

```
# Upload only the packages, not the metadata
$ conan upload "*" -r=remote -c --metadata=""
```

The case of mixing `--metadata=""` with `--metadata="*"` is not allowed, and it will raise an error.

```
# Invalid command, it will raise an error
$ conan upload "*" -r=remote -c --metadata="" --metadata="logs/*"
ERROR: Empty string and patterns can not be mixed for metadata.
```

### 6.4.5 Downloading metadata

As described above, metadata is not downloaded by default. When packages are downloaded with a `conan install` or `conan create` fetching dependencies from the servers, the metadata from those servers will not be downloaded.

The way to recover the metadata from the server is to explicitly specify it with the `conan download` command:

```
# Get the metadata of the "pkg/0.1" package
$ conan download pkg/0.1 -r=default --metadata="*"
...
$ conan cache path pkg/0.1 --folder=metadata
# Inspect the recipe metadata in the returned folder
$ conan cache path pkg/0.1:package_id --folder=metadata
# Inspect the package metadata for binary "package_id"
```

The retrieval of the metadata is done with `download` per-package. If we want to download the metadata for a whole dependency graph, it is necessary to use “package-lists”:

```
$ conan install . --format=json -r=remote > graph.json
$ conan list --graph=graph.json --format=json > pkglist.json
# the list will contain the "remote" origin of downloaded packages
$ conan download --list=pkglist.json --metadata="*" -r=remote
```

Note that the “package-list” will only contain associated to the “remote” origin the packages that were downloaded. If they were previously in the cache, then, they will not be listed under the “remote” origin and the metadata will not be downloaded. If you want to collect the dependencies metadata, recall to download it when the package is installed from the server. There are other possibilities, like a custom command that can automatically collect and download dependencies metadata from the servers.

### 6.4.6 Removing metadata

At the moment it is not possible to remove metadata from the server side using Conan, as the metadata are “additive”, it is possible to add new data, but not to remove it (otherwise it would not be possible to add new metadata without downloading first all the previous metadata, and that can be quite inefficient and more error prone, specially sensitive to possible race conditions).

The recommendation to remove metadata from the server side would be to use the tools, web interface or APIs that the server might provide.

---

#### Note:

##### Best practices

- Metadata shouldn’t be necessary for using packages. It should be possible to consume recipes and packages without downloading their metadata. If metadata is mandatory for a package to be used, then it is not metadata and should be packaged as headers and binaries.
  - Metadata reading access should not be a frequent operation, or something that developers have to do. Metadata read is intended for exceptional cases, when some build logs need to be recovered for compliance, or some test executables might be needed for debugging or re-checking a crash.
  - Conan does not do any compression or decompression of the metadata files. If there are a lot of metadata files, consider zipping them yourself, otherwise the upload of those many files can take a lot of time. If you need to handle different types of metadata (logs, tests, reports), zipping the files under each category might be better to be able to filter with the `--metadata=xxx` argument.
-

### 6.4.7 test\_package as metadata

This is an illustrative example of usage of metadata, storing the full `test_package` folder as metadata to later recover it and execute it. Note that this is not necessarily intended for production.

Let's start with a hook that automatically stores as **recipe metadata** the `test_package` folder

```
import os
from conan.tools.files import copy

def post_export(conanfile):
    conanfile.output.info("Storing test_package")
    folder = os.path.join(conanfile.recipe_folder, "test_package")
    copy(conanfile, "*", src=folder,
          dst=os.path.join(conanfile.recipe_metadata_folder, "test_package"))
```

Note that this hook doesn't take into account that `test_package` can be dirty with tons of temporary build objects (it should be cleaned before being added to metadata), and it doesn't check that `test_package` might not exist at all and crash.

When a package is created and uploaded, it will upload to the server the recipe metadata containing the `test_package`:

```
$ conan create ...
$ conan upload "*" -c -r=default # uploads metadata
...
pkg/0.1: Recipe metadata: 1 files
```

Let's remove the local copy, and assume that the package is installed, but the metadata is not:

```
$ conan remove "*" -c # lets remove the local packages
$ conan install --requires=pkg/0.1 -r=default # this will not download metadata
```

If at this stage the installed package is failing in our application, we could recover the `test_package`, downloading it, and copying it to our current folder:

```
$ conan download pkg/0.1 -r=default --metadata="test_package*"
$ conan cache path pkg/0.1 --folder=metadata
# copy the test_package folder from the cache, to the current folder
# like `cp -R ...`

# Execute the test_package
$ conan test metadata/test_package pkg/0.1
pkg/0.1 (test package): Running test()
```

#### See also:

- TODO: Examples how to collect the metadata of a complete dependency graph with some custom deployer or command

This is an **experimental** feature. We are looking forward to hearing your feedback, use cases and needs, to keep improving this feature. Please report it in [Github issues](#)

## 6.5 Versioning

This section deals with different versioning topics:

### 6.5.1 Default versioning approach

When doing changes to the source code of a package, and creating such a package, one good practice is to increase the version of the package to represent the scope and impact of those changes. The “semver” standard specification defines a MAJOR.MINOR.PATCH versioning approach with a specific meaning for changing each digit.

Conan implements versioning based on the “semver” specification, but with some extended capabilities that were demanded by the C and C++ ecosystems:

- Conan versions can have any number of digits, like MAJOR.MINOR.PATH.MICRO.SUBMICRO. . .
- Conan versions can contain also letters, not only digits, and they are also ordered in alphabetical order, so 1.a.2 is older than 1.b.1 for example.
- The version ranges can be equally defined for any number of digits, like `dependency/[>=1.0.0.0 <1.0.0.10]`

Read the [introduction to versioning](#) in the tutorial.

But one very different aspect of C and C++ building model compared to other languages is how the dependencies affect the binaries of the consumers requiring them. This is described in the [Conan binary model](#) reference.

Basically, when some package changes its version, this can have different effects on the “consumers” of this package, requiring such “consumers” to do a rebuild from source or not to integrate the new dependency changes. This also depends on the package types, as the logic changes when linking a shared library or a static library. Conan binary model with `dependency_traits`, `package_type`, and the `package_id` modes is able to represent this logic and compute efficiently what needs to be rebuilt from source.

The default Conan behavior can give some hints of what version changes would be recommended when doing different changes to the packages source code:

- Not modifying the version typically means that we want Conan automatic **recipe revisions** to handle that. A common use case is when the C/C++ source code is not modified at all, and only changes to the `conanfile.py` recipe are done. As the source code is the same, we might want to keep the same version number, and just have a new revision of that version.
- **Patch**: Increasing the **patch** version of a package means that only internal changes were done, in practice it means change to files that are not public headers of the package. This “patch” version can avoid having to rebuild consumers of this package, for example if the current package getting a new “patch” version is a static library, all other packages that implement static libraries that depend on this one do not need to be re-built from source, as depending on the same public interface headers guarantee the same binary.
- **Minor**: If changes are done to package public headers, in an API source compatible way, then the recommendation would be to increase the **minor** version of a package. That means that other packages that depend on it will be able to compile without issues, but as there were modifications in public headers (that could contain C++ templates or other things that could be inlined in the consumer packages), then those consumer packages need to be rebuilt from source to incorporate these changes.
- **Major**: If API breaking changes are done to the package public headers, then increasing the **major** version is recommended. As the most common recommended version-range is something like `dependency/[>1.0 <2]`, where the next major is excluded, that means that publishing these new versions will not break existing consumers, because they will not be used at all by those consumers, because their version ranges will exclude them. It will be necessary to modify the consumers recipes and source code (to fix the API breaking changes) to be able to use the new major version.

Note that while this is close to the standard “semver” definition of version and version ranges, the C/C++ compilation model needs to introduce a new side effect, that of “needing to rebuild the consumers”, following the logic explained above in the `embed` and `non_embed` cases.

This is just the default recommended versioning approach, but Conan allows to change these defaults, as it implements an extension of the “semver” standard that allows any number of digits, letters, etc, and it also allows to change the `package_id` modes to define how different versions of the dependencies affect the consumers binaries. See [how to customize the dependencies package\\_id modes](#).

---

**Note: Best practices**

- It is not recommended to use other package reference fields, as the `user` and `channel` to represent changes in the source code, or other information like the git branch, as this becomes “viral” requiring changes in the `requires` of the consumers. Furthermore, they don’t implement any logic in the build model with respect to which consumers need to be rebuilt.
  - The recommended approach is to use versioning and multiple server repositories to host the different packages, so they don’t interfere with other builds, read [the Continuous Integration tutorial](#) for more details.
- 

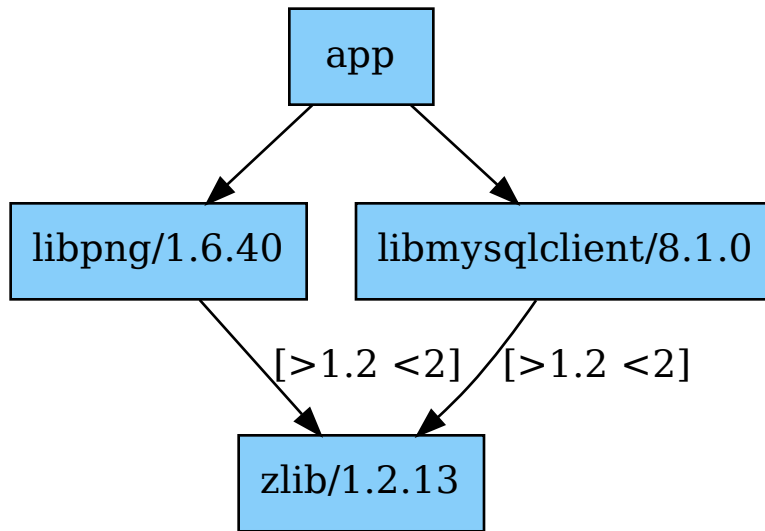
## 6.5.2 Handling version ranges and pre-releases

When developing a package and using version ranges for defining our dependencies, there might come a time when a new version of a dependency gets a new pre-release version that we would like to test before it’s released to have a change to validate the new version ahead of time.

At first glance, it could be expected that the new version matches our range if it intersect it, but [as described in the version ranges tutorial](#), by default Conan does not match pre-release versions to ranges that don’t specify it. Conan provides the `global.conf` `core.version_ranges:resolve_prereleases`, which when set to `True`, enables pre-release matching in version ranges. This avoids having to modify and export the recipes of your dependency graph, which would become unfeasible for large ones.

This conf has the added benefit of affecting the whole dependency graph, so that if any of our dependencies also define a requirement to our library of interest, the new version will also be picked up by it.

Let’s see this in action. Imagine we have the following (summarized) dependency graph, in which we depend on `libpng` and `libmysqlclient`, both of which depend on `zlib` via the `[>1.2 <2]` version range:



If `zlib/1.3-pre` is now published, using it is as easy as modifying your `global.conf` file and adding the line `core.version_ranges:resolve_prereleases=True` (or adding the `--core-conf core.version_ranges:resolve_prereleases=True` CLI argument to your command invocations), after which, running `conan create` will now output the expected prerelease version of `zlib` being used:

```

...

===== Computing dependency graph =====
Graph root
  cli
Requirements
  libmysqlclient/8.1.0#493d36bd9641e15993479706dea3c341 - Cache
  libpng/1.6.40#2ba025f1324ff820cf68c9e9c94b7772 - Cache
  lz4/1.9.4#b572cad582ca4d39c0fccb5185fbb691 - Cache
  openssl/3.1.2#f2eb8e67d3f5513e8a9b5e3b62d87ea1 - Cache
  zlib/1.3-pre#f2eb8e6ve24ff825bca32bea494b77dd - Cache
  zstd/1.5.5#54d99a44717a7ff82e9d37f9b6ff415c - Cache
Build requirements
  cmake/3.27.1#de7930d308bf5edde100f2b1624841d9 - Cache
Resolved version ranges
  cmake/[>=3.18 <4]: cmake/3.27.1
  openssl/[>=1.1 <4]: openssl/3.1.2
  zlib/[>1.2 <2]: zlib/1.3-pre
...

```

Now our package can be tested and validated against this new version, and the `conf` be afterwards removed once the testing is over to go back to the usual Conan behaviour.

## 6.6 Save and restore packages from/to the cache

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

With the `conan cache save` and `conan cache restore` commands, it is possible to create a .tgz from one or several packages from a Conan cache and later restore those packages into another Conan cache. There are some scenarios this can be useful:

- In Continuous Integration, specially if doing distributed builds, it might be very convenient to be able to move temporary packages recently built. Most CI systems have the capability of transferring files between jobs for this purpose. The Conan cache is not concurrent, sometimes for parallel jobs different caches have to be used.
- For air-gapped setups, in which packages can only be transferred via client side.
- Developers directly sharing some packages with other developers for testing or inspection.

The process of saving the packages is using the `conan cache save` command. It can use a pattern, like the `conan list` command, but it can also accept a package-list, like other commands like `remove`, `upload`, `download`. For example:

```
$ conan cache save "pkg/*:*"
Saving pkg/1.0: p/pkg1df6df1a3b33c
Saving pkg/1.0:9a4eb3c8701508aa9458b1a73d0633783ecc2270: p/b/pkgd573962ec2c90/p
Saving pkg/1.0:9a4eb3c8701508aa9458b1a73d0633783ecc2270 metadata: p/b/pkgd573962ec2c90/p
...
# creates conan_cache_save.tgz
```

The `conan_cache_save.tgz` file contains the packages named `pkg` (any version), the last recipe revision, and the last package revision of all the package binaries. The name of the file can be changed with the optional `--file=xxxx` argument. Some important considerations:

- The command saves the contents of the cache “recipe” folders, containing the subfolders “export”, “export\_sources”, “download”, “source” and recipe “metadata”.
- The command saves the contents of the “package” and the package “metadata” folders, but not the binary “build” or “download”, that are considered temporary folders.
- If the user doesn’t want any of those folders to be saved, they can be cleaned before saving them with `conan cache clean` command
- The command saves the cache files and artifacts as well as the metadata (revisions, package\_id) to be able to restore those packages in another cache. But it doesn’t save any other cache state like `settings.yml`, `global.conf`, `remotes`, etc. If the saved packages require any other specific configuration, it should be managed with `conan config install`.

We can move this `conan_cache_save.tgz` file to another Conan cache and restore it as:

```
$ conan cache restore conan_cache_save.tgz
Restore: pkg/1.0 in p/pkg1df6df1a3b33c
Restore: pkg/1.0:9a4eb3c8701508aa9458b1a73d0633783ecc2270 in p/b/pkg773791b8c97aa/p
Restore: pkg/1.0:9a4eb3c8701508aa9458b1a73d0633783ecc2270 metadata in p/b/
↪ pkg773791b8c97aa/d/metadata
...
```

The restore process will overwrite existing packages if they already exist in the cache.

**Note: Best practices**

- Saving and restoring packages is not a substitute for proper storage (upload) of packages in a Conan server repository. It is only intended as a transitory mechanism, in CI systems, to save an air-gap, etc., but not as a long-term storage and retrieval.
  - Saving and restoring packages is not a substitute for proper backup of server repositories. The recommended way to implement long term backup of Conan packages is using some server side backup strategy.
  - The storage format and serialization is not guaranteed at this moment to be future-proof and stable. It is expected to work in the same Conan version, but future Conan versions might break the storage format created with previous versions. (this is aligned with the above recommendation to not use it as a backup strategy)
- 

## 6.7 Vendoring dependencies in Conan packages

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

From Conan 2.4 it is possible to create and use Conan packages that completely vendor their dependencies, that is, they completely hide and isolate their dependencies from their consumers. This can be useful in some different cases:

- When sharing Conan packages with other organizations which vendor (copy, embed or link) the dependencies, so it is not necessary for the consumers of their packages to have access to those dependencies and the intention is that they always use the shared precompiled binaries.
- To introduce a hard decoupling between parts of a project.

To make a package vendor its dependencies, define in its recipe the following attribute:

```
class MyPkg(ConanFile):
    name = "mypkg"
    version = "0.1"

    vendor = True

    requires = "somedep/1.2"
```

When we have this recipe, we can create its binaries with a normal `conan create ..`. But when we use this package as a requirement for other packages, its dependencies will be fully invisible. The graph will not even expand the `somedep/1.2` requirement. This dependency doesn't even need to be available in the remotes for the consumers, it will not be checked.

Some important notes:

- A package that vendors its dependencies is intended to be consumed always in binary form.
- The dependencies of a vendoring package always form a fully private and isolated dependency graph, decoupled from the rest of the dependency graph that uses this package.
- It is the responsibility of the vendoring package and its users to guarantee that vendored dependencies do not collide. If a vendoring package vendors for example `libssl.a` as a static library doing a regular copy of it in its package, and there is another package in the graph that also provides `libssl`, there will be a conflict that Conan cannot detect as `libssl.a` is vendored as an internal implementation detail of the package, but not explicitly



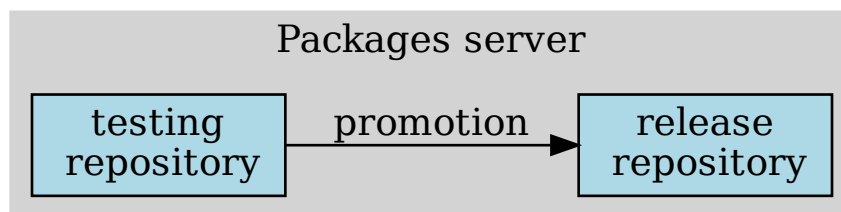
modeled. Mechanisms like `provides` can be used for this purpose, but it is the responsibility of the recipe authors to take it into account.

- The `package_id` of a package that defines `vendor=True` is fully independent of its dependencies. The dependencies versions will never affect the `package_id` of the vendoring package, so it is important to note that the version of the vendoring package represents a full private dependency graph.
- The regular `default_options` or `options` values definitions from consumer `conanfile.py` recipes do not propagate over vendoring packages, as they don't even expand their dependencies.
- If a vendoring package binary is missing and/or the user request to build such a package from sources, Conan will fail, raising an error that it is not possible to build it.
- To allow the expansion of the private dependency the `tools.graph:vendor=build` configuration can be activated. If that is the case, the private dependency graph of the package will be computed and expanded and the package will be allowed to build.

## 6.8 Package promotions

Package promotions are the recommended devops practice to handle quality, maturity or stages of packages in different technologies, and of course, also for Conan packages.

The principle of package promotions is that there are multiple server package repositories defined and packages are uploaded and copied among repositories depending on the stage. For example we could have two different server package repositories called “testing” and “release”:

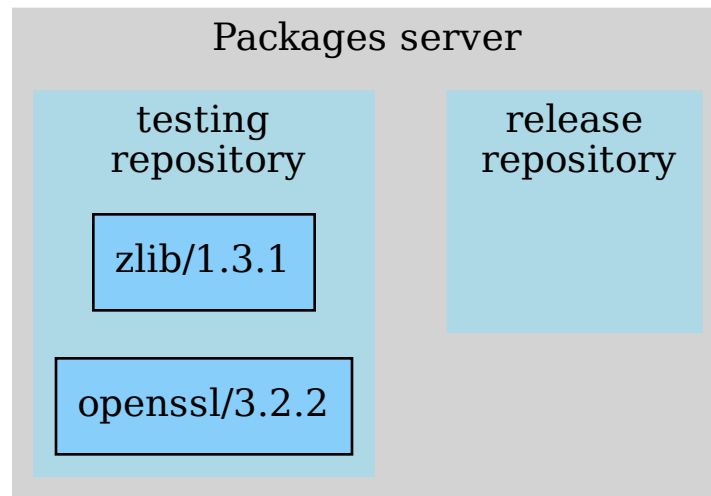



---

### Note: Best practices

- Using different `user/channel` to try to denote maturity is strongly discouraged. It was described in the early Conan 1 days years ago, before the possibility of having multiple repositories, but it shouldn't be used anymore.
  - Packages should be completely immutable accross pipelines and stages, a package cannot rename or change its `user/channel`, and re-building it from source to have a new `user/channel` is also a strongly discourage devops practice.
- 

Between those repositories there will be some quality gates. In our case, some packages will be put in the “testing” repository, for the QA team to test them, for example `zlib/1.3.1` and `openssl/3.2.2`:



When the QA team tests and approves these packages, they can be promoted to the “release” repository. Basically, a promotion is a copy of the packages, including all the artifacts and metadata from the “testing” to the “release” repository.

There are different ways to implement and execute a package promotion. Artifactory has some APIs that can be used to move individual files or folders. The [Conan extensions repository](#) contains the `conan art:promote` command that can be used to promote Conan “package lists” from one server repository to another repository.

If we have a package list `pkglist.json` that contains the above `zlib/1.3.1` and `openssl/3.2.2` packages, then the command would look like:

Listing 5: Promoting from testing->release

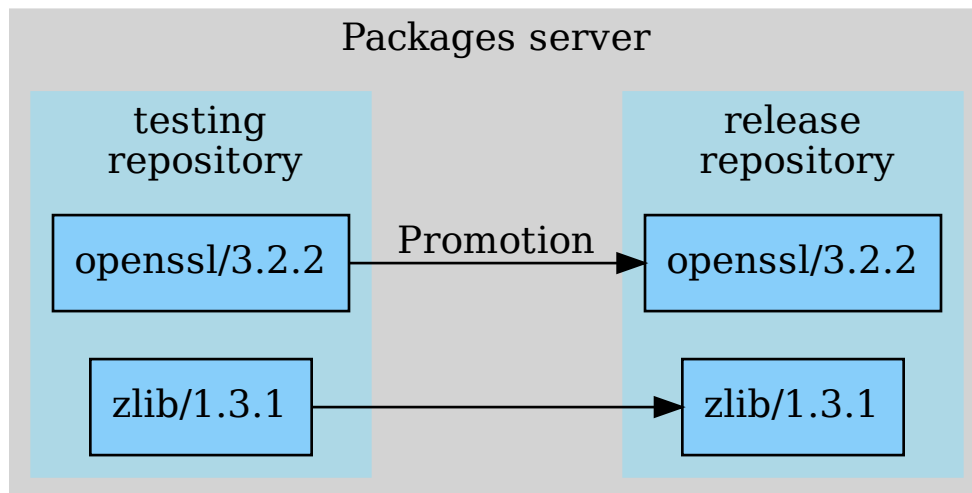
```
$ conan art:promote pkglist.json --from=testing --to=release --url=https://<url>/
↪artifactory --user=<user> --password=<password>
```

Note that the `conan art:promote` command doesn’t work with ArtifactoryCE, Pro editions of Artifactory are needed. The promote functionality can be implemented in these cases with a simple download+upload flow:

Listing 6: Promoting from testing-&gt;release

```
# Promotion using Conan download/upload commands
# (slow, can be improved with art:promote custom command)
$ conan download --list=promote.json -r=testing --format=json > downloaded.json
$ conan upload --list=downloaded.json -r=release -c
```

After the promotion from “testing” to “release” repository, the packages would be like:



#### Note: Best practices

- In modern package servers such as Artifactory package artifacts are **deduplicated**, that is, they do not take any extra storage when they are copied in different locations, including different repositories. The **deduplication** is checksum based, so the system is also smart to avoid re-uploading existing artifacts. This is very important for the “promotions” mechanism: this mechanism is only copying some metadata, so it can be very fast and it is storage efficient. Pipelines can define as many repositories and promotions as necessary without concerns about storage costs.
- Promotions can also be done in JFrog platform with Release Bundles. The [Conan extensions repository](#) also contains one command to generate a release bundle (that can be promoted using the Artifactory API).

#### See also:

- [Using package lists examples](#)
- [Promotions usage in CI](#)



## INTEGRATIONS

Conan provides seamless integration with several platforms, build systems, and IDEs. Conan brings off-the-shelf support for some of the most important operating systems, including Windows, Linux, macOS, Android, and iOS. Some of the most important build systems supported by Conan include CMake, MSBuild, Meson, Autotools and Make. In addition to build systems, Conan also provides integration with popular IDEs, such as Visual Studio and Xcode.

### 7.1 CMake

Conan provides different tools to integrate with CMake in a transparent way. Using these tools, the consuming `CMakeLists.txt` file does not need to be aware of Conan at all. The CMake tools also provide better IDE integration via `cmake-presets`.

To learn how to integrate Conan with your current CMake project you can follow the [Conan tutorial](#) that uses CMake along all the sections.

Please also check the reference for the CMakeDeps, CMakeToolchain, and CMake tools:

- *CMakeDeps*: responsible for generating the CMake config files for all the required dependencies of a package.
- *CMakeToolchain*: generates all the information needed for CMake to build the packages according to the information passed to Conan about things like the operating system, the compiler to use, architecture, etc. It will also generate *cmake-presets* files for easy integration with some IDEs that support this CMake feature off-the-shelf.
- *CMake* build helper is the tool used by Conan to run CMake and will pass all the arguments that CMake needs to build successfully, such as the toolchain file, build type file, and all the CMake definitions set in the recipe.

**See also:**

- Check the [Building your project using CMakePresets](#) example
- Reference for [CMakeDeps](#), [CMakeToolchain](#) and [CMake build helper](#)
- [Conan tutorial](#)



## 7.2 CLion

### 7.2.1 Introduction

There's a plugin available in the [JetBrains Marketplace](#) that's compatible with CLion versions higher than 2022.3. With this plugin, you can browse Conan packages available in [Conan Center](#), add them to your project, and install them directly from the CLion IDE interface.

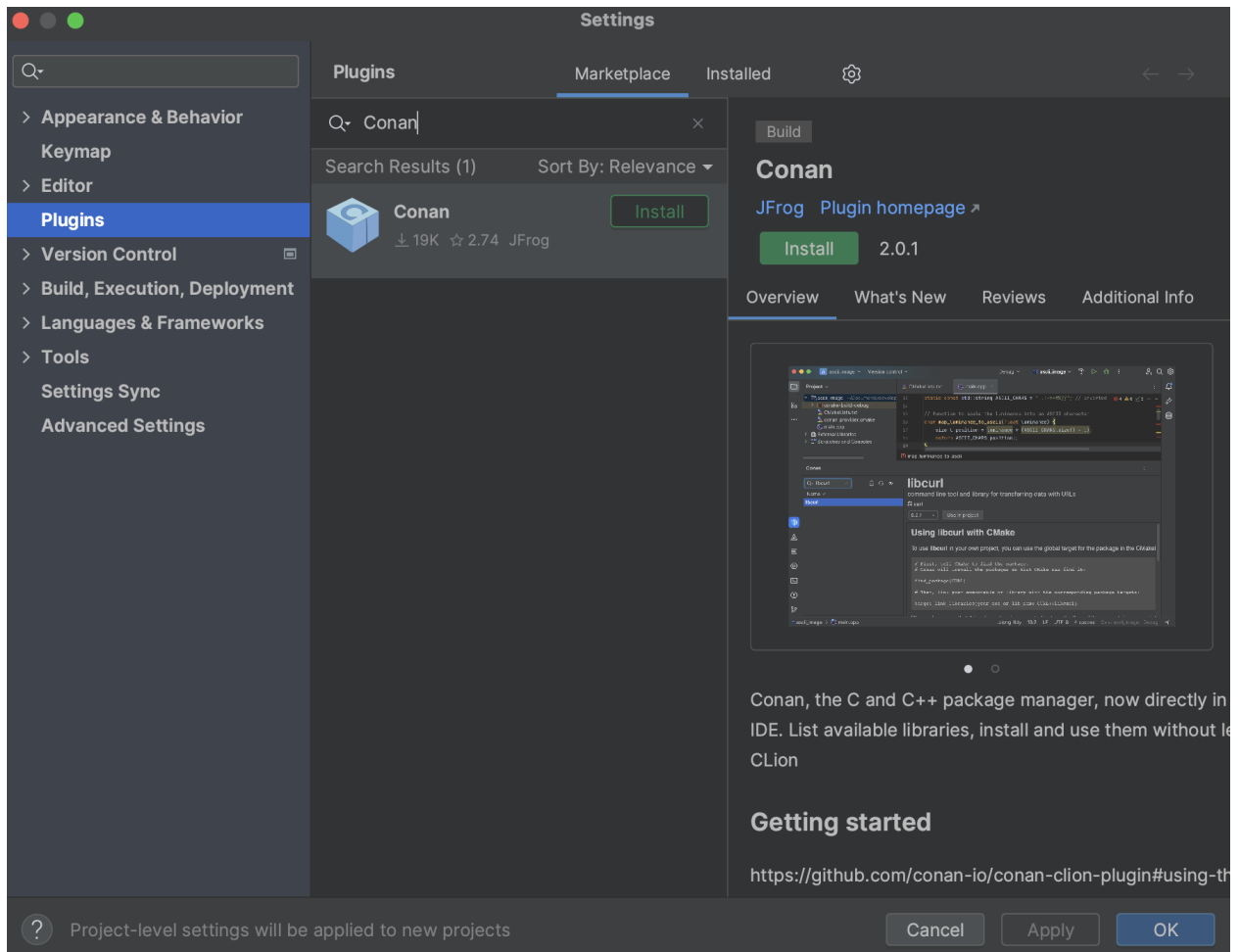
This plugin utilizes [cmake-conan](#), a [CMake dependency provider](#) for Conan. It injects `conan_provider.cmake` using the `CMAKE_PROJECT_TOP_LEVEL_INCLUDES` definition. This dependency provider translates the CMake configuration to Conan. For instance, if you select a *Debug* profile in CLion, Conan will install and use the packages for *Debug*.

Bear in mind that *cmake-conan* activates the Conan integration every time CMake calls `find_package()`. This means that no library will be installed until the CMake configure step runs. At that point, Conan will attempt to install the required libraries and build them if necessary.

Also, note that dependency providers are a relatively new feature in CMake. Therefore, you will need CMake version  $\geq 3.24$  and Conan  $\geq 2.0.5$ .

### 7.2.2 Installing the plugin

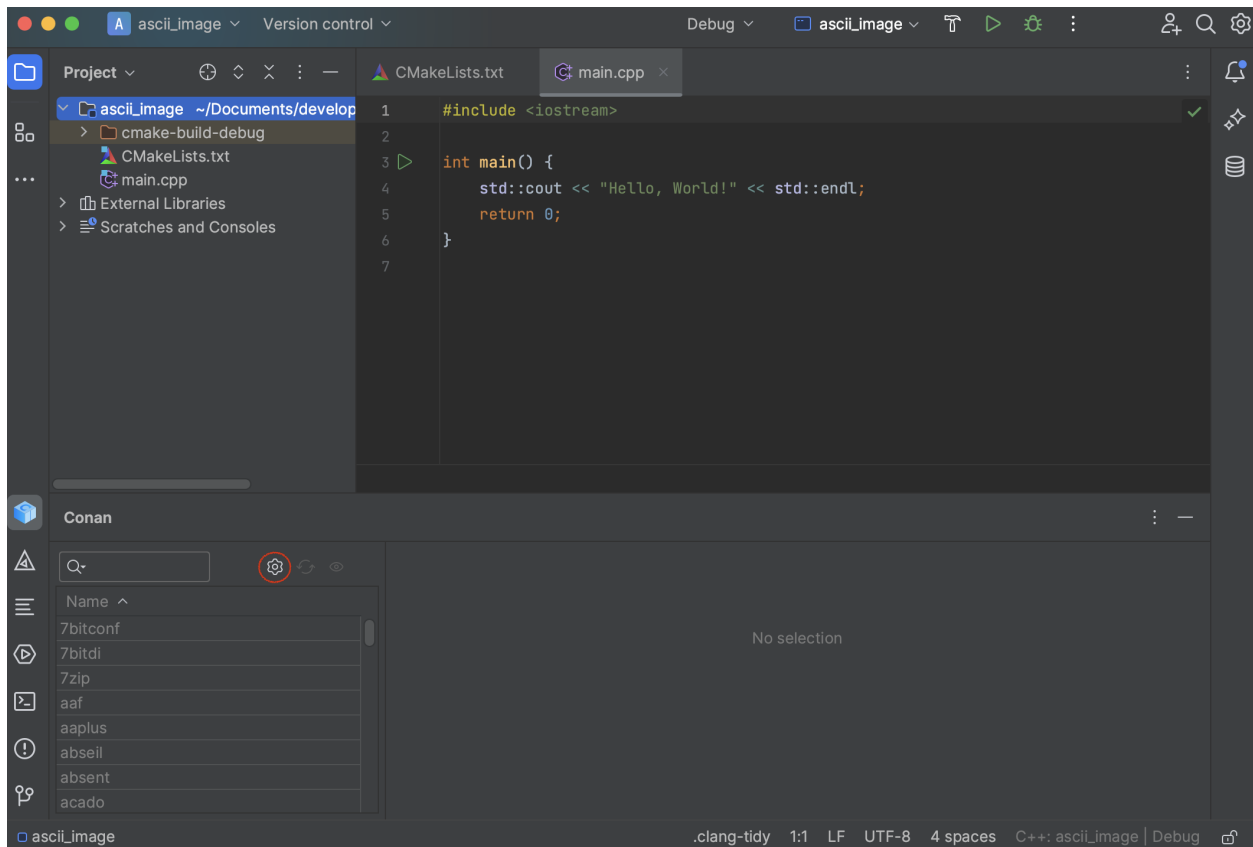
To install the new Conan CLion plugin, navigate to the JetBrains marketplace. Open CLion, go to *Settings > Plugins*, then select the *Marketplace* tab. Search for the Conan plugin and click on the Install button.



After restarting CLion, a new “Conan” tool tab will appear at the bottom of the IDE.

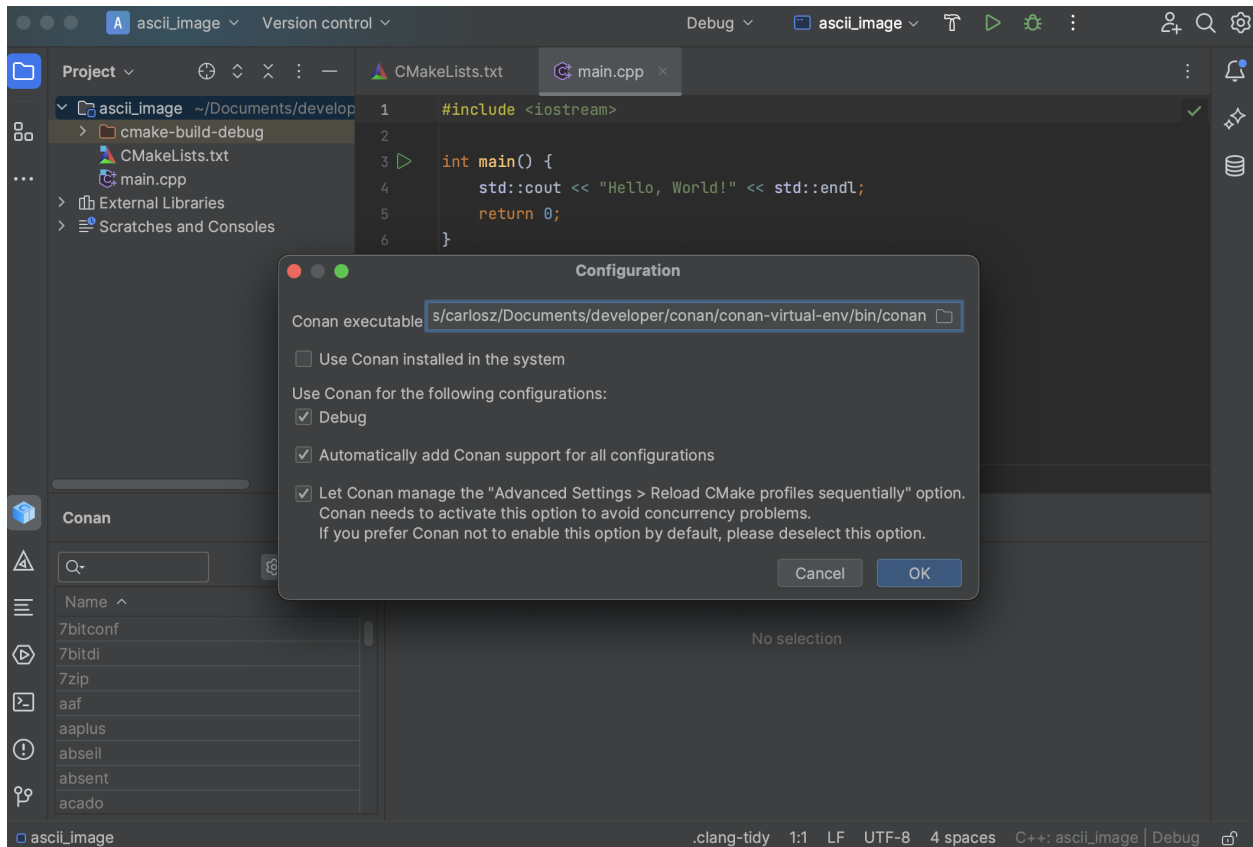
### 7.2.3 Configuring the plugin

Open a CMake project or create a new one in CLion. Then, go to the “Conan” tool tab at the bottom of the IDE. The only enabled action in the toolbar of the plugin will be the one with the “wheel” (configuration) symbol. Click on it.



The first thing you should do is configure the Conan client executable that will be used. You can point to a specific installation in an arbitrary location on your system, or you can select “Use Conan installed in the system” to use the system-level installation.





Several options are marked as default. Let's review them:

- You'll see checkboxes indicating which configurations Conan should manage. In our case, since we only have the Debug configuration, it's the only one checked. Below that, "Automatically add Conan support for all configurations" is checked by default. This means you don't need to manually add Conan support to new build configurations; the plugin will do it automatically.
- There's also a checkbox allowing Conan to modify the default CLion settings and run CMake sequentially instead of in parallel. This is necessary because the Conan cache isn't concurrent yet in Conan 2.

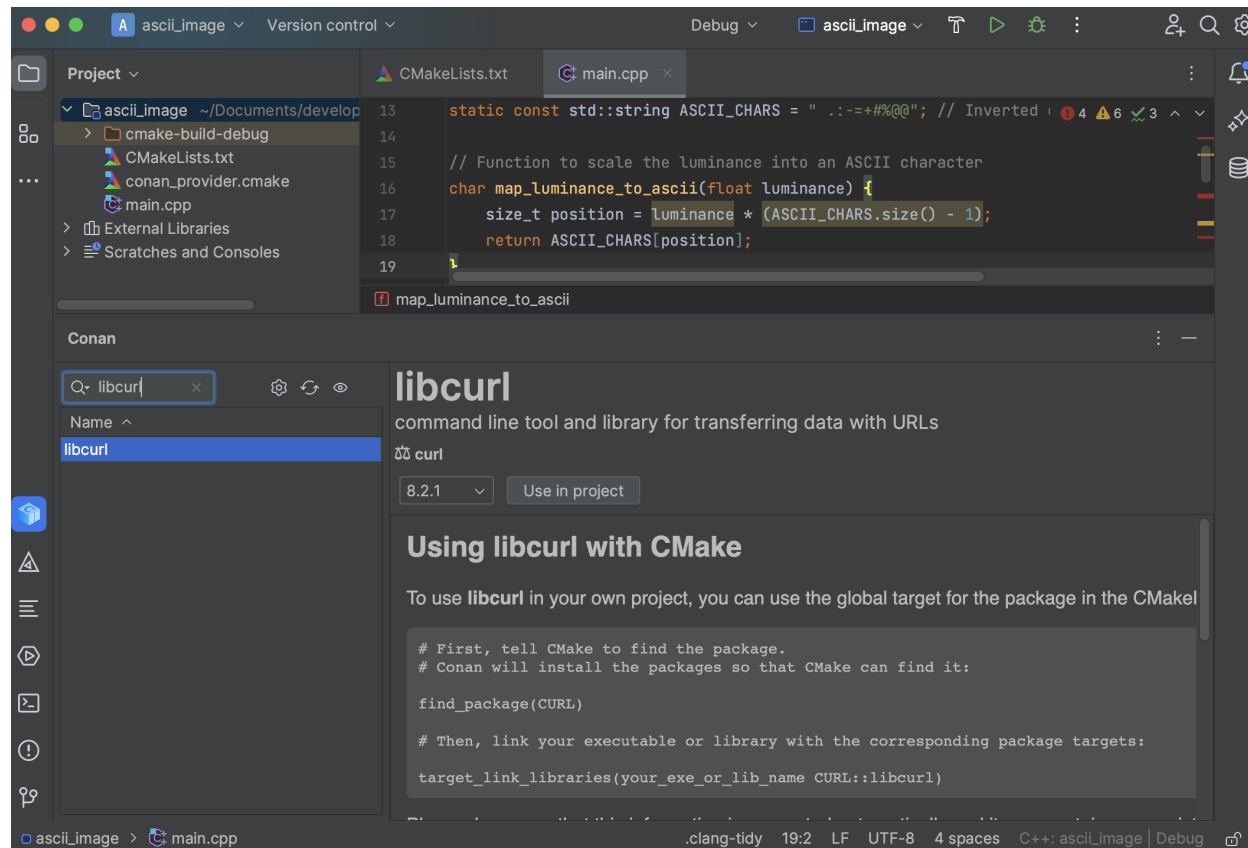
If you're using the Conan plugin, you typically wouldn't uncheck these options. After setting your preferences, click the OK button to finalize the configuration.

**Note:** At this point, CLion will run the configure step for CMake automatically. Since the plugin sets up the *conan.cmake* dependency provider, a warning will appear in the CMake output. This warning indicates that we haven't added a *find\_package()* to our *CMakeLists.txt* yet. This warning will disappear once we add the necessary *find\_package()* calls to the *CMakeLists.txt* file.

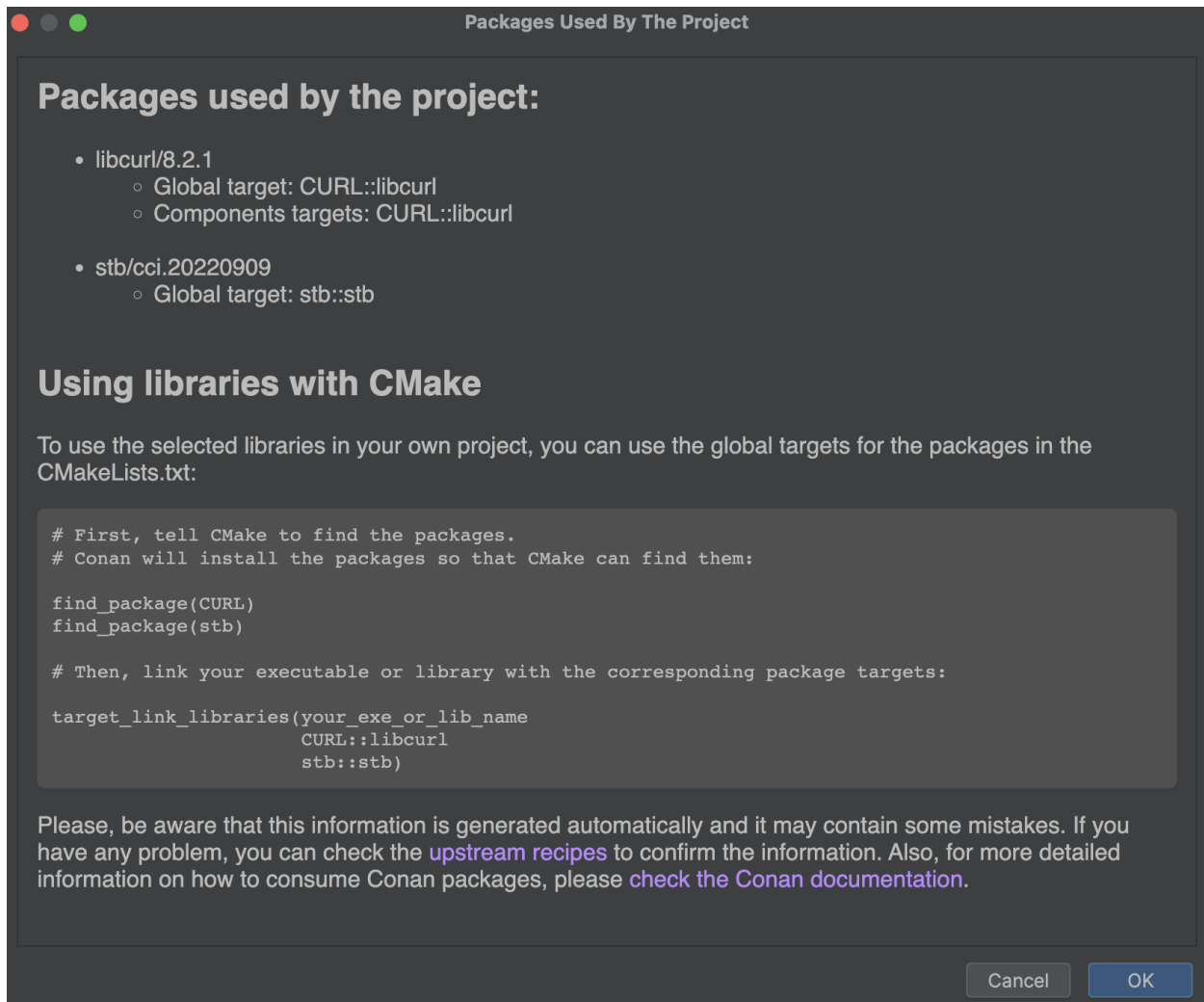
After the initial configuration, you'll notice that the list of libraries is enabled. The "update" and "inspect" buttons are also active. We'll explain these in detail later.

## 7.2.4 Using the plugin

With the plugin configured, you can browse available libraries and install them from CLion. For example, if you want to use `libcurl` to download an image from the Internet, navigate to the library list and search for `libcurl`. Information on how to add it to CMake will be displayed, along with a “Use in project” button. Select the version you want and click the button.



If you click on the “eye” (inspect) icon, you’ll see all the libraries added to the project (assuming you added more than one). This view includes basic target information for CMake and the necessary code snippets to integrate them into CMake.



Conan stores information about the used packages in a *conandata.yml* file in your project folder. This file is read by a *conanfile.py*, which is also created during this process. You can customize these files for advanced plugin usage, but ensure you read the information in the corresponding files to do this correctly. Modify your *CMakeLists.txt* according to the instructions, which should look something like this:

```
cmake_minimum_required(VERSION 3.15) project(project_name) set(CMAKE_CXX_STANDARD 17)
find_package(CURL) add_executable(project_name main.cpp)
target_link_libraries(project_name CURL::libcurl)
```

After reloading the CMake project, you should see Conan installing the libraries in the CMake output tab.

#### See also:

- For more details, check the [entry in the Conan blog](#) about the plugin.



## 7.3 Visual Studio

### 7.3.1 Recipe tools for Visual Studio

Conan provides several tools to help manage your projects using Microsoft Visual Studio. These tools can be imported from `conan.tools.microsoft` and allow for native integration with Microsoft Visual Studio, without the need to use CMake and instead directly using Visual Studio solutions, projects, and property files. The most relevant tools are:

- *MSBuildDeps*: the dependency information generator for Microsoft MSBuild build system. It will generate multiple `xxxx.props` properties files, one per dependency of a package, to be used by consumers using MSBuild or Visual Studio, just by adding the generated properties files to the solution and projects.
- *MSBuildToolchain*: the toolchain generator for MSBuild. It will generate MSBuild properties files that can be added to the Visual Studio solution projects. This generator translates the current package configuration, settings, and options, into MSBuild properties files syntax.
- *MSBuild* build helper is a wrapper around the command line invocation of MSBuild. It will abstract the calls like `msbuild "MyProject.sln" /p:Configuration=<conf> /p:Platform=<platform>` into Python method calls.

For the full list of tools under `conan.tools.microsoft` please check the [reference](#) section.

### 7.3.2 Conan extension for Visual Studio

There's an extension [available in the VisualStudio Marketplace](#) that's compatible beginning from Visual Studio version 2022. With this extension, you can browse Conan packages available in [Conan Center](#), add them to your project, and they will be automatically installed before building your projects.

---

**Note:** The Visual Studio extension is only compatible with C/C++ projects based on MSBuild. It will not work with CMake-based projects or projects using other technologies. For CMake-based projects, please refer to the [cmake-conan dependency provider](#).

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#### Installation

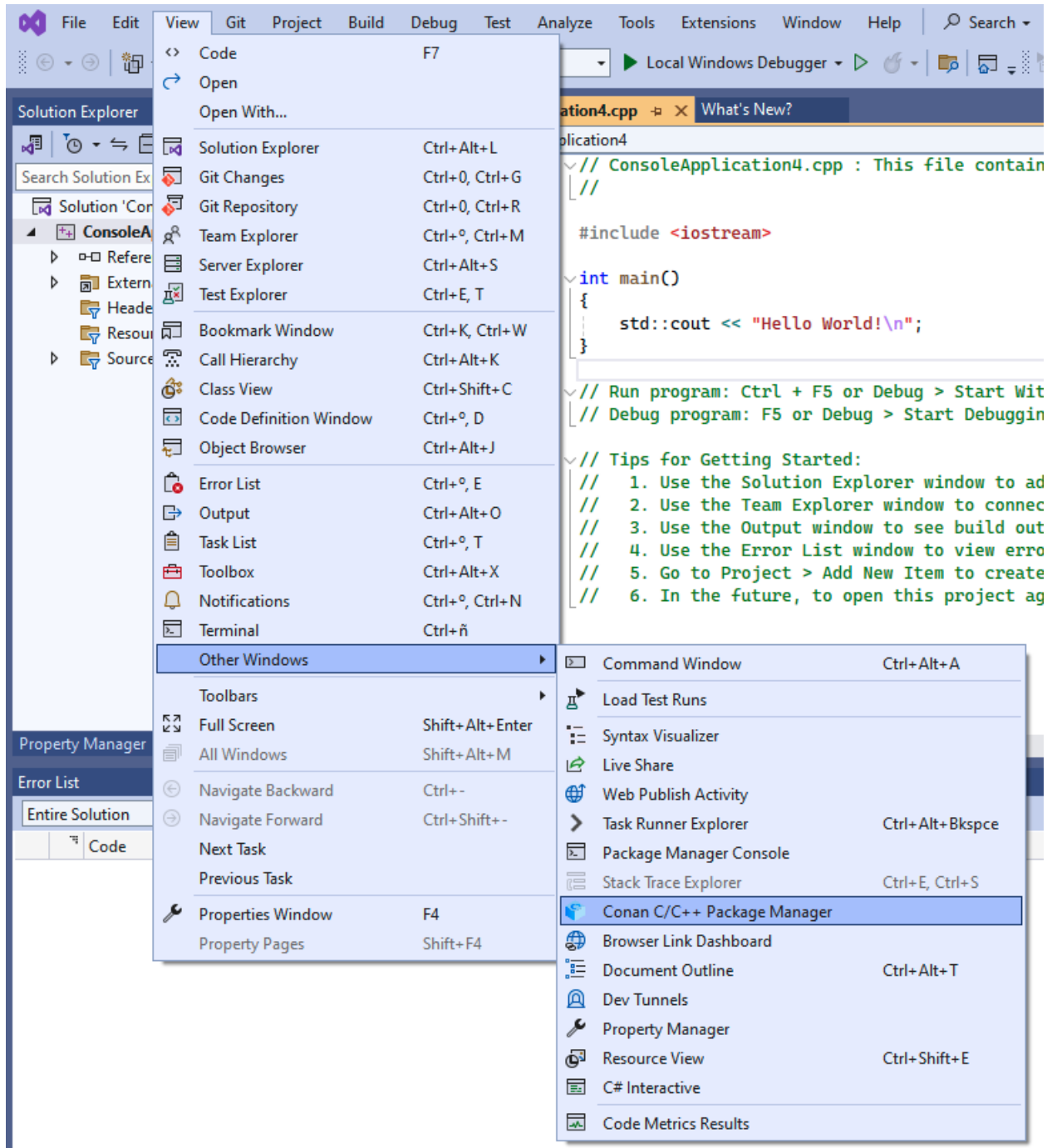
The Conan Visual Studio Extension can be installed directly from within Visual Studio:

- Open the Extensions menu.
- Select Manage Extensions.
- Search for “Conan” in the Online marketplace.
- Download and install the extension.

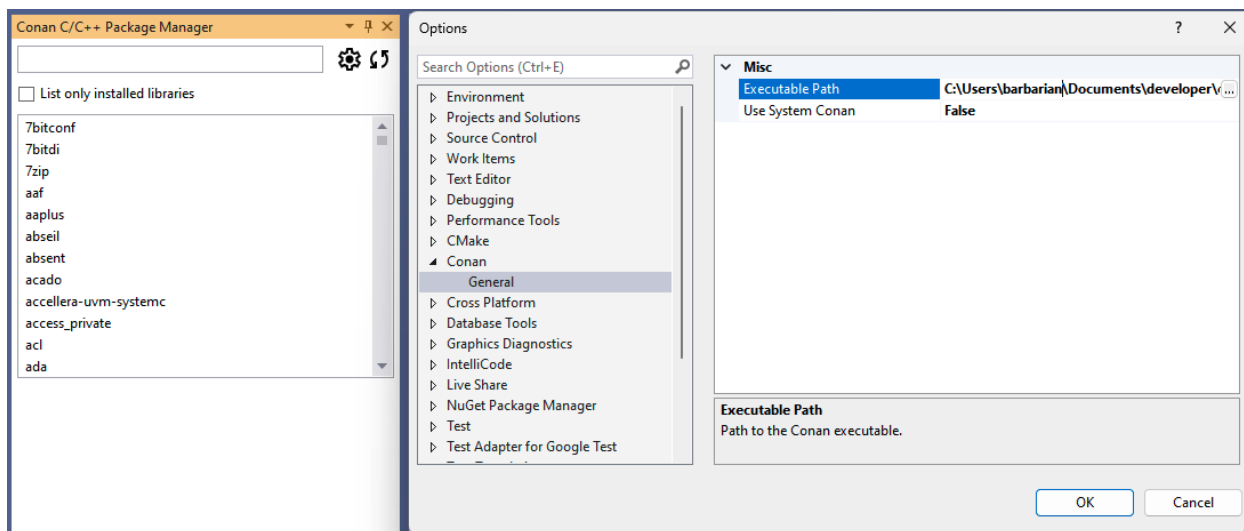
Alternatively, you can download the latest release from our [releases page](#) and install it manually.

## Initial Configuration

After installing the Conan extension, you can access it from the “Conan” tool window in Visual Studio. To do so, go to **View > Other Windows > Conan C/C++ Package Manager**.



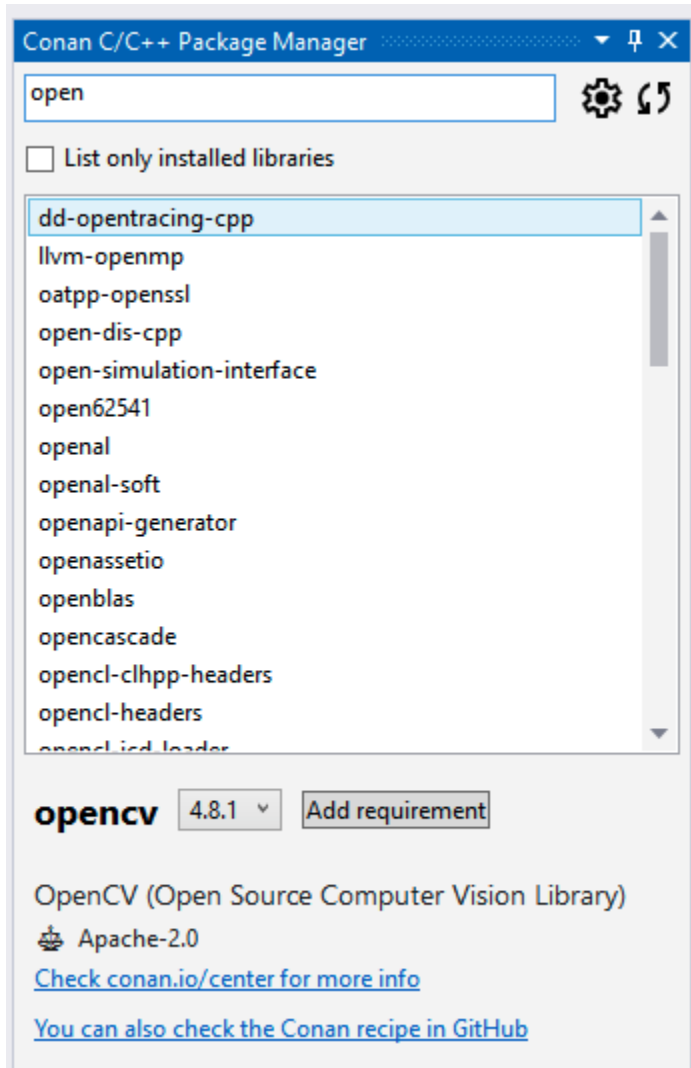
Initially, you will need to configure the Conan executable to be used by the extension. By clicking on the *configure* button (gear icon) from the extension’s window, you can set up the path to the Conan client executable. You can either specify a custom path or choose to use the Conan client installed at the system level.



Once you have configured the Conan client, the extension is ready to use, and you can start adding libraries to your project.

### Searching and Adding Libraries

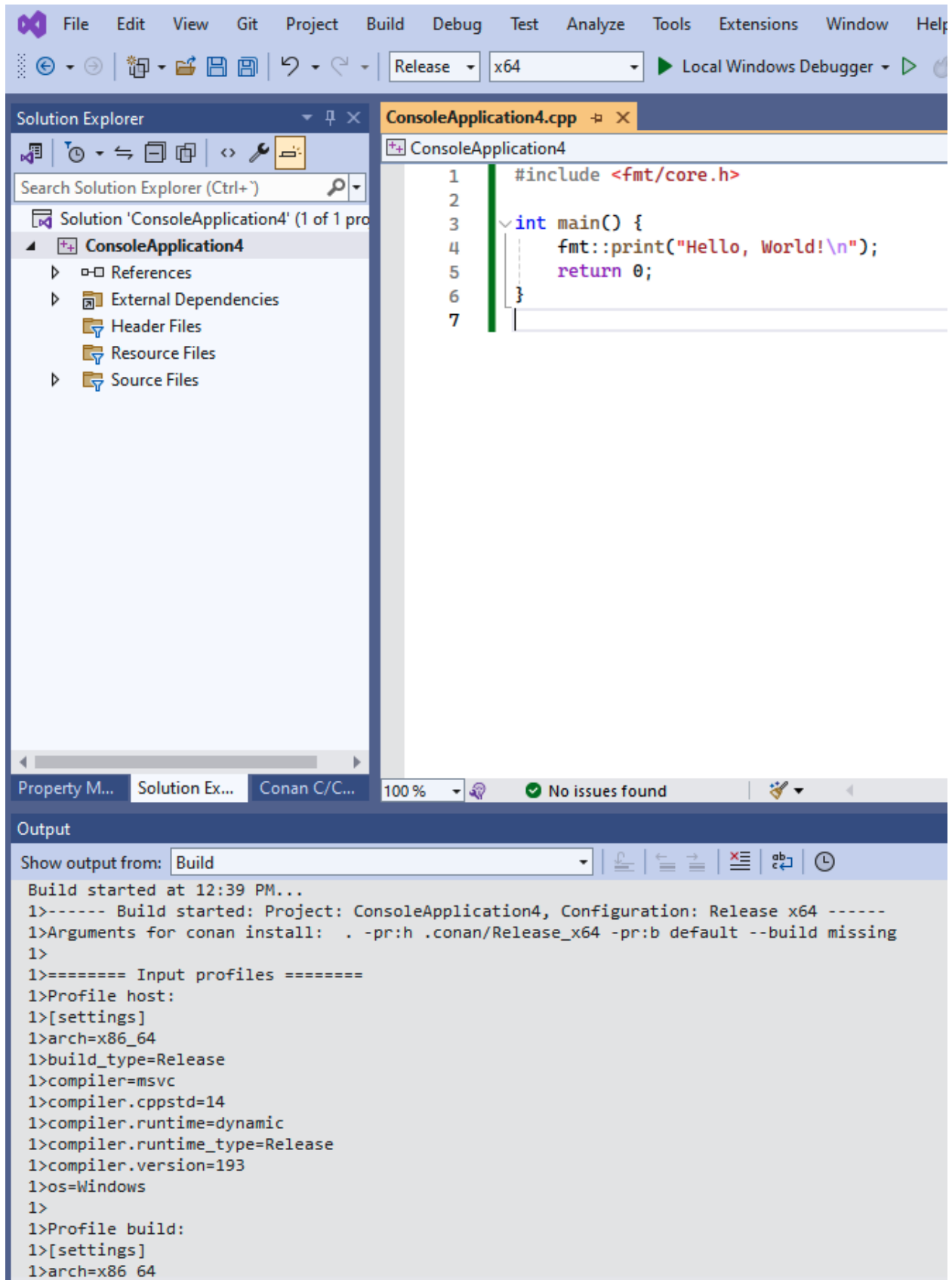
Once configured, the library list in the Conan tool window becomes active, and you can search for Conan packages using the search bar. Selecting a library will allow you to view its details, including available versions and integration options.



If you now click the *Add requirement* button, the extension will add a *conanfile.py* and a *conandata.yml* to your project with the necessary information to install the selected Conan packages. It will also add a prebuild event to the project to install those libraries on the next compilation of the project.

At any point, you can also use the *refresh* button (circular arrow icon) to update the list of available packages in [Conan Center](#).

Now, if you initiate the build process for your project, the pre-build event will trigger Conan to install the packages and inject the necessary properties into the project, enabling Visual Studio to compile and link against those libraries.





**Warning:** The initial compilation might fail if Visual Studio does not have sufficient time to process the injected properties. If this happens, simply rebuild the project, and it should build successfully.

For a more in-depth introduction to the Conan Visual Studio extension with a practical example, please check this [example in Conan blog](#).

See also:

- Reference for *MSBuildDeps*, *MSBuildToolchain* and *MSBuild*.
- *CLion Conan plugin*.



## 7.4

## Autotools

Conan provides different tools to help manage your projects using Autotools. They can be imported from `conan.tools.gnu`. The most relevant tools are:

- *AutotoolsDeps*: the dependencies generator for Autotools, which generates shell scripts containing environment variable definitions that the Autotools build system can understand.
- *AutotoolsToolchain*: the toolchain generator for Autotools, which generates shell scripts containing environment variable definitions that the Autotools build system can understand.
- *Autotools* build helper, a wrapper around the command line invocation of autotools that abstracts calls like `./configure` or `make` into Python method calls.
- *PkgConfigDeps*: the dependencies generator for *pkg-config* which generates *pkg-config* files for all the required dependencies of a package.

For the full list of tools under `conan.tools.gnu` please check the [reference](#) section.

See also:

- Reference for *AutotoolsDeps*, *AutotoolsToolchain*, *Autotools* and *PkgConfigDeps*.



## 7.5 Bazel

Conan provides different tools to help manage your projects using Bazel. They can be imported from `conan.tools.google`. The most relevant tools are:

- **BazelDeps**: the dependencies generator for Bazel, which generates a `[DEPENDENCY]/BUILD.bazel` file for each dependency and a `dependencies.bzl` file containing a Bazel function to load all those ones. That function must be loaded by your `WORKSPACE` file.
- **BazelToolchain**: the toolchain generator for Bazel, which generates a `conan_bzl.rc` file that contains a build configuration `conan-config` to inject all the parameters into the **bazel build** command.
- **Bazel**: the Bazel build helper. It's simply a wrapper around the command line invocation of Bazel.

**See also:**

- Reference for [BazelDeps](#).
- Reference for [BazelToolchain](#).
- Reference for [Bazel](#).
- [Build a simple Bazel project using Conan](#)
- [Build a simple Bazel 7.x project using Conan](#)



## 7.6 Makefile

Conan provides different tools to help manage your projects using Make. They can be imported from `conan.tools.gnu`. Besides the most popular variant, GNU Make, Conan also supports other variants like BSD Make. The most relevant tools are:

- **MakeDeps**: the dependencies generator for Make, which generates a Makefile containing definitions that the Make build tool can understand.

Currently, there is no **MakeToolchain** generator, it should be added in the future.

For the full list of tools under `conan.tools.gnu` please check the [reference](#) section.

**See also:**

- Reference for *MakeDeps*.



## 7.7 Xcode

Conan provides different tools to integrate with Xcode IDE, providing all the necessary information about the dependencies, build options and also to build projects created with Xcode in recipes. They can be imported from `conan.tools.apple`. The most relevant tools are:

- *XcodeDeps*: the dependency information generator for Xcode. It will generate multiple *.xcconfig* configuration files, that can be used by consumers using `xcodebuild` in the command line or adding them to the Xcode IDE.
- *XcodeToolchain*: the toolchain generator for Xcode. It will generate *.xcconfig* configuration files that can be added to Xcode projects. This generator translates the current package configuration, settings, and options, into Xcode *.xcconfig* files syntax.
- *XcodeBuild* build helper is a wrapper around the command line invocation of Xcode. It will abstract the calls like `xcodebuild -project app.xcodeproj -configuration <config> -arch <arch> ...`

For the full list of tools under `conan.tools.apple` please check the *reference* section.

See also:

- Reference for *XcodeDeps*, *XcodeToolchain* and *XcodeBuild build helper*

## 7.8 Meson

Conan provides different tools to help manage your projects using Meson. They can be imported from `conan.tools.meson`. The most relevant tools are:

- *MesonToolchain*: generates the *.ini* files for Meson with the definitions of all the Meson properties related to the Conan options and settings for the current package, platform, etc. *MesonToolchain* normally works together with *PkgConfigDeps* to manage all the dependencies.
- *Meson* build helper, a wrapper around the command line invocation of Meson.

See also:

- Reference for *MesonToolchain* and *Meson*.
- Build a simple Meson project using Conan *example*

Build a simple Meson project using Conan

## 7.9 Premake

Conan provides different tools to help manage your projects using Premake. They can be imported from `conan.tools.premake`. The most relevant tools are:

- `PremakeDeps`: the dependencies generator for Premake, to allow consuming dependencies from Premake projects
- `Premake`: the Premake build helper. It's simply a wrapper around the command line invocation of Premake.

See also:

- Reference for *PremakeDeps*.
- Reference for *Premake*.



## 7.10 **android** Android

Conan provides support for cross-building for Android, and it's easy to integrate with Android Studio. Please check these examples for more information on how to build your binaries for Android:

- *Cross building to Android with the NDK*
- *Integrating Conan in Android Studio*



## 7.11

## JFrog

### 7.11.1 Artifactory Build Info

**Warning:** The support of Artifactory Build Info via extension commands is not covered by *the Conan stability commitment*.

The [Artifactory build info](#) is a recollection of the metadata of a build. This json-formatted file includes all the details about the build broken down into segments like version history, artifacts, project modules, dependencies, and everything that was required to create the build.

Build infos are identified with a `build name` and a `build number`, similar to how many CI services identify the builds. They are conveniently stored in Artifactory to keep track of the build metadata to later perform different operations.

Conan does not offer built-in support for the build info format. However, we have developed some *custom commands* at the [extensions repository](#) using the feature, that provides support to create and manage the build info files.

#### How to install the build info extension commands

Using the dedicated repository for Conan extensions <https://github.com/conan-io/conan-extensions>, it is as easy as:

```
$ conan config install https://github.com/conan-io/conan-extensions.git -sf=extensions/
↪ commands/art -tf=extensions/commands/art
```

#### Generating a Build Info

A Build Info can be generated from a create or install command:

```
$ conan create . --format json -s build_type=Release > create_release.json
```

Then upload the created package to your repository:

```
$ conan upload ... -c -r ...
```

Now, using the JSON output from the create/install commands, a build info file can be generated:

```
$ conan art:build-info create create_release.json mybuildname_release 1 <repo> --server_
↪ my_artifactory --with-dependencies > mybuildname_release.json
```

And then uploaded to Artifactory:

```
$ conan art:build-info upload mybuildname_aggregated.json --server my_artifactory
```

For more reference, see the full example at <https://github.com/conan-io/conan-extensions/tree/main/extensions/commands/art#how-to-manage-build-infos-in-artifactory>

See also:

- JFrog Artifactory has a [dedicated API](#) to manage build infos that has been integrated into the custom commands for Artifactory.
- Check the `conan art:build-info` documentation for reference: [https://github.com/conan-io/conan-extensions/blob/main/extensions/commands/art/readme\\_build\\_info.md](https://github.com/conan-io/conan-extensions/blob/main/extensions/commands/art/readme_build_info.md)



**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Conan provides integration for your Robot Operating System (ROS) C/C++ based projects. This will allow you to consume Conan packages inside your ROS package projects. The Conan packages can be installed and used in CMake with the help of the *ROSEnv generator* created for the purpose.

It provides a clean integration that requires no Conan-specific modifications in your *CMakeLists.txt*.

**Important:** This integration supports **ROS2**, it has been developed using its **Humble version** and the aim is to **support newer versions going forward**. If you have any issues with other ROS versions, please let us know by opening an issue in our GitHub repository.

**Note:** Pre-requisites to run the example:

1. In order to run the example, it is expected that you have an Ubuntu environment (22.04 LTS preferred) with [ROS2 Humble version installed](#). For convenience, you can also use this Docker File instead:

```
FROM osrf/ros:humble-desktop
RUN apt-get update && apt-get install -y \
curl \
python3-pip \
git \
ros-humble-nav2-msgs \
&& rm -rf /var/lib/apt/lists/*
RUN pip3 install --upgrade pip && pip3 install conan==2.*
RUN conan profile detect
CMD ["bash"]
```

Simply copy the Dockerfile, build your image with `docker build -t conanio/ros-humble .`, and finally run it with `docker run -it conanio/ros-humble`.

2. The files for this example can be found at [our examples repository](#). Clone it like so to get started:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/ros/rosenv
```

### 7.12.1 Consuming Conan packages using the ROSEnv generator

Imagine we have a ROS C++ package called *str\_printer* that uses some functionality from the third party string formatting library *fmt* to print fancy strings.

We have the following project structure:

```
$ tree /f
workspace
├── str_printer
│   ├── CMakeLists.txt
│   ├── conanfile.txt
│   ├── package.xml
│   ├── include
│   │   └── str_printer
│   │       str_printer.h
│   └── src
│       str_printer.cpp
└── consumer
    ├── CMakeLists.txt
    ├── package.xml
    └── src
        main.cpp
```

Where:

- The *str\_printer* is a ROS package that implements a function and **depends on the *fmt* Conan package**.
- The *consumer* is also a ROS package that depends on the *str\_printer* ROS package and uses its functionality in a **final executable**.

The only difference in the *str\_printer* package with respect to a normal ROS package is that it includes a *conanfile.txt* file. This is the file used by Conan to install the required dependencies and generate the files needed to perform the build.

Listing 1: *str\_printer/conanfile.txt*

```
[requires]
fmt/11.0.2

[generators]
CMakeDeps
CMakeToolchain
ROSEnv
```

In this case, we will install the 11.0.2 version of *fmt* and Conan will generate files for CMake and ROS so we can build the *str\_printer* package later.

To install the *fmt* library using Conan we should do the following:

```
$ cd workspace
$ conan install str_printer/conanfile.txt --build missing --output-folder install/conan
===== Computing dependency graph =====
fmt/11.0.2: Not found in local cache, looking in remotes...
fmt/11.0.2: Checking remote: conancenter
fmt/11.0.2: Downloaded recipe revision 5c7438ef4d5d69ab106a41e460ce11f3
Graph root
    conanfile.txt: /home/user/examples2/examples/tools/ros/rosenv/workspace/str_printer/
    ↳ conanfile.txt
Requirements
    fmt/11.0.2#5c7438ef4d5d69ab106a41e460ce11f3 - Downloaded (conancenter)

===== Computing necessary packages =====
Requirements
    fmt/11.0.2#5c7438ef4d5d69ab106a41e460ce11f3:29da3f322a17cc9826b294a7ab191c2f298a9f49
    ↳ #d8d27fde7061f89f7992c671d98ead71 - Download (conancenter)

===== Installing packages =====

----- Downloading 1 package -----
fmt/11.0.2: Retrieving package 29da3f322a17cc9826b294a7ab191c2f298a9f49 from remote
    ↳ 'conancenter'
fmt/11.0.2: Package installed 29da3f322a17cc9826b294a7ab191c2f298a9f49
fmt/11.0.2: Downloaded package revision d8d27fde7061f89f7992c671d98ead71

===== Finalizing install (deploy, generators) =====
conanfile.txt: Writing generators to /home/user/examples2/examples/tools/ros/rosenv/
    ↳ workspace/install/conan
conanfile.txt: Generator 'CMakeDeps' calling 'generate()'
conanfile.txt: CMakeDeps necessary find_package() and targets for your CMakeLists.txt
    find_package(fmt)
    target_link_libraries(... fmt::fmt)
conanfile.txt: Generator 'CMakeToolchain' calling 'generate()'
conanfile.txt: CMakeToolchain generated: conan_toolchain.cmake
conanfile.txt: Preset 'conan-release' added to CMakePresets.json. Invoke it manually.
    ↳ using 'cmake --preset conan-release' if using CMake>=3.23
conanfile.txt: If your CMake version is not compatible with CMakePresets (<3.23) call.
    ↳ cmake like: 'cmake <path> -G "Unix Makefiles" -DCMAKE_TOOLCHAIN_FILE=/home/danimtb/
    ↳ examples2/examples/tools/ros/rosenv/workspace/install/conan/conan_toolchain.cmake -
    ↳ DCMAKE_POLICY_DEFAULT_CMP0091=NEW -DCMAKE_BUILD_TYPE=Release'
conanfile.txt: CMakeToolchain generated: CMakePresets.json
conanfile.txt: CMakeToolchain generated: ../../str_printer/CMakeUserPresets.json
conanfile.txt: Generator 'ROSEnv' calling 'generate()'
conanfile.txt: Generated ROSEnv Conan file: conanroshenv.sh
Use 'source /home/user/examples2/examples/tools/ros/rosenv/workspace/install/conan/
    ↳ conanroshenv.sh' to set the ROSEnv Conan before 'colcon build'
conanfile.txt: Generating aggregated env files
conanfile.txt: Generated aggregated env files: ['conanroshenv.sh']
Install finished successfully
```

This will download the *fmt* Conan package to the local cache and generate the CMake and ROS environment files in the *conan* subfolder of the *install* directory.



Now we can source our ROS environment, then **source the Conan ROSEnv environment**, so the conan-installed package are found by CMake, and then we can build the *str\_printer* package as usual with Colcon.

```
$ source /opt/ros/humble/setup.bash
$ source install/conan/conanrosv.sh
$ colcon build --packages-select str_printer
Starting >>> str_printer
Finished <<< str_printer [10.8s]

Summary: 1 package finished [12.4s]
```

## 7.12.2 Bridging the Conan-provided transitive dependencies to another ROS package

As the *consumer* ROS package depends on *str\_printer*, the targets of transitive dependencies should be exported. This is done as usual in the *str\_printers*'s *CMakeLists.txt* using *ament\_export\_dependencies()*:

Listing 2: *str\_printer/CMakeLists.txt*

```
cmake_minimum_required(VERSION 3.8)
project(str_printer)

if(CMAKE_COMPILER_IS_GNUCXX OR CMAKE_CXX_COMPILER_ID MATCHES "Clang")
  add_compile_options(-Wall -Wextra -Wpedantic)
endif()

# find dependencies
find_package(ament_cmake REQUIRED)
find_package(fmt REQUIRED) # Retrieved with Conan C/C++ Package Manager

add_library(str_printer src/str_printer.cpp)

target_include_directories(str_printer PUBLIC
  ${BUILD_INTERFACE:${CMAKE_CURRENT_SOURCE_DIR}/include/str_printer}
  ${INSTALL_INTERFACE:include})

target_compile_features(str_printer PUBLIC c_std_99 cxx_std_17) # Require C99 and C++17
ament_target_dependencies(str_printer fmt)

ament_export_targets(str_printerTargets HAS_LIBRARY_TARGET)
ament_export_dependencies(fmt)

install(
  DIRECTORY include/
  DESTINATION include
)

install(
  TARGETS str_printer
  EXPORT str_printerTargets
  LIBRARY DESTINATION lib
  ARCHIVE DESTINATION lib
```

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```
RUNTIME DESTINATION bin
INCLUDES DESTINATION include
)

ament_package()
```

To build the *consumer* ROS package, you can proceed as usual (make sure that you have both the ROS environment and the Conan ROSEnv environment *sourced* before building as in previous step):

```
$ colcon build --packages-select consumer
Starting >>> consumer
Finished <<< consumer [7.9s]

Summary: 1 package finished [9.4s]
```

And after this, our *consumer* application should be ready to run with just:

```
$ source install/setup.bash
$ ros2 run consumer main
Hi there! I am using fmt library fetched with Conan C/C++ Package Manager
```

**See also:**

- Reference for *ROSEnv generator*.

## EXAMPLES

### 8.1 ConanFile methods examples

#### 8.1.1 ConanFile package\_info() examples

##### Propagating environment or configuration information to consumers

TBD

##### Define components for Conan packages that provide multiple libraries

At the *section of the tutorial about the package\_info() method*, we learned how to define information in a package for consumers, such as library names or include and library folders. In the tutorial, we created a package with only one library that consumers linked to. However, in some cases, libraries provide their functionalities separated into different *components*. These components can be consumed independently, and in some cases, they may require other components from the same library or others. For example, consider a library like OpenSSL that provides *libcrypto* and *libssl*, where *libssl* depends on *libcrypto*.

Conan provides a way to abstract this information using the *components* attribute of the *CppInfo* object to define the information for each separate component of a Conan package. Consumers can also select specific components to link against but not the rest of the package.

Let's take a game-engine library as an example, which provides several components such as *algorithms*, *ai*, *rendering*, and *network*. Both *ai* and *rendering* depend on the *algorithms* component.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/conanfile/package_info/components
```

You can check the contents of the project:

```
.
├── CMakeLists.txt
├── conanfile.py
├── include
│   ├── ai.h
│   ├── algorithms.h
│   ├── network.h
│   └── rendering.h
└── src
```

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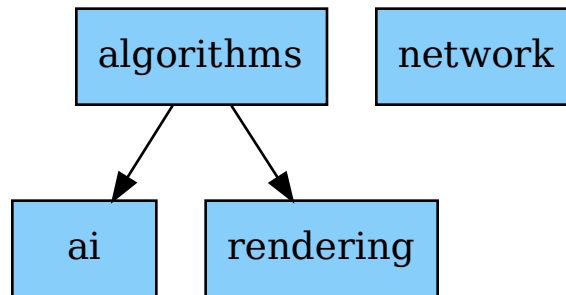


Fig. 1: components of the game-engine package

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```

├── ai.cpp
├── algorithms.cpp
├── network.cpp
├── rendering.cpp
├── test_package
│   ├── CMakeLists.txt
│   ├── CMakeUserPresets.json
│   ├── conanfile.py
│   └── src
│       └── example.cpp
  
```

As you can see, there are sources for each of the components and a CMakeLists.txt file to build them. We also have a *test\_package* that we are going to use to test the consumption of the separate components.

First, let's have a look at *package\_info()* method in the *conanfile.py* and how we declared the information for each component that we want to provide to the consumers of the game-engine package:

```

...

def package_info(self):
    self.cpp_info.components["algorithms"].libs = ["algorithms"]
    self.cpp_info.components["algorithms"].set_property("cmake_target_name", "algorithms")

    self.cpp_info.components["network"].libs = ["network"]
    self.cpp_info.components["network"].set_property("cmake_target_name", "network")

    self.cpp_info.components["ai"].libs = ["ai"]
    self.cpp_info.components["ai"].requires = ["algorithms"]
    self.cpp_info.components["ai"].set_property("cmake_target_name", "ai")

    self.cpp_info.components["rendering"].libs = ["rendering"]
    self.cpp_info.components["rendering"].requires = ["algorithms"]
  
```

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```
self.cpp_info.components["rendering"].set_property("cmake_target_name", "rendering")
```

There are a couple of relevant things:

- We declare the libraries generated by each of the components by setting information in the `cpp_info.components` attribute. You can set the same information for each of the components as you would for the `self.cpp_info` object. The `cpp_info` for components has some defaults defined, just like it does for `self.cpp_info`. For example, the `cpp_info.components` object provides the `.includedirs` and `.libdirs` properties to define those locations, but Conan sets their value as `["lib"]` and `["include"]` by default, so it's not necessary to add them in this case.
- We are also declaring the components' dependencies using the `.requires` attribute. With this attribute, you can declare requirements at the component level, not only for components in the same recipe but also for components from other packages that are declared as requires of the Conan package.
- We are changing the default target names for the components using the *properties model*. By default, Conan sets a target name for components like `<package_name::component_name>`, but for this tutorial we will set the component target names just with the component names omitting the `::`.

You can have a look at the consumer part by checking the `test_package` folder. First the `conanfile.py`:

```
...
def generate(self):
    deps = CMakeDeps(self)
    deps.check_components_exist = True
    deps.generate()
```

You can see that we are setting the `check_components_exist` property for `CMakeDeps`. This is not needed, just to show how you can do if you want your consumers to fail if the component does not exist. So, the `CMakeLists.txt` could look like this:

```
cmake_minimum_required(VERSION 3.15)
project(PackageTest CXX)

find_package(game-engine REQUIRED COMPONENTS algorithms network ai rendering)

add_executable(example src/example.cpp)

target_link_libraries(example algorithms
                      network
                      ai
                      rendering)
```

And the `find_package()` call would fail if any of the components targets do not exist.

Let's run the example:

```
$ conan create .
...
game-engine/1.0: RUN: cmake --build "/Users/barbarian/.conan2/p/t/game-d6e361d329116/b/
↳ build/Release" -- -j16
[ 12%] Building CXX object CMakeFiles/algorithms.dir/src/algorithms.cpp.o
[ 25%] Building CXX object CMakeFiles/network.dir/src/network.cpp.o
[ 37%] Linking CXX static library libnetwork.a
```

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```
[ 50%] Linking CXX static library libalgorithms.a
[ 50%] Built target network
[ 50%] Built target algorithms
[ 62%] Building CXX object CMakeFiles/ai.dir/src/ai.cpp.o
[ 75%] Building CXX object CMakeFiles/rendering.dir/src/rendering.cpp.o
[ 87%] Linking CXX static library libai.a
[100%] Linking CXX static library librendering.a
[100%] Built target ai
[100%] Built target rendering
...

===== Launching test_package =====

...
-- Conan: Component target declared 'algorithms'
-- Conan: Component target declared 'network'
-- Conan: Component target declared 'ai'
-- Conan: Component target declared 'rendering'
...
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

===== Testing the package: Executing test =====
game-engine/1.0 (test package): Running test()
game-engine/1.0 (test package): RUN: ./example
I am the algorithms component!
I am the network component!
I am the ai component!
└─> I am the algorithms component!
I am the rendering component!
└─> I am the algorithms component!
```

You could check that requiring a component that does not exist will raise an error. Add the *nonexistent* component to the `find_package()` call:

```
cmake_minimum_required(VERSION 3.15)
project(PackageTest CXX)

find_package(game-engine REQUIRED COMPONENTS nonexistent algorithms network ai rendering)

add_executable(example src/example.cpp)

target_link_libraries(example algorithms
                      network
                      ai
                      rendering)
```

And test the package again:

```
$ conan test test_package game-engine/1.0
```

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```
...

Conan: Component 'nonexistent' NOT found in package 'game-engine'
Call Stack (most recent call first):
CMakeLists.txt:4 (find_package)

-- Configuring incomplete, errors occurred!

...

ERROR: game-engine/1.0 (test package): Error in build() method, line 22
    cmake.configure()
    ConanException: Error 1 while executing
```

**See also:**

If you want to use recipes defining components in editable mode, check the example in *Using components and editable packages*.

## 8.1.2 ConanFile layout() examples

### Declaring the layout when the Conanfile is inside a subfolder

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/conanfile/layout/conanfile_in_subfolder
```

If we have a project intended to package the code that is in the same repo as the `conanfile.py`, but the `conanfile.py` is not in the root of the project:

```
.
├── CMakeLists.txt
├── conan
│   └── conanfile.py
├── include
│   └── say.h
└── src
    └── say.cpp
```

The `conanfile.py` would look like this:

```
import os
from conan import ConanFile
from conan.tools.files import load, copy
from conan.tools.cmake import CMake

class PkgSay(ConanFile):
    name = "say"
    version = "1.0"
```

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```

settings = "os", "compiler", "build_type", "arch"
generators = "CMakeToolchain"

def layout(self):
    # The root of the project is one level above
    self.folders.root = ".."
    # The source of the project (the root CMakeLists.txt) is the source folder
    self.folders.source = "."
    self.folders.build = "build"

def export_sources(self):
    # The path of the CMakeLists.txt and sources we want to export are one level
↪ above
    folder = os.path.join(self.recipe_folder, "..")
    copy(self, "*.txt", folder, self.export_sources_folder)
    copy(self, "src/*.cpp", folder, self.export_sources_folder)
    copy(self, "include/*.h", folder, self.export_sources_folder)

def source(self):
    # Check that we can see that the CMakeLists.txt is inside the source folder
    cmake_file = load(self, "CMakeLists.txt")

def build(self):
    # Check that the build() method can also access the CMakeLists.txt in the source
↪ folder
    path = os.path.join(self.source_folder, "CMakeLists.txt")
    cmake_file = load(self, path)

    cmake = CMake(self)
    cmake.configure()
    cmake.build()

def package(self):
    cmake = CMake(self)
    cmake.install()

```

You can try and create the say package:

```

$ cd conan
$ conan create .

```

See also:

- *layout method*
- *how the package layout works.*



## Declaring the layout when creating packages for third-party libraries

Please, first clone the sources to recreate this project. You can find them in the [examples2](#) repository in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/conanfile/layout/third_party_libraries
```

If we have this project, intended to create a package for a third-party library whose code is located externally:

```
.
├── conanfile.py
├── patches
│   └── mypatch
```

The `conanfile.py` would look like this:

```
...

class Pkg(ConanFile):
    name = "hello"
    version = "1.0"
    exports_sources = "patches*"

    ...

    def layout(self):
        cmake_layout(self, src_folder="src")
        # if you are declaring your own layout, just declare:
        # self.folders.source = "src"

    def source(self):
        # we are inside a "src" subfolder, as defined by layout
        # the downloaded sources will be inside the "src" subfolder
        get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
            strip_root=True)
        # Please, be aware that using the head of the branch instead of an immutable tag
        # or commit is not a good practice in general as the branch may change the
        ↪ contents

        # patching, replacing, happens here
        patch(self, patch_file=os.path.join(self.export_sources_folder, "patches/mypatch
        ↪"))

    def build(self):
        # If necessary, the build() method also has access to the export_sources_folder
        # for example if patching happens in build() instead of source()
        # patch(self, patch_file=os.path.join(self.export_sources_folder, "patches/mypatch
        ↪"))

        cmake = CMake(self)
        cmake.configure()
        cmake.build()

        ...
```

We can see that the `ConanFile.export_sources_folder` attribute can provide access to the root folder of the sources:

- Locally it will be the folder where the `conanfile.py` lives
- In the cache it will be the “source” folder, that will contain a copy of `CMakeLists.txt` and patches, while the “source/src” folder will contain the actual downloaded sources.

We can check that everything runs fine now:

```
$ conan create .
...
Downloading main.zip
hello/1.0: Unzipping 3.7KB
Unzipping 100 %
...
[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX static library libhello.a
[100%] Built target hello
...
$ conan list hello/1.0
Local Cache
hello
  hello/1.0
```

See also:

- Read more about the *layout method* and *how the package layout works*.

## Declaring the layout when we have multiple subprojects

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/conanfile/layout/multiple_subprojects
```

Let’s say that we have a project that contains two subprojects: *hello* and *bye*, that need to access some information that is at their same level (sibling folders). Each subproject would be a Conan package. The structure could be something similar to this:

```
.
├── bye
│   ├── CMakeLists.txt
│   ├── bye.cpp          # contains an #include "../common/myheader.h"
│   └── conanfile.py      # contains include(..common/myutils.cmake)
├── common
│   ├── myheader.h
│   └── myutils.cmake
└── hello
    ├── CMakeLists.txt # contains include(..common/myutils.cmake)
    ├── conanfile.py
    └── hello.cpp       # contains an #include "../common/myheader.h"
```

Both *hello* and *bye* subprojects needs to use some of the files located inside the `common` folder (that might be used and shared by other subprojects too), and it references them by their relative location. Note that `common` is not intended to be a Conan package. It is just some common code that will be copied into the different subproject packages.

We can use the `self.folders.root = ".."` layout specifier to locate the root of the project, then use the `self.folders.subproject = "subprojectfolder"` to relocate back most of the layout to the current subproject folder,

as it would be the one containing the build scripts, sources code, etc., so other helpers like `cmake_layout()` keep working. Let's see how the `conanfile.py` of `hello` could look like:

Listing 1: `./hello/conanfile.py`

```
import os
from conan import ConanFile
from conan.tools.cmake import cmake_layout, CMake
from conan.tools.files import copy

class hello(ConanFile):
    name = "hello"
    version = "1.0"

    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeToolchain"

    def layout(self):
        self.folders.root = ".."
        self.folders.subproject = "hello"
        cmake_layout(self)

    def export_sources(self):
        source_folder = os.path.join(self.recipe_folder, "..")
        copy(self, "hello/conanfile.py", source_folder, self.export_sources_folder)
        copy(self, "hello/CMakeLists.txt", source_folder, self.export_sources_folder)
        copy(self, "hello/hello.cpp", source_folder, self.export_sources_folder)
        copy(self, "common*", source_folder, self.export_sources_folder)

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
        self.run(os.path.join(self.cpp.build.bindirs[0], "hello"))
```

Let's build `hello` and check that it's building correctly, using the contents of the common folder.

```
$ conan install hello
$ conan build hello
...
[100%] Built target hello
conanfile.py (hello/1.0): RUN: ./hello
hello WORLD
```

You can also run a **conan create** and check that it works fine too:

```
$ conan create hello
...
[100%] Built target hello
conanfile.py (hello/1.0): RUN: ./hello
hello WORLD
```

**Note:** Note the importance of the `export_sources()` method, which is able to maintain the same relative layout of

the `hello` and `common` folders, both in the local developer flow in the current folder, but also when those sources are copied to the Conan cache, to be built there with `conan create` or `conan install --build=hello`. This is one of the design principles of the `layout()`, the relative location of things must be consistent in the user folder and in the cache.

---

See also:

- Read more about the *layout method* and *how the package layout works*.

## Using components and editable packages

It is possible to define components in the `layout()` method, to support the case of editable packages. That is, if we want to put a package in editable mode, and that package defines components, it is necessary to define the components layout correctly in the `layout()` method. Let's see it in a real example.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/conanfile/layout/editable_components
```

There we find a `greetings` subfolder and package, that contains 2 libraries, the `hello` library and the `bye` library. Each one is modeled as a component inside the package recipe:

Listing 2: `greetings/conanfile.py`

```
class GreetingsConan(ConanFile):
    name = "greetings"
    version = "0.1"
    settings = "os", "compiler", "build_type", "arch"
    generators = "CMakeDeps", "CMakeToolchain"
    exports_sources = "src/*"

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

    def layout(self):
        cmake_layout(self, src_folder="src")
        # This "includedirs" starts in the source folder, which is "src"
        # So the components include dirs is the "src" folder (includes are
        # intended to be included as `#include "hello/hello.h"`)
        self.cpp.source.components["hello"].includedirs = ["."]
        self.cpp.source.components["bye"].includedirs = ["."]
        # compiled libraries "libdirs" will be inside the "build" folder, depending
        # on the platform they will be in "build/Release" or directly in "build" folder
        bt = "." if self.settings.os != "Windows" else str(self.settings.build_type)
        self.cpp.build.components["hello"].libdirs = [bt]
        self.cpp.build.components["bye"].libdirs = [bt]

    def package(self):
        copy(self, "*.h", src=self.source_folder,
            dst=join(self.package_folder, "include"))
        copy(self, "*.lib", src=self.build_folder,
```

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```

        dst=join(self.package_folder, "lib"), keep_path=False)
    copy(self, "*.a", src=self.build_folder,
        dst=join(self.package_folder, "lib"), keep_path=False)

    def package_info(self):
        self.cpp_info.components["hello"].libs = ["hello"]
        self.cpp_info.components["bye"].libs = ["bye"]

        self.cpp_info.set_property("cmake_file_name", "MYG")
        self.cpp_info.set_property("cmake_target_name", "MyGreetings::MyGreetings")
        self.cpp_info.components["hello"].set_property("cmake_target_name",
↪ "MyGreetings::MyHello")
        self.cpp_info.components["bye"].set_property("cmake_target_name",
↪ "MyGreetings::MyBye")

```

While the location of the hello and bye libraries in the final package is in the final lib folder, then nothing special is needed in the package\_info() method, beyond the definition of the components. In this case, the customization of the CMake generated filenames and targets is also included, but it is not necessary for this example.

The important part is the layout() definition. Besides the common cmake\_layout, it is necessary to define the location of the components headers (self.cpp.source as they are source code) and the location of the locally built libraries. As the location of the libraries depends on the platform, the final self.cpp.build.components["component"].libdirs depends on the platform.

With this recipe we can put the package in editable mode and locally build it with:

```

$ conan editable add greetings
$ conan build greetings
# we might want to also build the debug config

```

In the app folder we have a package recipe to build 2 executables, that link with the greeting package components. The app/conanfile.py recipe there is simple, the build() method builds and runs both example and example2 executables that are built with CMakeLists.txt:

```

# Note the MYG file name, not matching the package name,
# because the recipe defined "cmake_file_name"
find_package(MYG)

add_executable(example example.cpp)
# Note the MyGreetings::MyGreetings target name, not matching the package name,
# because the recipe defined "cmake_target_name"
# "example" is linking with the whole package, both "hello" and "bye" components
target_link_libraries(example MyGreetings::MyGreetings)

add_executable(example2 example2.cpp)
# "example2" is only using and linking "hello" component, but not "bye"
target_link_libraries(example2 MyGreetings::MyHello)

```

```

$ conan build app
hello: Release!
bye: Release!

```

If you now go to the bye.cpp source file and modify the output message, then build greetings and app locally, the final output message for the “bye” component library should change:

```
$ conan build greetings
$ conan build app
hello: Release!
adios: Release!
```

## 8.2 Conan extensions examples

---

**Note:** Check the [conan-extensions](#) repository, which hosts useful extensions ready to use or to take inspiration from for your custom ones

---

### 8.2.1 Custom commands

#### Custom command: Clean old recipe and package revisions

---

**Note:** This is mostly an example command. The built-in `conan remove *#!latest` syntax, meaning “all revisions but the latest” would probably be enough for this use case, without needing this custom command.

---

Please, first clone the sources to recreate this project. You can find them in the [examples2](#) repository in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/extensions/commands/clean
```

In this example we are going to see how to create/use a custom command: **conan clean**. It removes every recipe and its package revisions from the local cache or the remotes, except the latest package revision from the latest recipe one.

---

**Note:** To understand better this example, it is highly recommended to read previously the [Custom commands reference](#).

---

#### Locate the command

Copy the command file `cmd_clean.py` into your `[YOUR_CONAN_HOME]/extensions/commands/` folder (create it if it's not there). If you don't know where `[YOUR_CONAN_HOME]` is located, you can run **conan config home** to check it.

#### Run it

Now, you should be able to see the new command in your command prompt:

```
$ conan -h
...
Custom commands
clean          Deletes (from local cache or remotes) all recipe and package revisions but
↳ the
               latest package revision from the latest recipe revision.
```

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```
$ conan clean -h
usage: conan clean [-h] [-r REMOTE] [--force]

Deletes (from local cache or remotes) all recipe and package revisions but
the latest package revision from the latest recipe revision.

optional arguments:
  -h, --help            show this help message and exit
  -r REMOTE, --remote REMOTE
                        Will remove from the specified remote
  --force               Remove without requesting a confirmation
```

Finally, if you execute **conan clean**:

```
$ conan clean
Do you want to remove all the recipes revisions and their packages ones, except the
↳ latest package revision from the latest recipe one? (yes/no): yes
other/1.0
Removed package revision: other/1.0
↳ #31da245c3399e4124e39bd4f77b5261f:da39a3ee5e6b4b0d3255bfef95601890afd80709
↳ #a16985deb2e1aa73a8480faad22b722c [Local cache]
Removed recipe revision: other/1.0#721995a35b1a8d840ce634ealac71161 and all its package
↳ revisions [Local cache]
hello/1.0
Removed package revision: hello/1.0
↳ #9a77cdcff3a539b5b077dd811b2ae3b0:da39a3ee5e6b4b0d3255bfef95601890afd80709
↳ #cee90a74944125e7e9b4f74210bfec3f [Local cache]
Removed package revision: hello/1.0
↳ #9a77cdcff3a539b5b077dd811b2ae3b0:da39a3ee5e6b4b0d3255bfef95601890afd80709
↳ #7cddd50952de9935d6c3b5b676a34c48 [Local cache]
libcxx/0.1
```

Nothing should happen if you run it again:

```
$ conan clean
Do you want to remove all the recipes revisions and their packages ones, except the
↳ latest package revision from the latest recipe one? (yes/no): yes
other/1.0
hello/1.0
libcxx/0.1
```

## Code tour

The `conan clean` command has the following code:

Listing 3: `cmd_clean.py`

```
from conan.api.conan_api import ConanAPI
from conan.api.output import ConanOutput, Color
from conan.cli.command import OnceArgument, conan_command
```

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```

recipe_color = Color.BRIGHT_BLUE
removed_color = Color.BRIGHT_YELLOW

@conan_command(group="Custom commands")
def clean(conan_api: ConanAPI, parser, *args):
    """
    Deletes (from local cache or remotes) all recipe and package revisions but
    the latest package revision from the latest recipe revision.
    """
    parser.add_argument('-r', '--remote', action=OnceArgument,
                        help='Will remove from the specified remote')
    args = parser.parse_args(*args)

    out = ConanOutput()
    remote = conan_api.remotes.get(args.remote) if args.remote else None
    output_remote = remote or "Local cache"

    # Getting all the recipes
    recipes = conan_api.search.recipes("*/*", remote=remote)
    for recipe in recipes:
        out.writeln(f"{str(recipe)}", fg=recipe_color)
        all_rrevs = conan_api.list.recipe_revisions(recipe, remote=remote)
        latest_rrev = all_rrevs[0] if all_rrevs else None
        for rrev in all_rrevs:
            if rrev != latest_rrev:
                conan_api.remove.recipe(rrev, remote=remote)
                out.writeln(f"Removed recipe revision: {rrev.repr_notime()} "
                            f"and all its package revisions [{output_remote}]",
                            fg=removed_color)
            else:
                packages = conan_api.list.packages_configurations(rrev, remote=remote)
                for package_ref in packages:
                    all_prevs = conan_api.list.package_revisions(package_ref,
                                                                    remote=remote)
                    latest_prev = all_prevs[0] if all_prevs else None
                    for prev in all_prevs:
                        if prev != latest_prev:
                            conan_api.remove.package(prev, remote=remote)
                            out.writeln(f"Removed package revision: {prev.repr_notime()} [
{output_remote}]", fg=removed_color)

```

Let's analyze the most important parts.



## parser

The `parser` param is an instance of the Python command-line parsing `argparse.ArgumentParser`, so if you want to know more about its API, visit [its official website](#).

## User output

`ConanOutput()`: class to manage user outputs. In this example, we're using only `out.writeln(message, fg=None, bg=None)` where `fg` is the font foreground, and `bg` is the font background. Apart from that, you have some predefined methods like `out.info()`, `out.success()`, `out.error()`, etc.

## Conan public API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

The most important part of this example is the usage of the Conan API via `conan_api` parameter. These are some examples which are being used in this custom command:

```
conan_api.remotes.get(args.remote)
conan_api.search.recipes("*/*", remote=remote)
conan_api.list.recipe_revisions(recipe, remote=remote)
conan_api.remove.recipe(rrev, remote=remote)
conan_api.list.packages_configurations(rrev, remote=remote)
conan_api.list.package_revisions(package_ref, remote=remote)
conan_api.remove.package(prev, remote=remote)
```

- `conan_api.remotes.get(...)`: [RemotesAPI] Returns a RemoteRegistry given the remote name.
- `conan_api.search.recipes(...)`: [SearchAPI] Returns a list with all the recipes matching the given pattern.
- `conan_api.list.recipe_revisions(...)`: [ListAPI] Returns a list with all the recipe revisions given a recipe reference.
- `conan_api.list.packages_configurations(...)`: [ListAPI] Returns the list of different configurations (package\_id's) for a recipe revision.
- `conan_api.list.package_revisions(...)`: [ListAPI] Returns the list of package revisions for a given recipe revision.
- `conan_api.remove.recipe(...)`: [RemoveAPI] Removes the given recipe revision.
- `conan_api.remove.package(...)`: [RemoveAPI] Removes the given package revision.

Besides that, it deserves especial attention these lines:

```
all_rrevs = conan_api.list.recipe_revisions(recipe, remote=remote)
latest_rrev = all_rrevs[0] if all_rrevs else None

...

packages = conan_api.list.packages_configurations(rrev, remote=remote)
```

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```
...
all_prevs = conan_api.list.package_revisions(package_ref, remote=remote)
latest_prev = all_prevs[0] if all_prevs else None
```

Basically, these API calls are returning a list of recipe revisions and package ones respectively, but we're saving the first element as the latest one because these calls are getting an ordered list always.

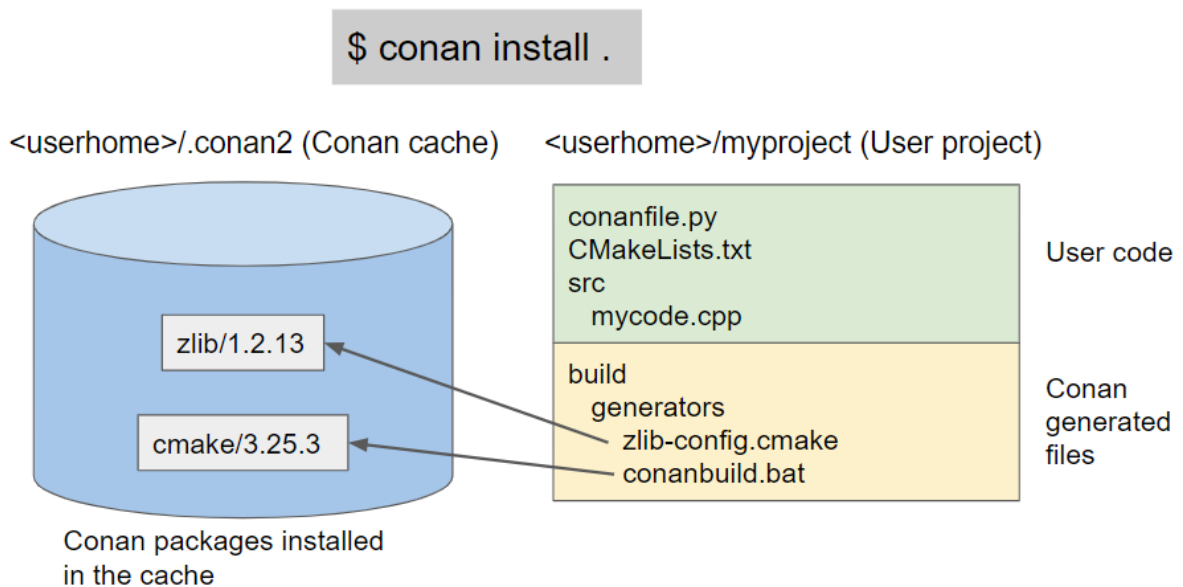
If you want to know more about the Conan API, visit the [ConanAPI section](#)

## 8.2.2 Builtin deployers

### Creating a Conan-agnostic deploy of dependencies for developer use

With the `full_deploy` deployer it is possible to create a Conan-agnostic copy of dependencies that can be used by developers without even having Conan installed in their computers.

The common and recommended flow for most cases is using Conan packages directly from the Conan cache:



However, in some situations, it might be useful to be able to deploy a copy of the dependencies into a user folder, so the dependencies can be located there instead of in the Conan cache. This is possible using the Conan deployers.

Let's see it with an example. All the source code is in the [examples2.0 Github repository](#)

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/extensions/deployers/development_deploy
```

In the folder we can find the following `conanfile.txt`:

```
[requires]
zlib/1.2.13

[tool_requires]
cmake/3.25.3

[generators]
CMakeDeps
CMakeToolchain

[layout]
cmake_layout
```

The folder also contains a standard `CMakeLists.txt` and a `main.cpp` source file that can create an executable that links with `zlib` library.

We can install the Debug and Release dependencies, and deploy a local copy of the packages with:

```
$ conan install . --deployer=full_deploy --build=missing
$ conan install . --deployer=full_deploy -s build_type=Debug --build=missing
```

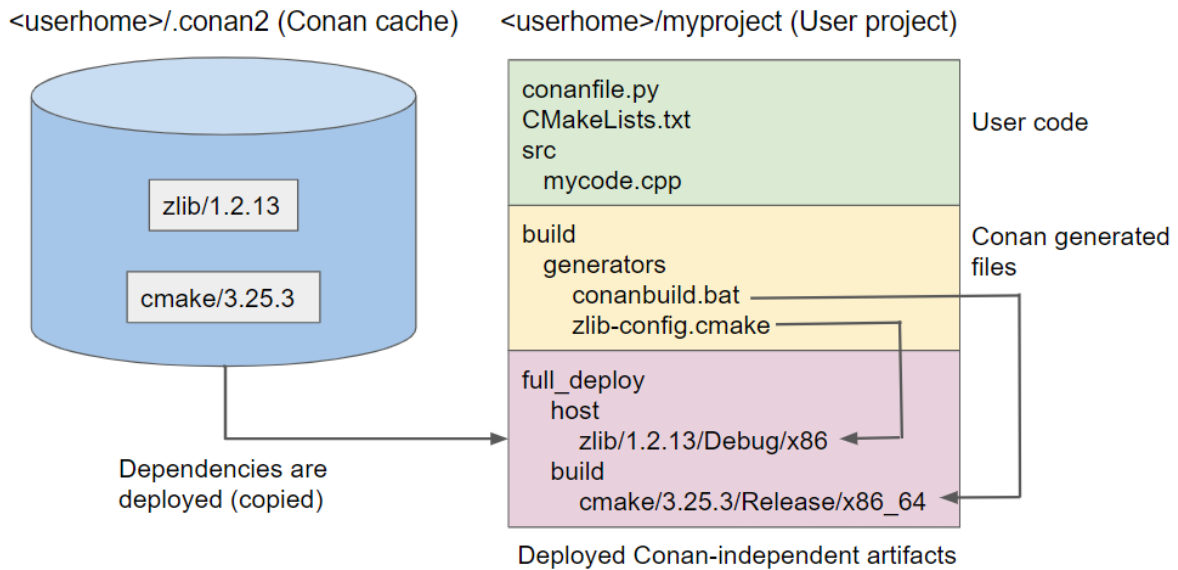
This will create the following folders:

```
├── src
├── build
│   └── generators
│       └── ZLibConfig.cmake
├── full_deploy
│   ├── build
│   │   ├── cmake
│   │   │   ├── 3.25.3
│   │   │   │   └── x86_64
│   │   │   │       └── bin
│   └── host
│       └── zlib
│           └── 1.2.13
│               ├── Debug
│               │   ├── x86_64
│               │   │   ├── include
│               │   │   └── lib
│               └── Release
│                   ├── x86_64
│                   │   ├── include
│                   └── lib
```

(Note that you could use the `--deployer-folder` argument to change the base folder output path for the deployer)

This folder is fully self-contained. It contains both the necessary tools (like `cmake` executable), the headers and compiled libraries of `zlib` and the necessary files like `ZLibConfig.cmake` in the `build/generators` folder, that point to the binaries inside `full_deploy` with a relative path.

```
$ conan install . --deployer=full_deploy
```



The Conan cache can be removed, and even Conan uninstalled, then the folder could be moved elsewhere in the computer or copied to another computer, assuming it has the same configuration of OS, compiler, etc.

```
$ cd ..
$ cp -R development_deploy /some/other/place
$ cd /some/other/place
```

And the files could be used by developers as:

Listing 4: Windows

```
$ cd build
# Activate the environment to use CMake 3.25
$ generators\conanbuild.bat
$ cmake --version
cmake version 3.25.3
# Configure, should match the settings used at install
$ cmake .. -G "Visual Studio 17 2022\" -DCMAKE_TOOLCHAIN_FILE=generators/conan_
  ↳ toolchain.cmake
$ cmake --build . --config Release
$ Release\compressor.exe
ZLIB VERSION: 1.2.13
```

The environment scripts in Linux and OSX are not relocatable, because they contain absolute paths and the sh shell does not have any way to provide access to the current script directory for sourced files.

This shouldn't be a big blocker, as a “search and replace” with sed in the generators folder can fix it:

Listing 5: Linux

```
$ cd build/Release/generators
# Fix folders in Linux
$ sed -i 's,{old_folder},{new_folder},g' *
# Fix folders in MacOS
$ sed -i '' 's,{old_folder},{new_folder},g' *
$ source conanbuild.sh
$ cd ..
$ cmake --version
cmake version 3.25.3
$ cmake ../../ -DCMAKE_TOOLCHAIN_FILE=generators/conan_toolchain.cmake -DCMAKE_BUILD_
→TYPE=Release
$ cmake --build .
$ ./compressor
ZLIB VERSION: 1.2.13
```

**Note: Best practices**

The fact that this flow is possible doesn't mean that it is recommended for the majority of cases. It has some limitations:

- It is less efficient, requiring an extra copy of dependencies
- Only CMakeDeps and CMakeToolchain are relocatable at this moment. For other build system integrations, please create a ticket in Github
- Linux and OSX shell scripts are not relocatable and require a manual sed
- The binary variability is limited to Release/Debug. The generated files are exclusively for the current configuration, changing any other setting (os, compiler, architecture) will require a different deploy

In the general case, normal usage of the cache is recommended. This “relocatable development deployment” could be useful for distributing final products that looks like an SDK, to consumers of a project not using Conan.

## 8.2.3 Custom deployers

### Copy sources from all your dependencies

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/extensions/deployers/sources
```

In this example we are going to see how to create and use a custom deployer. This deployer copies all the source files from your dependencies and puts them into a specific output folder

**Note:** To better understand this example, it is highly recommended to have previously read the [Deployers](#) reference.

## Locate the deployer

In this case, the deployer is located in the same directory as our example conanfile, but as shown in [Deployers](#) reference, Conan will look for the specified deployer in a few extra places in order, namely:

1. Absolute paths
2. Relative to cwd
3. In the [CONAN\_HOME]/extensions/deployers folder
4. Built-in deployers

## Run it

For our example, we have a simple recipe that lists both `zlib` and `mcap` as requirements. With the help of the `tools.build:download_source=True` conf, we can force the invocation of its `source()` method, which will ensure that sources are available even if no build needs to be carried out.

Now, you should be able to use the new deployer in both `conan install` and `conan graph` commands for any given recipe:

```
$ conan graph info . -c tools.build:download_source=True --deployer=sources_deploy
```

Inspecting the command output we can see that it copied the sources of our direct dependencies `zlib` and `mcap`, **plus** the sources of our transitive dependencies, `zstd` and `lz4` to a `dependencies_sources` folder. After this is done, extra preprocessing could be done to accomplish more specific needs.

Note that you can pass the `--deployer-folder` argument to change the base folder output path for the deployer.

## Code tour

The `source_deploy.py` file has the following code:

Listing 6: `sources_deploy.py`

```
from conan.tools.files import copy
import os

def deploy(graph, output_folder, **kwargs):
    # Note the kwargs argument is mandatory to be robust against future changes.
    for name, dep in graph.root.conanfile.dependencies.items():
        if dep.folders is None or dep.folders.source_folder is None:
            raise ConanException(f"Sources missing for {name} dependency.\n"
                                  "This deployer needs the sources of every dependency_
↳ present to work, either building from source, "
                                  "or by using the 'tools.build:download_source' conf.")
            copy(graph.root.conanfile, "*", dep.folders.source_folder, os.path.join(output_
↳ folder, "dependency_sources", str(dep)))
```

## deploy()

The `deploy()` method is called by Conan, and gets both a dependency graph and an output folder path as arguments. It iterates all the dependencies of our recipe and copies every source file to their respective folders under `dependencies_sources` using [conan.tools.copy](#).

---

**Note:** If you're using this deployer as an example for your own, remember that `tools.build:download_source=True` is necessary so that `dep.folders.source_folder` is defined for the dependencies. Without the conf, said variable will not be defined for those dependencies that do not need to be built from sources nor in those commands that do not require building, such as **conan graph**.

---



---

**Note:** If your custom deployer needs access to the full dependency graph, including those libraries that might be skipped, use the `tools.graph:skip_binaries=False` conf. This is useful for collecting, for example, all the licenses in your graph.

---

## 8.3 Conan recipe tools examples

### 8.3.1 CMake

#### CMakeToolchain: Building your project using CMakePresets

In this example we are going to see how to use CMakeToolchain, predefined layouts like `cmake_layout` and the CMakePresets CMake feature.

Let's create a basic project based on the template `cmake_exe` as an example of a C++ project:

```
$ conan new cmake_exe -d name=foo -d version=1.0
```

#### Generating the toolchain

The recipe from our project declares the generator "CMakeToolchain".

We can call **conan install** to install both Release and Debug configurations. Conan will generate a `conan_toolchain.cmake` at the corresponding *generators* folder:

```
$ conan install .
$ conan install . -s build_type=Debug
```

## Building the project using CMakePresets

A `CMakeUserPresets.json` file is generated in the same folder of your `CMakeLists.txt` file, so you can use the `--preset` argument from `cmake` `>= 3.23` or use an IDE that supports it.

The `CMakeUserPresets.json` is including the `CMakePresets.json` files located at the corresponding *generators* folder.

The `CMakePresets.json` contain information about the `conan_toolchain.cmake` location and even the `binaryDir` set with the output directory.

---

**Note:** We use CMake presets in this example. This requires CMake `>= 3.23` because the “include” from `CMakeUserPresets.json` to `CMakePresets.json` is only supported since that version. If you prefer not to use presets you can use something like:

```
cmake <path> -G <CMake generator> -DCMAKE_TOOLCHAIN_FILE=<path to
conan_toolchain.cmake> -DCMAKE_BUILD_TYPE=Release
```

Conan will show the exact CMake command everytime you run `conan install` in case you can't use the presets feature.

---

If you are using a multi-configuration generator:

```
$ cmake --preset conan-default
$ cmake --build --preset conan-debug
$ build\Debug\foo.exe
foo/1.0: Hello World Release!

$ cmake --build --preset conan-release
$ build\Release\foo.exe
foo/1.0: Hello World Release!
```

If you are using a single-configuration generator:

```
$ cmake --preset conan-debug
$ cmake --build --preset conan-debug
$ ./build/Debug/foo
foo/1.0: Hello World Debug!

$ cmake --preset conan-release
$ cmake --build --preset conan-release
$ ./build/Release/foo
foo/1.0: Hello World Release!
```

Note that we didn't need to create the `build/Release` or `build/Debug` folders, as we did *in the tutorial*. The output directory is declared by the `cmake_layout()` and automatically managed by the CMake Presets feature.

This behavior is also managed automatically by Conan (with CMake `>= 3.15`) when you build a package in the Conan cache (with **conan create** command). The CMake `>= 3.23` is not required.

Read More:

- `cmake_layout()` [reference](#)
- Conanfile `layout()` [method reference](#)



- Package layout tutorial *tutorial*
- Understanding *Conan package layouts*

### CMakeToolchain: Extending your CMakePresets with Conan generated ones

In this example we are going to see how to extend your own CMakePresets to include Conan generated ones.

**Note:** We use CMake presets in this example. This requires CMake  $\geq 3.23$  because the “include” from CMakeUserPresets.json to CMakePresets.json is only supported since that version. If you prefer not to use presets you can use something like:

```
cmake <path> -G <CMake generator> -DCMAKE_TOOLCHAIN_FILE=<path to
conan_toolchain.cmake> -DCMAKE_BUILD_TYPE=Release
```

Conan will show the exact CMake command everytime you run `conan install` in case you can't use the presets feature.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/cmake/cmake_toolchain/extend_own_cmake_presets
```

Please open the `conanfile.py` and check how it sets `tc.user_presets_path = 'ConanPresets.json'`. By modifying this attribute of `CMakeToolchain`, you can change the default filename of the generated preset.

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.user_presets_path = 'ConanPresets.json'
    tc.generate()
    ...
```

Now you can provide your own CMakePresets.json, besides the CMakeLists.txt:

Listing 7: CMakePresets.json

```
{
  "version": 4,
  "include": [".//ConanPresets.json"],
  "configurePresets": [
    {
      "name": "default",
      "displayName": "multi config",
      "inherits": "conan-default"
    },
    {
      "name": "release",
      "displayName": "release single config",
      "inherits": "conan-release"
    },
    {
      "name": "debug",
      "displayName": "debug single config",
```

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```

        "inherits": "conan-debug"
    }
],
"buildPresets": [
    {
        "name": "multi-release",
        "configurePreset": "default",
        "configuration": "Release",
        "inherits": "conan-release"
    },
    {
        "name": "multi-debug",
        "configurePreset": "default",
        "configuration": "Debug",
        "inherits": "conan-debug"
    },
    {
        "name": "release",
        "configurePreset": "release",
        "configuration": "Release",
        "inherits": "conan-release"
    },
    {
        "name": "debug",
        "configurePreset": "debug",
        "configuration": "Debug",
        "inherits": "conan-debug"
    }
]
}

```

Note how the "include": ["../ConanPresets.json"], and that every preset inherits a Conan generated one.

We can now install for both Release and Debug (and other configurations also, with the help of `build_folder_vars` if we want):

```

$ conan install .
$ conan install . -s build_type=Debug

```

And build and run our application, by using **our own presets** that extend the Conan generated ones:

```

# Linux (single-config, 2 configure, 2 builds)
$ cmake --preset debug
$ cmake --build --preset debug
$ ./build/Debug/foo
> Hello World Debug!

$ cmake --preset release
$ cmake --build --preset release
$ ./build/Release/foo
> Hello World Release!

# Windows VS (Multi-config, 1 configure 2 builds)

```

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```
$ cmake --preset default

$ cmake --build --preset multi-debug
$ build\\Debug\\foo
> Hello World Debug!

$ cmake --build --preset multi-release
$ build\\Release\\foo
> Hello World Release!
```

### CMakeToolchain: Inject arbitrary CMake variables into dependencies

You can find the sources to recreate this project in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/cmake/cmake_toolchain/user_toolchain_profile
```

In the general case, Conan package recipes provide the necessary abstractions via settings, confs, and options to control different aspects of the build. Many recipes define options to activate or deactivate features, optional dependencies, or binary characteristics. Configurations like `tools.build:cxxflags` can be used to inject arbitrary C++ compile flags.

In some exceptional cases, it might be desired to inject CMake variables directly into dependencies doing CMake builds. This is possible when these dependencies use the CMakeToolchain integration. Let's check it in this simple example.

If we have the following package recipe, with a simple `conanfile.py` and a `CMakeLists.txt` printing a variable:

Listing 8: `conanfile.py`

```
from conan import ConanFile
from conan.tools.cmake import CMake

class AppConan(ConanFile):
    name = "foo"
    version = "1.0"
    settings = "os", "compiler", "build_type", "arch"
    exports_sources = "CMakeLists.txt"

    generators = "CMakeToolchain"

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
```

Listing 9: `CMakeLists.txt`

```
cmake_minimum_required(VERSION 3.15)
project(foo LANGUAGES NONE)
message(STATUS "MYVAR1 ${MY_USER_VAR1}!!")
```

We can define a profile file and a `myvars.cmake` file (both in the same folder) like the following:

Listing 10: myprofile

```
include(default)
[conf]
tools.cmake.cmaketoolchain:user_toolchain+={{profile_dir}}/myvars.cmake
```

Note the `{{profile_dir}}` is a jinja template expression that evaluates to the current profile folder, allowing to compute the necessary path to `myvars.cmake` file. The `tools.cmake.cmaketoolchain:user_toolchain` is a **list** of files to inject to the generated `conan_toolchain.cmake`, so the `+=` operator is used to append to it.

The `myvars.cmake` can define as many variables as we want:

Listing 11: myvars.cmake

```
set(MY_USER_VAR1 "MYVALUE1")
```

Applying this profile, we can see that the package CMake build effectively uses the variable provided in the external `myvars.cmake` file:

```
$ conan create . -pr=myprofile
...
-- MY_USER_VAR1 MYVALUE1
```

Note that using `user_toolchain` while defining values for confs like `tools.cmake.cmaketoolchain:system_name` is supported.

Also, `user_toolchain` files can define variables for cross-building, such as `CMAKE_SYSTEM_NAME`, `CMAKE_SYSTEM_VERSION` and `CMAKE_SYSTEM_PROCESSOR`. If these variables are defined in the user toolchain file, they will be respected, and the `conan_toolchain.cmake` deduced ones will not overwrite the user defined ones. If those variables are not defined in the user toolchain file, then the Conan automatically deduced ones will be used.

The `tools.cmake.cmaketoolchain:user_toolchain` conf value might also be passed in the command line `-c` argument, but the location of the `myvars.cmake` needs to be absolute to be found, as jinja replacement doesn't happen in the command line.

## CMakeToolchain: Using xxx-config.cmake files inside packages

Conan relies in the general case in the `package_info()` abstraction to allow packages built with any build system to be usable from any other package built with any other build system. In the CMake case, Conan relies on the `CMakeDeps` generator to generate `xxx-config.cmake` files for every dependency, even if those dependencies didn't generate one or aren't built with CMake at all.

ConanCenter users this abstraction, not packaging the `xxx-config.cmake` files, and using the information in `package_info()`. This is very important to provide as build-system agnostic as possible packages and be fair with different build systems, vendors and users. For example, there are many Conan users happily using native MSBuild (VS) projects without any CMake at all. If ConanCenter packages were only built using the in-package `config.cmake` files, this wouldn't be possible.

But the fact that ConanCenter does that, doesn't mean that this is not possible or mandatory. It is perfectly possible to use the in-packages `xxx-config.cmake` files, dropping the usage of `CMakeDeps` generator.

You can find the sources to recreate this example in the [examples2 repository](https://github.com/conan-io/examples2) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/cmake/pkg_config_files
```

If we have a look to the `conanfile.py`:

```
class pkgRecipe(ConanFile):
    name = "pkg"
    version = "0.1"
    ...

    def package_info(self):
        # No information provided, only the in-package .cmake is used here
        # Other build systems or CMake via CMakeDeps will fail
        self.cpp_info.builddirs = ["pkg/cmake"]
        self.cpp_info.set_property("cmake_find_mode", "none")
```

This is a very typical recipe, the main difference is the `package_info()` method. Three important things to notice:

- It doesn't define fields like `self.cpp_info.libs = ["mypkg"]`. Conan will not be propagating this information to the consumer, the only place this information will be is inside the in-package `xxx-config.cmake` file
- Just in case there are some users still instantiating `CMakeDeps`, it is disabling the client side generation of the `xxx-config.cmake` file with `set_property("cmake_find_mode", "none")`
- It is defining that it will contain the build scripts (like the `xxx-config.cmake` package) inside that folder, to be located by consumers.

So the responsibility of defining the package details has been transferred to the `CMakeLists.txt` that contains:

```
add_library(mylib src/pkg.cpp) # Use a different name than the package, to make sure

set_target_properties(mylib PROPERTIES PUBLIC_HEADER "include/pkg.h")
target_include_directories(mylib PUBLIC
    ${BUILD_INTERFACE:${PROJECT_SOURCE_DIR}/include}
    ${INSTALL_INTERFACE:${CMAKE_INSTALL_INCLUDEDIR}}
)

# Use non default mypkgConfig name
install(TARGETS mylib EXPORT mypkgConfig)
export(TARGETS mylib
    NAMESPACE mypkg:: # to simulate a different name and see it works
    FILE "${CMAKE_CURRENT_BINARY_DIR}/mypkgConfig.cmake"
)
install(EXPORT mypkgConfig
    DESTINATION "${CMAKE_INSTALL_PREFIX}/pkg/cmake"
    NAMESPACE mypkg::
)
```

With that information, when `conan create` is executed:

- The `build()` method will build the package
- The `package()` method will call `cmake install`, which will create the `mypkgConfig.cmake` file
- It will be created in the package folder `pkg/cmake/mypkgConfig.cmake` file
- It will contain enough information for the headers, and it will create a `mypkg::mylib` target.

Note that the details of the config filename, the namespace and the target are also not known by Conan, so this is also something that the consumer build scripts should know.

This is enough to have a package with an internal `mypkgConfig.cmake` file that can be used by consumers. In this example code, the consumer is just the `test_package/conanfile.py`, but exactly the same wouldn't apply to any arbitrary consumer.

The consumer `conanfile.py` doesn't need to use `CMakeDeps` at all, only `generators = "CMakeToolchain"`. Note that the `CMakeToolchain` generator is still necessary, because the `mypkgConfig.cmake` needs to be found inside the Conan cache. The `CMakeToolchain` generated `conan_toolchain.cmake` file contains these paths defined.

The consumer `CMakeLists.txt` would be standard:

```
find_package(mypkg CONFIG REQUIRED)

add_executable(example src/example.cpp)
target_link_libraries(example mypkg::mylib)
```

You can verify it works with:

```
$ conan create .

===== Testing the package: Executing test =====
pkg/0.1 (test package): Running test()
pkg/0.1 (test package): RUN: Release\example
pkg/0.1: Hello World Release!
pkg/0.1: _M_X64 defined
pkg/0.1: MSVC runtime: MultiThreadedDLL
pkg/0.1: _MSC_VER1939
pkg/0.1: _MSVC_LANG201402
pkg/0.1: __cplusplus199711
pkg/0.1 test_package
```

## Important considerations

The presented approach has one limitation, it doesn't work for multi-configuration IDEs. Implementing this approach won't allow developers to directly switch from IDEs like Visual Studio from Release to Debug and viceversa, and it will require a `conan install` to change. It is not an issue at all for single-config setups, but for VS developers it can be a bit inconvenient. The team is working on the VS plugin that might help to mitigate this. The reason is a CMake limitation, `find_package()` can only find one configuration, and with `CMakeDeps` being dropped here, there is nothing that Conan can do to avoid this limitation.

It is important to know that it is also the package author and the package `CMakeLists.txt` responsibility to correctly manage transitivity to other dependencies, and this is not trivial in some cases. There are risks that if not done correctly the in-package `xxx-config.cmake` file can locate its transitive dependencies elsewhere, like in the system, but not in the transitive Conan package dependencies.

Finally, recall that these packages won't be usable by other build systems rather than CMake.

## Using CMakeToolchain with different generators: Ninja example

This guide demonstrates how to use *CMakeToolchain* with predefined generators like [Ninja](#) and how to configure it to use different generators.

---

**Note:** We assume you have already installed Ninja in your system. In case you do not have Ninja installed in your system, you can use the [Ninja Conan package](#) in your profile (default or custom) by adding *tool-requires*.

---

## Understanding CMake generators

The [CMake](#) client offers a variety of [generators](#) to create build system files. If you want to use a generator other than the default chosen by CMake, you can configure `tools.cmake.cmaketoolchain:generator`.

---

**Note:** Please, note that [CMake](#) client is not the same as the Conan [CMake](#) helper.

---

To see which generators are available on your system, run:

```
$ cmake --help
```

You can set this *configuration in your profile*, directly in the command line, or even in your *global configuration*.

## Using the Ninja generator by default in a profile

First, let's create a profile file name `my_custom_profile`, so we can set the Ninja generator as the default for all Conan packages built with this profile.

```
$ conan profile detect --name=my_custom_profile
```

To set the Ninja generator as the default in `my_custom_profile` profile, add the entry `[conf]` with the generator value in the file:

```
[settings]
os=Linux
arch=x86_64
compiler=gcc
compiler.version=13
compiler.libcxx=libstdc++11
compiler.cppstd=20
build_type=Release

[conf]
tools.cmake.cmaketoolchain:generator=Ninja
```

Now, we will create a basic project based on the `cmake_exe` template as an example of a C++ project:

```
$ conan new cmake_exe -d name=foo -d version=0.1.0
```

Then, we can build your project using the profile we just created:

```
$ conan create . -pr=my_custom_profile
```

This configuration will be passed to the `conan_toolchain.cmake` file, generated by `CMakeToolchain`, then the Ninja generator will be used. You should see the following output snippet indicating the Ninja generator is being used:

```
Profile host:
[settings]
...
[conf]
tools.cmake.cmaketoolchain.generator=Ninja

...
foo/0.1.0: Calling build()
foo/0.1.0: Running CMake.configure()
foo/0.1.0: RUN: cmake -G "Ninja" ...
```

Note that same configuration can be passed to the default profile, and used for all Conan packages built with that profile.

In case passing the generator configuration by command line, the same will override the profile configuration.

## 8.3.2 File interaction

### Patching sources

In this example we are going to see how to patch the source code. This is necessary sometimes, specially when you are creating a package for a third party library. A patch might be required in the build system scripts or even in the source code of the library if you want, for example, to apply a security patch.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples/tools/files/patches
```

### Patching using ‘replace\_in\_file’

The simplest way to patch a file is using the `replace_in_file` tool in your recipe. It searches in a file the specified string and replaces it with another string.

### in source() method

The `source()` method is called only once for all the configurations (different calls to **conan create** for different settings/options) so you should patch only in the `source()` method if the changes are common for all the configurations.

Look at the `source()` method at the `conanfile.py`:

```
import os
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout
from conan.tools.files import get, replace_in_file
```

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```

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    def source(self):
        get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
        ↪strip_root=True)
        replace_in_file(self, os.path.join(self.source_folder, "src", "hello.cpp"),
        ↪"Hello World", "Hello Friends!")

    ...

```

We are replacing the "Hello World" string with "Hello Friends!". We can run `conan create .` and verify that if the replace was done:

```

$ conan create .
...
----- Testing the package: Running test() -----
hello/1.0: Hello Friends! Release!
...

```

### in build() method

In this case, we need to apply a different patch depending on the configuration (`self.settings`, `self.options...`), so it has to be done in the `build()` method. Let's modify the recipe to introduce a change that depends on the `self.options.shared`:

```

class helloRecipe(ConanFile):

    ...

    def source(self):
        get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
        ↪strip_root=True)

    def build(self):
        replace_in_file(self, os.path.join(self.source_folder, "src", "hello.cpp"),
                        "Hello World",
                        "Hello {} Friends!".format("Shared" if self.options.shared else
        ↪"Static"))
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

    ...

```

If we call `conan create` with different `option.shared` we can check the output:

```
$ conan create .
...
hello/1.0: Hello Static Friends! Release!
...

$ conan create . -o shared=True
...
hello/1.0: Hello Shared Friends! Debug!
...
```

## Patching using “patch” tool

If you have a patch file (diff between two versions of a file), you can use the `conan.tools.files.patch` tool to apply it. The rules about where to apply the patch (`source()` or `build()` methods) are the same.

We have this patch file, where we are changing again the message to say “Hello Patched World Release!”:

```
--- a/src/hello.cpp
+++ b/src/hello.cpp
@@ -3,9 +3,9 @@

void hello(){
    #ifdef NDEBUG
-    std::cout << "hello/1.0: Hello World Release!\n";
+    std::cout << "hello/1.0: Hello Patched World Release!\n";
    #else
-    std::cout << "hello/1.0: Hello World Debug!\n";
+    std::cout << "hello/1.0: Hello Patched World Debug!\n";
    #endif

    // ARCHITECTURES
```

Edit the `conanfile.py` to:

1. Import the patch tool.
2. Add `exports_sources` to the patch file so we have it available in the cache.
3. Call the patch tool.

```
import os
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout
from conan.tools.files import get, replace_in_file, patch

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}
```

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```

exports_sources = "*.patch"

def source(self):
    get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
    ↪strip_root=True)
    patch_file = os.path.join(self.export_sources_folder, "hello_patched.patch")
    patch(self, patch_file=patch_file)

...

```

We can run “conan create” and see that the patch worked:

```

$ conan create .
...
----- Testing the package: Running test() -----
hello/1.0: Hello Patched World Release!
...

```

We can also use the `conandata.yml` *introduced in the tutorial* so we can declare the patches to apply for each version:

```

patches:
  "1.0":
    - patch_file: "hello_patched.patch"

```

And there are the changes we introduce in the `source()` method:

```

.. code-block:: python

def source(self):
    get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
    ↪strip_root=True)
    patches = self.conan_data["patches"][self.version]
    for p in patches:
        patch_file = os.path.join(self.export_sources_folder, p["patch_file"])
        patch(self, patch_file=patch_file)

```

Check [patch](#) for more details.

If we run the **conan create**, the patch is also applied:

```

$ conan create .
...
----- Testing the package: Running test() -----
hello/1.0: Hello Patched World Release!
...

```

### Patching using “`apply_conandata_patches`” tool

The example above works but it is a bit complex. If you follow the same yml structure (check the [`apply\_conandata\_patches`](#) to see the full supported yml) you only need to call `apply_conandata_patches`:

```
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain, CMake, cmake_layout
from conan.tools.files import get, apply_conandata_patches

class helloRecipe(ConanFile):
    name = "hello"
    version = "1.0"

    ...

    def source(self):
        get(self, "https://github.com/conan-io/libhello/archive/refs/heads/main.zip",
            ↪strip_root=True)
        apply_conandata_patches(self)
```

Let’s check if the patch is also applied:

```
$ conan create .
...
----- Testing the package: Running test() -----
hello/1.0: Hello Patched World Release!
...
```

## 8.3.3 Meson

### Build a simple Meson project using Conan

In this example, we are going to create a string compressor application that uses one of the most popular C++ libraries: [Zlib](#).

---

**Note:** This example is based on the main [Build a simple CMake project using Conan](#) tutorial. So we highly recommend reading it before trying out this one.

---

We’ll use Meson as build system and pkg-config as helper tool in this case, so you should get them installed before going forward with this example.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/meson/mesontoolchain/simple_meson_project
```

We start from a very simple C language project with this structure:

```
.
├── meson.build
```

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```
└─ src
   └─ main.c
```

This project contains a basic *meson.build* including the **zlib** dependency and the source code for the string compressor program in *main.c*.

Let's have a look at the *main.c* file:

Listing 12: **main.c**

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>

#include <zlib.h>

int main(void) {
    char buffer_in [256] = {"Conan is a MIT-licensed, Open Source package manager for C_
↳and C++ development "
                           "for C and C++ development, allowing development teams to_
↳easily and efficiently "
                           "manage their packages and dependencies across platforms and_
↳build systems."};
    char buffer_out [256] = {0};

    z_stream defstream;
    defstream.zalloc = Z_NULL;
    defstream.zfree = Z_NULL;
    defstream.opaque = Z_NULL;
    defstream.avail_in = (uInt) strlen(buffer_in);
    defstream.next_in = (Bytef *) buffer_in;
    defstream.avail_out = (uInt) sizeof(buffer_out);
    defstream.next_out = (Bytef *) buffer_out;

    deflateInit(&defstream, Z_BEST_COMPRESSION);
    deflate(&defstream, Z_FINISH);
    deflateEnd(&defstream);

    printf("Uncompressed size is: %lu\n", strlen(buffer_in));
    printf("Compressed size is: %lu\n", strlen(buffer_out));

    printf("ZLIB VERSION: %s\n", zlibVersion());

    return EXIT_SUCCESS;
}
```

Also, the contents of *meson.build* are:

Listing 13: **meson.build**

```
project('tutorial', 'c')
zlib = dependency('zlib', version : '1.2.11')
executable('compressor', 'src/main.c', dependencies: zlib)
```

Let's create a *conanfile.txt* with the following content to install **Zlib**:

Listing 14: **conanfile.txt**

```
[requires]
zlib/1.2.11

[generators]
PkgConfigDeps
MesonToolchain
```

In this case, we will use *PkgConfigDeps* to generate information about where the **Zlib** library files are installed thanks to the *\*.pc* files and *MesonToolchain* to pass build information to *Meson* using a *conan\_meson\_[native|cross].ini* file that describes the native/cross compilation environment, which in this case is a *conan\_meson\_native.ini* one.

We will use Conan to install **Zlib** and generate the files that Meson needs to find this library and build our project. We will generate those files in the folder *build*. To do that, run:

```
$ conan install . --output-folder=build --build=missing
```

Now we are ready to build and run our **compressor** app:

Listing 15: Windows

```
$ cd build
$ meson setup --native-file conan_meson_native.ini .. meson-src
$ meson compile -C meson-src
$ meson-src\compressor.exe
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
```

Listing 16: Linux, macOS

```
$ cd build
$ meson setup --native-file conan_meson_native.ini .. meson-src
$ meson compile -C meson-src
$ ./meson-src/compressor
Uncompressed size is: 233
Compressed size is: 147
ZLIB VERSION: 1.2.11
```

## Create your first Conan package with Meson

In the *Create your first Conan package tutorial* CMake was used as the build system. If you haven't read that section, read it first to familiarize yourself with the `conanfile.py` and `test_package` concepts, then come back to read about the specifics of the Meson package creation.

Use the **conan new** command to create a “Hello World” C++ library example project:

```
$ conan new meson_lib -d name=hello -d version=1.0
```

This will create a Conan package project with the following structure.

```
├── conanfile.py
├── meson.build
├── hello.vcxproj
├── src
│   ├── hello.h
│   └── hello.cpp
├── test_package
│   ├── conanfile.py
│   ├── meson.build
│   └── src
│       └── example.cpp
```

The structure and files are very similar to the previous CMake example:

- **conanfile.py**: On the root folder, there is a *conanfile.py* which is the main recipe file, responsible for defining how the package is built and consumed.
- **meson.build**: A Meson build script. This script doesn't need to contain anything Conan-specific, it is completely agnostic of Conan, because the integration is transparent.
- **src** folder: the folder that contains the simple C++ “hello” library.
- **test\_package** folder: contains an *example* application that will require and link with the created package. In this case the `test_package` also contains a `meson.build`, but it is possible to have the `test_package` using other build system as CMake if desired. It is not mandatory that the `test_package` is using the same build system as the package.

Let's have a look at the package recipe *conanfile.py* (only the relevant new parts):

```
exports_sources = "meson.build", "src/*"

def layout(self):
    basic_layout(self)
```

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```
def generate(self):
    tc = MesonToolchain(self)
    tc.generate()

def build(self):
    meson = Meson(self)
    meson.configure()
    meson.build()

def package(self):
    meson = Meson(self)
    meson.install()
```

Let's explain the different sections of the recipe briefly:

- The `layout()` defines a `basic_layout()`, this is less flexible than a CMake one, so it doesn't allow any parametrization.
- The `generate()` method calls `MesonToolchain` that can generate `conan_meson_native.ini` and `conan_meson_cross.ini` Meson toolchain files for cross builds. If the project had dependencies with Conan requires, it should add `PkgConfigDeps` too
- The `build()` method uses the `Meson()` helper to drive the build
- The `package()` method uses the `Meson` install functionality to define and copy to the package folder the final artifacts.

The `test_package` folder also contains a `meson.build` file that declares a dependency to the tested package, and links an application, to verify the package was correctly created and contains that library:

Listing 17: `test_package/meson.build`

```
project('Testhello', 'cpp')
hello = dependency('hello', version : '>=0.1')
executable('example', 'src/example.cpp', dependencies: hello)
```

Note the `test_package/conanfile.py` contains also a `generators = "PkgConfigDeps", "MesonToolchain"`, because the `test_package` has the “hello” package as dependency, and `PkgConfigDeps` is necessary to locate it.

**Note:** This example assumes Meson, Ninja and PkgConfig are installed in the system, which might not always be the case. If they are not, you can create a profile `myprofile` with:

```
include(default)

[tool_requires]
meson/*
pkgconf/*
```

We added *Meson* and *pkg-config* as *tool requirements to the profile*. By executing `conan create . -pr=myprofile`, those tools will be installed and made available during the package's build process.

Let's build the package from sources with the current default configuration, and then let the `test_package` folder test the package:



```
$ conan create .

...
===== Testing the package: Executing test =====
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: .\example
hello/1.0: Hello World Release!
  hello/1.0: _M_X64 defined
  hello/1.0: MSVC runtime: MultiThreadedDLL
  hello/1.0: _MSC_VER1939
  hello/1.0: _MSVC_LANG201402
  hello/1.0: __cplusplus201402
hello/1.0 test_package
```

We can now validate that the recipe and the package binary are in the cache:

```
$ conan list "hello/1.0:*"
Local Cache:
  hello
    hello/1.0
      revisions
        856c535669f78da11502a119b7d8a6c9 (2024-03-04 17:52:39 UTC)
          packages
            c13a22a41ecd72caf9e556f68b406569547e0861
              info
                settings
                  arch: x86_64
                  build_type: Release
                  compiler: msvc
                  compiler.cppstd: 14
                  compiler.runtime: dynamic
                  compiler.runtime_type: Release
                  compiler.version: 193
                  os: Windows
```

See also:

- [Meson built-in integrations reference](#).
- [PkgConfigDeps built-in integrations reference](#).

### 8.3.4 Bazel

#### Build a simple Bazel project using Conan

**Warning:** This example is Bazel 6.x compatible.

In this example, we are going to create a Hello World program that uses one of the most popular C++ libraries: `fmt`.

**Note:** This example is based on the main [Build a simple CMake project using Conan](#) tutorial. So we highly recommend

reading it before trying out this one.

We'll use Bazel as the build system and helper tool in this case, so you should get it installed before going forward with this example. See [how to install Bazel](#).

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/google/bazeltoolchain/6_x/string_formatter
```

We start from a very simple C++ language project with this structure:

```
.
├── WORKSPACE
├── conanfile.txt
└── main
    ├── BUILD
    └── demo.cpp
```

This project contains a *WORKSPACE* file loading the Conan dependencies (in this case only *fmt*) and a *main/BUILD* file which defines the *demo* bazel target and it's in charge of using *fmt* to build a simple Hello World program.

Let's have a look at each file's content:

Listing 18: **main/demo.cpp**

```
#include <cstdlib>
#include <fmt/core.h>

int main() {
    fmt::print("{} - The C++ Package Manager!\n", "Conan");
    return EXIT_SUCCESS;
}
```

Listing 19: **WORKSPACE**

```
load("@//conan:dependencies.bzl", "load_conan_dependencies")
load_conan_dependencies()
```

Listing 20: **main/BUILD**

```
cc_binary(
    name = "demo",
    srcs = ["demo.cpp"],
    deps = [
        "@fmt//:fmt"
    ],
)
```

Listing 21: **conanfile.txt**

```
[requires]
fmt/10.1.1
```

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```
[generators]
BazelDeps
BazelToolchain
```

```
[layout]
bazel_layout
```

Conan uses the *BazelToolchain* to generate a `conan_bzl.rc` file which defines the `conan-config` `bazel-build` configuration. This file and the configuration are passed as parameters to the `bazel build` command. Apart from that, Conan uses the *BazelDeps* generator to create all the `bazel` files (`[DEP]/BUILD.bazel` and `dependencies.bzl`) which define all the dependencies as public `bazel` targets. The *WORKSPACE* above is already ready to load the `dependencies.bzl` which will tell the `main/BUILD` all the information about the `@fmt//:fmt` `bazel` target.

As the first step, we should install all the dependencies listed in the `conanfile.txt`. The command *conan install* does not only install the `fmt` package, it also builds it from sources in case your profile does not match with a pre-built binary in your remotes. Furthermore, it will save all the files created by the generators listed in the `conanfile.txt` in a folder named *conan/* (default folder defined by the `bazel_layout`).

```
$ conan install . --build=missing
# ...
===== Finalizing install (deploy, generators) =====
conanfile.txt: Writing generators to /Users/user/develop/examples2/examples/tools/google/
↳ bazeltoolchain/6_x/string_formatter/conan
conanfile.txt: Generator 'BazelDeps' calling 'generate()'
conanfile.txt: Generator 'BazelToolchain' calling 'generate()'
conanfile.txt: Generating aggregated env files
conanfile.txt: Generated aggregated env files: ['conanbuild.sh', 'conanrun.sh']
Install finished successfully
```

Now we are ready to build and run our application:

```
$ bazel --bazelrc=./conan/conan_bzl.rc build --config=conan-config //main:demo
Starting local Bazel server and connecting to it...
INFO: Analyzed target //main:demo (38 packages loaded, 272 targets configured).
INFO: Found 1 target...
INFO: From Linking main/demo:
ld: warning: ignoring duplicate libraries: '-lc++'
Target //main:demo up-to-date:
  bazel-bin/main/demo
INFO: Elapsed time: 60.180s, Critical Path: 7.68s
INFO: 6 processes: 4 internal, 2 darwin-sandbox.
INFO: Build completed successfully, 6 total actions
```

```
$ ./bazel-bin/main/demo
Conan - The C++ Package Manager!
```

## Build a simple Bazel 7.x project using Conan

**Warning:** This example is Bazel  $\geq 7.1$  compatible.

In this example, we are going to create a Hello World program that uses one of the most popular C++ libraries: `fmt`.

**Note:** This example is based on the *Build a simple CMake project using Conan* tutorial. So we highly recommend reading it before trying out this one.

We'll use Bazel as the build system and helper tool in this case, so you should get it installed before going forward with this example. See [how to install Bazel](#).

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/google/bazeltoolchain/7_x/string_formatter
```

We start from a very simple C++ language project with this structure:

```
.
├── MODULE.bazel
├── conanfile.txt
├── main
│   ├── BUILD
│   └── demo.cpp
```

This project contains a *MODULE.bazel* file loading the Conan dependencies (in this case only `fmt`) and a *main/BUILD* file which defines the *demo* bazel target and it's in charge of using `fmt` to build a simple Hello World program.

Let's have a look at each file's content:

Listing 22: *main/demo.cpp*

```
#include <cstdlib>
#include <fmt/core.h>

int main() {
    fmt::print("{} - The C++ Package Manager!\n", "Conan");
    return EXIT_SUCCESS;
}
```

Listing 23: *MODULE.bazel*

```
load_conan_dependencies = use_extension("//conan:conan_deps_module_extension.bzl",
    ↪ "conan_extension")
use_repo(load_conan_dependencies, "fmt")
```

Listing 24: *main/BUILD*

```
cc_binary(
    name = "demo",
    srcs = ["demo.cpp"],
```

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```

    deps = [
        "@fmt//:fmt"
    ],
)

```

Listing 25: conanfile.txt

```

[requires]
fmt/10.1.1

[generators]
BazelDeps
BazelToolchain

[layout]
bazel_layout

```

Conan uses the *BazelToolchain* to generate a `conan_bzl.rc` file which defines the `conan-config` `bazel-build` configuration. This file and the configuration are passed as parameters to the `bazel build` command. Apart from that, Conan uses the *BazelDeps* generator to create all the `bazel` files (`[DEP]/BUILD.bazel`, `conan_deps_module_extension.bzl` and `conan_deps_repo_rules.bzl`) which define the rule and all the dependencies to create/load them as Bazel repositories. The `MODULE.bazel` above is ready to load the `conan_deps_module_extension.bzl` file which will tell the `main/BUILD` all the information about the `@fmt//:fmt` `bazel` target.

As the first step, we should install all the dependencies listed in the `conanfile.txt`. The command `conan install` does not only install the `fmt` package, it also builds it from sources in case your profile does not match with a pre-built binary in your remotes. Furthermore, it will save all the files created by the generators listed in the `conanfile.txt` in a folder named `conan/` (default folder defined by the `bazel_layout`).

```

$ conan install . --build=missing
# ...
===== Finalizing install (deploy, generators) =====
conanfile.txt: Writing generators to /Users/user/develop/examples2/examples/tools/google/
↳ bazeltoolchain/7_x/string_formatter/conan
conanfile.txt: Generator 'BazelDeps' calling 'generate()'
conanfile.txt: Generator 'BazelToolchain' calling 'generate()'
conanfile.txt: Generating aggregated env files
conanfile.txt: Generated aggregated env files: ['conanbuild.sh', 'conanrun.sh']
Install finished successfully

```

Now we are ready to build and run our application:

```

$ bazel --bazelrc=./conan/conan_bzl.rc build --config=conan-config //main:demo
Computing main repo mapping:
Loading:
Loading: 0 packages loaded
Analyzing: target //main:demo (1 packages loaded, 0 targets configured)
Analyzing: target //main:demo (1 packages loaded, 0 targets configured)
[0 / 1] [Prepa] BazelWorkspaceStatusAction stable-status.txt
INFO: Analyzed target //main:demo (69 packages loaded, 369 targets configured).
[5 / 7] Compiling main/demo.cpp; 0s darwin-sandbox
INFO: Found 1 target...
Target //main:demo up-to-date:

```

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```

    bazel-bin/main/demo
INFO: Elapsed time: 2.955s, Critical Path: 1.70s
INFO: 7 processes: 5 internal, 2 darwin-sandbox.
INFO: Build completed successfully, 7 total actions

```

```

$ ./bazel-bin/main/demo
Conan - The C++ Package Manager!

```

### 8.3.5 Autotools

#### Build a simple Autotools project with Conan dependencies

**Warning:** This example will only work for Linux and OSX environments and does not support Windows directly, including msys2/cygwin subsystems. However, Windows Subsystem for Linux (WSL) should work since it provides a Linux environment. While Conan offers `win_bash = True` for some level of support in Windows environments with Autotools, it's not applicable in this tutorial.

In this example, we are going to create a string formatter application that uses one of the most popular C++ libraries: `fmt`.

We'll use `Autotools` as build system and `pkg-config` as a helper tool in this case, so you should get them installed on Linux and Mac before going forward with this example.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```

git clone https://github.com/conan-io/examples2.git
cd examples2/examples/tools/autotools/autotoolstoolchain/string_formatter

```

We start with a very simple C++ language project with the following structure:

```

.
├── configure.ac
├── Makefile.am
├── conanfile.txt
├── src
│   └── main.cpp

```

This project contains a basic `configure.ac` [\(<https://www.gnu.org/software/autoconf/manual/autoconf-2.60/html\\_node/Writing-configure\\_002eac.html>\)](https://www.gnu.org/software/autoconf/manual/autoconf-2.60/html_node/Writing-configure_002eac.html) including the `fmt` pkg-config dependency and the source code for the string formatter program in `main.cpp`.

Let's have a look at the `main.cpp` file, it only prints a simple message but uses `fmt::print` method for it.

Listing 26: `main.cpp`

```

#include <cstdlib>
#include <fmt/core.h>

int main() {
    fmt::print("{} - The C++ Package Manager!\n", "Conan");
}

```

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```
    return EXIT_SUCCESS;
}
```

The `configure.ac` file checks for a C++ compiler using the `AC_PROG_CXX` macro and also checks for the `fmt.pc` pkg-config module using the `PKG_CHECK_MODULES` macro.

Listing 27: **configure.ac**

```
AC_INIT([stringformatter], [0.1.0])
AM_INIT_AUTOMAKE([1.10 -Wall no-define foreign])
AC_CONFIG_SRCDIR([src/main.cpp])
AC_CONFIG_FILES([Makefile])
PKG_CHECK_MODULES([fmt], [fmt])
AC_PROG_CXX
AC_OUTPUT
```

The *Makefile.am* specifies that `string_formatter` is the expected executable and that it should be linked to the `fmt` library.

Listing 28: **Makefile.am**

```
AUTOMAKE_OPTIONS = subdir-objects
ACLOCAL_AMFLAGS = ${ACLOCAL_FLAGS}

bin_PROGRAMS = string_formatter
string_formatter_SOURCES = src/main.cpp
string_formatter_CPPFLAGS = $(fmt_CFLAGS)
string_formatter_LDADD = $(fmt_LIBS)
```

The *conanfile.txt* looks simple as it just installs the **fmt** package and uses two generators to build our project.

Listing 29: `conanfile.txt`

```
[requires]
fmt/9.1.0

[generators]
AutotoolsToolchain
PkgConfigDeps
```

In this case, we will use *PkgConfigDeps* to generate information about where the **fmt** library files are installed thanks to the *\*.pc* files and *AutotoolsToolchain* to pass build information to *autotools* using a *conanbuild[.sh|.bat]* file that describes the compilation environment.

We will use Conan to install **fmt** library, generate a toolchain for Autotools, and, *.pc* files for find **fmt** by pkg-config.

## Building on Linux and macOS

First, we should install some requirements. On Linux you need to have *automake*, *pkgconf* and *make* packages installed, their packages names should vary according to the Linux distribution, but essentially, it should include all tools (*aclocal*, *automake*, *autoconf* and *make*) that you will need to build the following example.

For this example, we will not consider a specific Conan profile, but **fmt** is highly compatible with many different configurations. So it should work mostly with versions of GCC and Clang compiler.

As the first step, we should install all dependencies listed in the `conanfile.txt`. The command `:ref: conan install<reference_commands_install>` will not only install the **fmt** package, but also build it from sources in case your profile does not match with a pre-built binary in your remotes. Plus, it will provide these generators listed in the `conanfile.txt`

```
conan install . --build=missing
```

After running `conan install` command, we should have new files present in the *string\_formatter* folder:

```
├─ string_formatter
│   └─ Makefile.am
│   └─ conanautotoolstoolchain.sh
│   └─ conanbuild.conf
│   └─ conanbuild.sh
│   └─ conanbuildenv-release-armv8.sh
│   └─ conanfile.txt
│   └─ conanrun.sh
│   └─ conanrunenv-release-armv8.sh
│   └─ configure.ac
│   └─ deactivate_conanbuild.sh
│   └─ deactivate_conanrun.sh
│   └─ fmt_fmt.pc
│   └─ fmt.pc
│   └─ run_example.sh
└─ src
    └─ main.cpp
```

These files are the result of those generators listed in the `conanfile.txt`. Once all files needed to build the example are generated and **fmt** is installed, now we can load the script `conanbuild.sh`.



```
source conanbuild.sh
```

The `conanbuild.sh` is a default file generated by the *VirtualBuildEnv* and helps us to load other script files, so we don't need to execute more manual steps to load each generator file. It will load `conanautotoolstoolchain.sh`, generated by *AutotoolsToolchain*, which defines environment variables according to our Conan profile, used when running `conan install` command. Those environment variables configured are related to the compiler and autotools, like `CFLAGS`, `CPPFLAGS`, `LDFLAGS`, and `PKG_CONFIG_PATH`.

As the next step, we can configure the project by running the following commands in sequence:

```
aclocal
automake --add-missing
autoconf
./configure
```

The `aclocal` command will read the file `configure.ac` and generate a new file named `aclocal.m4`, which contains macros needed by the `automake`. As the second step, the `automake` command will read the `Makefile.am`, and will generate the file `Makefile.in`. So the command `autoconf` will use those files and generate the `configure` file. Once we run `configure`, all environment variables will be consumed. The `fmt.pc` will be loaded at this step too, as `autotools` uses the custom `PKG_CONFIG_PATH` to find it.

Then, finally, we can build the project to generate the string formatter application. Now we run the `make` command, which will consume the `Makefile` generated by `autotools`.

```
make
```

The `make` command will read the `Makefile` and invoke the compiler, then, build the `main.cpp`, generating the executable `string_formatter` in the same folder.

```
./string_formatter
Conan - The C++ Package Manager!
```

The final output is the result of a new application, printing a message with the help of `fmt` library, and built by `Autotools`.

## Create your first Conan package with Autotools

**Warning:** This example will only work for Linux and OSX environments and does not support Windows directly, including `msys2/cygwin` subsystems. However, Windows Subsystem for Linux (WSL) should work since it provides a Linux environment. While Conan offers `win_bash = True` for some level of support in Windows environments with `Autotools`, it's not applicable in this tutorial.

In the *Create your first Conan package tutorial* CMake was used as the build system. If you haven't read that section, read it first to familiarize yourself with the `conanfile.py` and `test_package` concepts, then come back to read about the specifics of the `Autotools` package creation.

Use the `conan new` command to create a "Hello World" C++ library example project:

```
$ conan new autotools_lib -d name=hello -d version=0.1
```

This will create a Conan package project with the following structure.

```
├── conanfile.py
├── configure.ac
├── Makefile.am
├── src
│   ├── hello.h
│   ├── hello.cpp
│   └── Makefile.am
└── test_package
    ├── conanfile.py
    ├── configure.ac
    ├── mainc.pp
    └── Makefile.am
```

The structure and files are very similar to the previous CMake example:

- **conanfile.py**: On the root folder, there is a *conanfile.py* which is the main recipe file, responsible for defining how the package is built and consumed.
- **configure.ac**: An autotools configuration script, that contains the necessary macros and references the Makefiles it needs to configure.
- **Makefile.am**: A Makefile configuration file, defining only `SUBDIRS = src`
- **src** folder: the folder that contains the simple C++ “hello” library.
- **src/Makefile.am**: Makefile configuration file containing the library definition and source files like `libhello_la_SOURCES = hello.cpp hello.h`
- **test\_package** folder: contains an *example* application that will require and link with the created package. In this case the `test_package` also contains an autotools project, but it is possible to have the `test_package` using other build system as CMake if desired. It is not mandatory that the `test_package` is using the same build system as the package.

Let’s have a look at the package recipe *conanfile.py* (only the relevant new parts):

```
exports_sources = "configure.ac", "Makefile.am", "src/*"

def layout(self):
    basic_layout(self)

def generate(self):
    at_toolchain = AutotoolsToolchain(self)
    at_toolchain.generate()

def build(self):
    autotools = Autotools(self)
    autotools.autoreconf()
    autotools.configure()
    autotools.make()

def package(self):
    autotools = Autotools(self)
    autotools.install()
    fix_apple_shared_install_name(self)
```

Let’s explain the different sections of the recipe briefly:

- The `layout()` defines a `basic_layout()`, this is less flexible than a CMake one, so it doesn't allow any parametrization.
- The `generate()` method calls `AutotoolsToolchain` that can generate a `conanautotoolstoolchain` environment script defining environment variables like `CXXFLAGS` or `LDFLAGS` that will be used by the Makefiles to map the Conan input settings into compile flags. If the project had dependencies with Conan `requires`, it should add `PkgConfigDeps` too
- The `build()` method uses the `Autotools()` helper to drive the build, calling the different configure and build steps.
- The `package()` method uses the `Autotools` install functionality to define and copy to the package folder the final artifacts. Note the template also includes a call to `fix_apple_shared_install_name()` that uses `OSX_install_name_tool` utility to set `@rpath``` to fix the ```LC_ID_DYLIB` and `LC_LOAD_DYLIB` fields on Apple dylibs, because it is very unusual that autotools project will manage to do this (CMake can do it) .

Let's build the package from sources with the current default configuration, and then let the `test_package` folder test the package:

```
$ conan create .

...
===== Testing the package: Executing test =====
hello/0.1 (test package): Running test()
hello/0.1 (test package): RUN: ./main
hello/0.1: Hello World Release!
hello/0.1: __x86_64__ defined
hello/0.1: _GLIBCXX_USE_CXX11_ABI 1
hello/0.1: __cplusplus201703
hello/0.1: __GNUC__11
hello/0.1: __GNUC_MINOR__1
hello/0.1 test_package
```

We can now validate that the recipe and the package binary are in the cache:

```
$ conan list "hello/1.0:*"
Local Cache:
hello
  hello/1.0
    revisions
      5b151b3f08144bf25131266eb306ddff (2024-03-06 12:03:52 UTC)
        packages
          8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe
            info
              settings
                arch: x86_64
                build_type: Release
                compiler: gcc
                compiler.cppstd: gnu17
                compiler.libcxx: libstdc++11
                compiler.version: 11
                os: Linux
              options
                fPIC: True
                shared: False
```

See also:

- [GNU built-in integrations reference](#).

## Create your first Conan package with Autotools in Windows (msys2)

**Warning:** This example is intended for the Windows OS, using the msys2 subsystem to run the autotools build system. The support is **limited**, the AutotoolsDeps generator still doesn't work for Windows, so the `test_package` in the default template will fail.

Note this example is building with the MSVC compiler, not with MinGW/gcc. Even if the build system is autotools, the example is targeting the MSVC compiler, and the resulting package will be binary compatible and can be used from other packages using MSVC with other build systems. It is not necessary to force MinGW/gcc to use some open source dependencies that use autotools, and ConanCenter builds all of them with MSVC.

In the [Create your first Conan package with Autotools](#) tutorial, the autotools integrations are presented. Please read first that section, to understand them, as this section will only introduce the Windows/msys2 specific issues.

We will use the same the **conan new** command to create a “Hello World” C++ library example project:

```
$ conan new autotools_lib -d name=mypkg -d version=0.1
```

Check the above tutorial to understand the created files.

Besides these files, we will create a profile file:

Listing 30: msys2\_profile

```
include(default)

[conf]
tools.microsoft.bash:subsystem=msys2
tools.microsoft.bash:path=C:\ws\msys64\usr\bin\bash
# since Conan 2.9, this "cl" compiler definition is not necessary
# by default for the 'compiler=msvc'
# tools.build:compiler_executables={"c": "cl", "cpp": "cl"}
```

Note that you might need to adapt the path to the bash system of msys2.

In the package recipe `conanfile.py` we will have:

```
win_bash = True
```

This is very important, it tells Conan that when this package is to be built, it has to launch a bash shell to execute the build in it.

**Note:** It is not necessary, and in fact it is not recommended for most cases to be already running inside an msys2 terminal. Conan will automatically run the build subprocess for autotools in the defined bash shell.

If already running in a bash shell, it is necessary to activate the `tools.microsoft.bash:activate=True` conf.

Let's build the package from sources with the current default configuration, making sure to deactivate the `test_package`, because otherwise it will fail.

```
# Deactivating the test_package, as AutotoolsDeps doesn't work yet.
$ conan create . -pr=msys2_profile -tf=""

...
mypkg/0.1: package(): Packaged 1 '.h' file: mypkg.h
mypkg/0.1: package(): Packaged 1 '.la' file: libmypkg.la
mypkg/0.1: package(): Packaged 1 '.lib' file: mypkg.lib
mypkg/0.1: Created package revision fa661758835cf6f7f311c857447393cc
mypkg/0.1: Package '9bdee485ef71c14ac5f8a657202632bdb8b4482b' created
```

We can now validate that the recipe and the package binary are in the cache:

```
$ conan list "mypkg:*"
Found 1 pkg/version recipes matching mypkg in local cache
Local Cache
  mypkg
    mypkg/0.1
      revisions
        6e85b0c27c7fbc8eddc1994dbb543b52 (2024-04-30 18:29:44 UTC)
          packages
            9bdee485ef71c14ac5f8a657202632bdb8b4482b
              info
                settings
                  arch: x86_64
                  build_type: Release
                  compiler: msvc
                  compiler.cppstd: 14
                  compiler.runtime: dynamic
                  compiler.runtime_type: Release
                  compiler.version: 193
                  os: Windows
                options
                  shared: False
```

Note how the binary is a compiler=msvc one.

**See also:**

- [GNU built-in integrations reference](#).

### 8.3.6 Capturing Git scm information

There are 2 main strategies to handle source code in recipes:

- **Third-party code:** When the `conanfile.py` recipe is packaging third party code, like an open source library, it is typically better to use the `source()` method to download or clone the sources of that library. This is the approach followed by the `conan-center-index` repository for ConanCenter.
- **Your own code:** When the `conanfile.py` recipe is packaging your own code, it is typically better to have the `conanfile.py` in the same repository as the sources. Then, there are 2 alternatives for achieving reproducibility:
  - Using the `exports_sources` (or `export_source()` method) to capture a copy of the sources together with the recipe in the Conan package. This is very simple and pragmatic and would be recommended for the majority of cases.

- For cases when it is not possible to store the sources beside the Conan recipe, for example when the package is to be consumed for someone that shouldn't have access to the source code at all, then the current **scm capture** method would be the way.

In the **scm capture** method, instead of capturing a copy of the code itself, the “coordinates” for that code are captured instead, in the Git case, the url of the repository and the commit. If the recipe needs to build from source, it will use that information to get a clone, and if the user who tries that is not authorized, the process will fail. They will still be able to use the pre-compiled binaries that we distribute, but not build from source or have access to the code.

Let's see how it works with an example. Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/tools/scm/git/capture_scm
```

There we will find a small “hello” project, containing this conanfile.py:

```
from conan import ConanFile
from conan.tools.cmake import CMake, cmake_layout
from conan.tools.scm import Git

class helloRecipe(ConanFile):
    name = "hello"
    version = "0.1"

    # Binary configuration
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}
    generators = "CMakeDeps", "CMakeToolchain"

    def export(self):
        git = Git(self, self.recipe_folder)
        # save the url and commit in conandata.yml
        git.coordinates_to_conandata()

    def source(self):
        # we recover the saved url and commit from conandata.yml and use them to get
        ↪ sources
        git = Git(self)
        git.checkout_from_conandata_coordinates()

    ...
```

We need this code to be in its own Git repository, to see how it works in the real case, so please create a folder outside of the examples2 repository, and copy the contents of the current folder there, then:

```
$ mkdir /home/myuser/myfolder # or equivalent in other OS
$ cp -R . /home/myuser/myfolder # or equivalent in other OS
$ cd /home/myuser/myfolder # or equivalent in other OS

# Initialize the git repo
$ git init .
$ git add .
```

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```

$ git commit . -m wip
# Finally create the package
$ conan create .
...
===== Exporting recipe to the cache =====
hello/0.1: Exporting package recipe: /myfolder/conanfile.py
hello/0.1: Calling export()
hello/0.1: RUN: git status . --short --no-branch --untracked-files
hello/0.1: RUN: git rev-list HEAD -n 1 --full-history -- "."
hello/0.1: RUN: git remote -v
hello/0.1: RUN: git branch -r --contains cb7815a58529130b49da952362ce8b28117dee53
hello/0.1: RUN: git fetch origin --dry-run --depth=1
↳cb7815a58529130b49da952362ce8b28117dee53
hello/0.1: WARN: Current commit cb7815a58529130b49da952362ce8b28117dee53 doesn't exist
↳in remote origin
This revision will not be buildable in other computer
hello/0.1: RUN: git rev-parse --show-toplevel
hello/0.1: Copied 1 '.py' file: conanfile.py
hello/0.1: Copied 1 '.yaml' file: conandata.yaml
hello/0.1: Exported to cache folder: /.conan2/p/hello237d6f9f65bba/e
...
===== Installing packages =====
hello/0.1: Calling source() in /.conan2/p/hello237d6f9f65bba/s
hello/0.1: Cloning git repo
hello/0.1: RUN: git clone "<hidden>" "."
hello/0.1: Checkout: cb7815a58529130b49da952362ce8b28117dee53
hello/0.1: RUN: git checkout cb7815a58529130b49da952362ce8b28117dee53

```

Let's explain step by step what is happening:

- When the recipe is exported to the Conan cache, the `export()` method executes, `git.coordinates_to_conandata()`, which stores the Git URL and commit in the `conandata.yml` file by internally calling `git.get_url_and_commit()`. See the [Git reference](#) for more information about these methods.
- This obtains the URL of the repo pointing to the local `<local-path>/capture_scm` and the commit `8e8764c40bebabbe3ec57f9a0816a2c8e691f559`
- It warns that this information will **not** be enough to re-build from source this recipe once the package is uploaded to the server and is tried to be built from source in other computer, which will not contain the path pointed by `<local-path>/capture_scm`. This is expected, as the repository that we created doesn't have any remote defined. If our local clone had a remote defined and that remote contained the commit that we are building, the `scm_url` would point to the remote repository instead, making the build from source fully reproducible.
- The `export()` method stores the `url` and `commit` information in the `conandata.yml` for future reproducibility.
- When the package needs to be built from sources and it calls the `source()` method, it recovers the information from the `conandata.yml` file inside the `git.checkout_from_conandata_coordinates()` method, which internally calls `git.clone()` with it to retrieve the sources. In this case, it will be cloning from the local checkout in `<local-path>/capture_scm`, but if it had a remote defined, it will clone from it.

**Warning:** To achieve reproducibility, it is very important for this **scm capture** technique that the current checkout is not dirty. If it was dirty, it would be impossible to guarantee future reproducibility of the build, so `git.get_url_and_commit()` can raise errors, and require to commit changes. If more than 1 commit is necessary, it

would be recommended to squash those commits before pushing changes to upstream repositories.

If we do now a second `conan create .`, as the repo is dirty we would get:

```
$ conan create .
hello/0.1: Calling export()
ERROR: hello/0.1: Error in export() method, line 19
      scm_url, scm_commit = git.get_url_and_commit()
      ConanException: Repo is dirty, cannot capture url and commit: .../capture_scm
```

This could be solved by cleaning the repo with `git clean -xdf`, or by adding a `.gitignore` file to the repo with the following contents (which might be a good practice anyway for source control):

Listing 31: `.gitignore`

```
test_package/build
test_package/CMakeUserPresets.json
```

The capture of coordinates uses the `Git.get_url_and_commit()` method, that by default does:

- If the repository is dirty, it will raise an exception
- If the repository is not dirty, but the commit doesn't exist in the remote, it will warn, but it will return the local folder as repo url. This way, local commits can be tested without needing to push them to the server. The `core.scm:local_url=allow` can silence the warning and the `core.scm:local_url=block` will immediately raise an error. This last value can be useful for CI scenarios, to fail fast and save a build that would have been blocked later in the `conan upload`.
- Packages built with local commit will fail if trying to upload them to the server with `conan upload` as those local commits are not in the server and then the package might not be reproducible. This upload error can be avoided by setting `core.scm:local_url=allow`.
- If the repository is not dirty, and the commit exists in the server, it will return the remote URL and the commit.

## Credentials management

In the example above, credentials were not necessary, because our local repo didn't require them. But in real world scenarios, the credentials can be required.

The first important bit is that `git.get_url_and_commit()` will capture the url of the origin remote. This url must not encode tokens, users or passwords, for several reasons. First because that will make the process not repeatable, and different builds, different users would get different urls, and consequently different recipe revisions. The url should always be the same. The recommended approach is to manage the credentials in an orthogonal way, for example using ssh keys. The provided example contains a Github action that does this:

Listing 32: `.github/workflows/hello-demo.yml`

```
name: Build "hello" package capturing SCM in Github actions
run-name: ${github.actor} checking hello-ci Git scm capture
on: [push]
jobs:
  Build:
    runs-on: ubuntu-latest
    steps:
      - name: Check out repository code
```

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```

    uses: actions/checkout@v3
    with:
      ssh-key: ${ secrets.SSH_PRIVATE_KEY }
- uses: actions/setup-python@v4
  with:
    python-version: '3.10'
- uses: webfactory/ssh-agent@v0.7.0
  with:
    ssh-private-key: ${ secrets.SSH_PRIVATE_KEY }
- run: pip install conan
- run: conan profile detect
- run: conan create .

```

This `hello-demo.yml` takes care of the following:

- The checkout `actions/checkout@v3` action receives the `ssh-key` to checkout as `git@` instead of `https`
- The `webfactory/ssh-agent@v0.7.0` action takes care that the `ssh` key is also activated during the execution of the following tasks, not only during the checkout.
- It is necessary to setup the `SSH_PRIVATE_KEY` secret in the Github interface, as well as the `deploy` key for the repo (with the private and public parts of the `ssh-key`)

In this way, it is possible to keep completely separated the authentication and credentials from the recipe functionality, without any risk to leaking credentials.

---

#### Note: Best practices

- Do not use an authentication mechanism that encodes information in the urls. This is risky, can easily disclose credentials in logs. It is recommended to use system mechanisms like `ssh` keys.
  - Doing `conan create` is not recommended for local development, but instead running `conan install` and building locally, to avoid too many unnecessary commits. Only when everything works locally, it is time to start checking the `conan create` flow.
- 

## 8.3.7 MSBuild

### Create your first Conan package with Visual Studio/MSBuild

In the *Create your first Conan package tutorial* CMake was used as the build system. If you haven't read that section, read it first to familiarize yourself with the `conanfile.py` and `test_package` concepts, then come back to read about the specifics of the Visual Studio package creation.

Use the **conan new** command to create a “Hello World” C++ library example project:

```
$ conan new msbuild_lib -d name=hello -d version=1.0
```

This will create a Conan package project with the following structure.

```

.
├── conanfile.py
├── hello.sln
└── hello.vcxproj

```

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```

├── include
│   └── hello.h
├── src
│   └── hello.cpp
└── test_package
    ├── conanfile.py
    ├── test_hello.sln
    ├── test_hello.vcxproj
    └── src
        └── test_hello.cpp

```

The structure and files are very similar to the previous CMake example:

- **conanfile.py**: On the root folder, there is a *conanfile.py* which is the main recipe file, responsible for defining how the package is built and consumed.
- **hello.sln**: A Visual Studio solution file that can be opened with the IDE.
- **hello.vcxproj**: A Visual Studio C/C++ project, part of the solution above.
- **src** and **include** folders: the folders that contains the simple C++ “hello” library.
- **test\_package** folder: contains an *example* application that will require and link with the created package. In this case the *test\_package* also contains a Visual Studio solution and project, but it is possible to have the *test\_package* using other build system as CMake if desired. It is not mandatory that the *test\_package* is using the same build system as the package.

Let’s have a look at the package recipe *conanfile.py* (only the relevant new parts):

```

# Sources are located in the same place as this recipe, copy them to the recipe
exports_sources = "hello.sln", "hello.vcxproj", "src/*", "include/*"

def layout(self):
    vs_layout(self)

def generate(self):
    tc = MSBuildToolchain(self)
    tc.generate()

def build(self):
    msbuild = MSBuild(self)
    msbuild.build("hello.sln")

def package(self):
    copy(self, "*.h", os.path.join(self.source_folder, "include"),
        dst=os.path.join(self.package_folder, "include"))
    copy(self, "*.lib", src=self.build_folder, dst=os.path.join(self.package_folder, "lib
→"),
        keep_path=False)

```

Let’s explain the different sections of the recipe briefly:

- Note there are no options like the *shared* option in this recipe. The current project always builds a static library, so it is not optional.
- The *layout()* defines a typical VS layout, this is less flexible than a CMake one, so it doesn’t allow any parametrization.

- The `generate()` method calls `MSBuildToolchain` to generate a `conantoolchain.props` file, that the project must add to its properties. If the project had dependencies with Conan `requires`, it should add `MSBuildDeps` too and add the relevant generated files property sheets.
- The `build()` method uses the `MSBuild()` helper to drive the build of the solution
- As the project doesn't have any "install" functionality in the build scripts, the `package()` method can manually define which files must be copied.

The `hello.vcxproj` project file adds the generated property sheets like `conantoolchain.props` to the project, so the build can receive the Conan input settings and act accordingly.

Listing 33: `hello.vcxproj`

```
<ImportGroup Label="PropertySheets">
  <Import Project="conan\conantoolchain.props" />
</ImportGroup>
```

If the project had dependencies, it should add the dependencies generated `.props` files too.

The `test_package` folder also contains a `test_hello.vcxproj` file, that includes both the toolchain and the dependencies property sheets:

Listing 34: `test_package/test_hello.vcxproj`

```
<ImportGroup Label="PropertySheets">
  <Import Project="conan\conantoolchain.props" />
  <Import Project="conan\conandeps.props" />
</ImportGroup>
```

Note the `test_package/conanfile.py` contains also a `generators="MSBuildDeps"`.

Let's build the package from sources with the current default configuration, and then let the `test_package` folder test the package:

```
$ conan create .

...
===== Testing the package: Executing test =====
hello/1.0 (test package): Running test()
hello/1.0 (test package): RUN: x64\Release\test_hello
hello/1.0: Hello World Release!
  hello/1.0: _M_X64 defined
  hello/1.0: MSVC runtime: MultiThreadedDLL
  hello/1.0: _MSC_VER1939
  hello/1.0: _MSC_LANG201402
  hello/1.0: __cplusplus199711
hello/1.0 test_package
```

We can now validate that the recipe and the package binary are in the cache:

```
$ conan list hello/1.0:*
Local Cache:
  hello
    hello/1.0
      revisions
        856c535669f78da11502a119b7d8a6c9 (2024-03-04 17:52:39 UTC)
```

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```

packages
  c13a22a41ecd72caf9e556f68b406569547e0861
    info
      settings
        arch: x86_64
        build_type: Release
        compiler: msvc
        compiler.cppstd: 14
        compiler.runtime: dynamic
        compiler.runtime_type: Release
        compiler.version: 193
        os: Windows

```

**See also:**

- Check the *Conan Visual Studio Extension*.
- *MSBuild built-in integrations reference*.

## 8.4 Cross-building examples

### 8.4.1 Creating a Conan package for a toolchain

After learning how to create recipes for tool requires that package applications, we are going to show an example on how to create a recipe that packages a precompiled toolchain or compiler for building other packages.

In the “*How to cross-compile your applications using Conan: host and build contexts*” tutorial section, we discussed the basics of cross-compiling applications using Conan with a focus on the “build” and “host” contexts. We learned how to configure Conan to use different profiles for the build machine and the target host machine, enabling us to cross-compile applications for platforms like Raspberry Pi from an Ubuntu Linux machine.

However, in that section, we assumed the existence of a cross-compiling toolchain or compiler as part of the build environment, set up through Conan profiles. Now, we will take a step further by demonstrating how to create a Conan package for such a toolchain. This package can then be used as a *tool\_require* in other Conan recipes, simplifying the process of setting up the environment for cross-compilation.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```

$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/cross_build/toolchain_packages/toolchain

```

Here, you will find a Conan recipe (and the *test\_package*) to package an ARM toolchain for cross-compiling to Linux ARM for both 32 and 64 bits. To simplify a bit, we are assuming that we can just cross-build from Linux x86\_64 to Linux ARM, both 32 and 64 bits. If you’re looking for another example, you can explore an additional MacOs to Linux cross-build example right [here](#).

```

.
├── conanfile.py
├── test_package
│   ├── CMakeLists.txt
│   ├── conanfile.py
│   └── test_package.cpp

```

Let’s check the recipe and go through the most relevant parts:

Listing 35: conanfile.py

```

import os
from conan import ConanFile
from conan.tools.files import get, copy, download
from conan.errors import ConanInvalidConfiguration
from conan.tools.scm import Version

class ArmToolchainPackage(ConanFile):
    name = "arm-toolchain"
    version = "13.2"
    ...
    settings = "os", "arch"
    package_type = "application"

    def _archs32(self):
        return ["armv6", "armv7", "armv7hf"]

    def _archs64(self):
        return ["armv8", "armv8.3"]

    def _get_toolchain(self, target_arch):
        if target_arch in self._archs32():
            return ("arm-none-linux-gnueabi",
                    "df0f4927a67d1fd366ff81e40bd8c385a9324fbdde60437a512d106215f257b3")
        else:
            return ("aarch64-none-linux-gnu",
                    "12fcd13a7430655229b20438a49e8566e26551ba08759922cdaf4695b0d4e23")

    def validate(self):
        if self.settings.arch != "x86_64" or self.settings.os != "Linux":
            raise ConanInvalidConfiguration(f"This toolchain is not compatible with
↪{self.settings.os}-{self.settings.arch}. "
                                           "It can only run on Linux-x86_64.")

        valid_archs = self._archs32() + self._archs64()
        if self.settings_target.os != "Linux" or self.settings_target.arch not in valid_
↪archs:
            raise ConanInvalidConfiguration(f"This toolchain only supports building for_
↪Linux-{valid_archs.join(',')}. "
                                           f"{self.settings_target.os}-{self.settings_
↪target.arch} is not supported.")

        if self.settings_target.compiler != "gcc":
            raise ConanInvalidConfiguration(f"The compiler is set to '{self.settings_
↪target.compiler}', but this "
                                           "toolchain only supports building with gcc.")

        if Version(self.settings_target.compiler.version) >= Version("14") or_
↪Version(self.settings_target.compiler.version) < Version("13"):
            raise ConanInvalidConfiguration(f"Invalid gcc version '{self.settings_target.
↪compiler.version}'. "
                                           "Only 13.X versions are supported for_

```

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```

↪the compiler.")

    def source(self):
        download(self, "https://developer.arm.com/GetEula?Id=37988a7c-c40e-4b78-9fd1-
↪62c20b507aa8", "LICENSE", verify=False)

    def build(self):
        toolchain, sha = self._get_toolchain(self.settings_target.arch)
        get(self, f"https://developer.arm.com/-/media/Files/downloads/gnu/13.2.rel1/
↪binrel/arm-gnu-toolchain-13.2.rel1-x86_64-{toolchain}.tar.xz",
            sha256=sha, strip_root=True)

    def package_id(self):
        self.info.settings_target = self.settings_target
        # We only want the `arch` setting
        self.info.settings_target.rm_safe("os")
        self.info.settings_target.rm_safe("compiler")
        self.info.settings_target.rm_safe("build_type")

    def package(self):
        toolchain, _ = self._get_toolchain(self.settings_target.arch)
        dirs_to_copy = [toolchain, "bin", "include", "lib", "libexec"]
        for dir_name in dirs_to_copy:
            copy(self, pattern=f"{dir_name}/*", src=self.build_folder, dst=self.package_
↪folder, keep_path=True)
            copy(self, "LICENSE", src=self.build_folder, dst=os.path.join(self.package_
↪folder, "licenses"), keep_path=False)

    def package_info(self):
        toolchain, _ = self._get_toolchain(self.settings_target.arch)
        self.cpp_info.bindirs.append(os.path.join(self.package_folder, toolchain, "bin"))

        self.conf_info.define("tools.build:compiler_executables", {
            "c": f"{toolchain}-gcc",
            "cpp": f"{toolchain}-g++",
            "asm": f"{toolchain}-as"
        })

```

### Validating the toolchain package: settings, settings\_build and settings\_target

As you may recall, the *validate()* method is used to indicate that a package is not compatible with certain configurations. As mentioned earlier, we are limiting the usage of this package to a *Linux x86\_64* platform for cross-compiling to a *Linux ARM* target, supporting both 32-bit and 64-bit architectures. Let's check how we incorporate this information into the *validate()* method and discuss the various types of settings involved:

#### Validating the build platform

```

...

settings = "os", "arch"

```

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```

...

def validate(self):

    if self.settings.arch != "x86_64" or self.settings.os != "Linux":
        raise ConanInvalidConfiguration(f"This toolchain is not compatible with {self.
↪ settings.os}-{self.settings.arch}. "
                                       "It can only run on Linux-x86_64.")

    ...

```

First, it's important to acknowledge that only the `os` and `arch` settings are declared. These settings represent the machine that will compile the package for the toolchain, so we only need to verify that they correspond to `Linux` and `x86_64`, as these are the platforms for which the toolchain binaries are intended.

It is important to note that for this package, which is to be used as a `tool_requires`, these settings do not relate to the host profile but to the build profile. This distinction is recognized by Conan when creating the package with the `--build-require` argument. This will make the `settings` and the `settings_build` to be equal within the context of package creation.

### Validating the target platform

In scenarios involving cross-compilation, validations regarding the target platform, where the executable generated by the toolchain's compilers will run, must refer to the `settings_target`. These settings come from the information in the host profile. For instance, if compiling for a Raspberry Pi, that will be the information stored in the `settings_target`. Again, Conan is aware that `settings_target` should be populated with the host profile information due to the use of the `--build-require` flag during package creation.

```

def validate(self):
    ...

    valid_archs = self._archs32() + self._archs64()
    if self.settings_target.os != "Linux" or self.settings_target.arch not in valid_
↪ archs:
        raise ConanInvalidConfiguration(f"This toolchain only supports building for_
↪ Linux-{valid_archs.join(',')}. "
                                       f"{self.settings_target.os}-{self.settings_target.
↪ arch} is not supported.")

    if self.settings_target.compiler != "gcc":
        raise ConanInvalidConfiguration(f"The compiler is set to '{self.settings_target.
↪ compiler}', but this "
                                       "toolchain only supports building with gcc.")

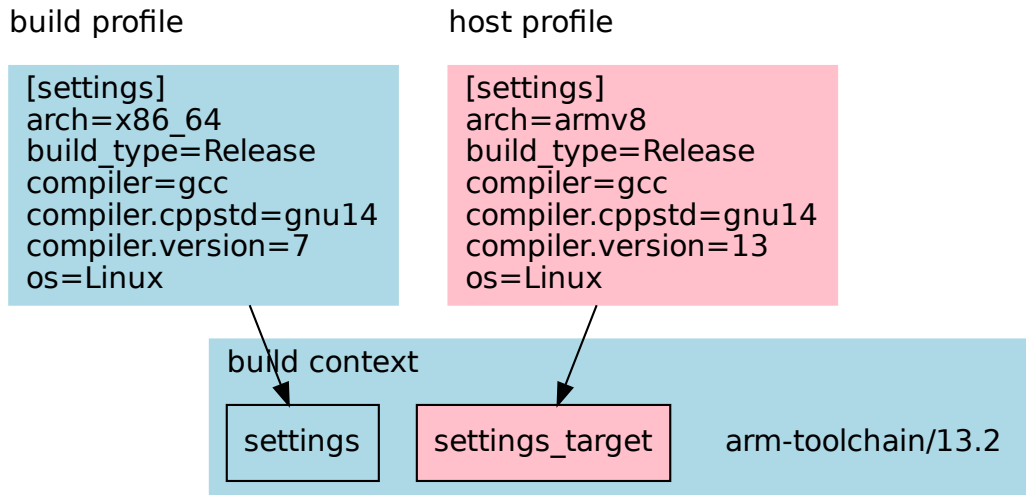
    if Version(self.settings_target.compiler.version) >= Version("14") or Version(self.
↪ settings_target.compiler.version) < Version("13"):
        raise ConanInvalidConfiguration(f"Invalid gcc version '{self.settings_target.
↪ compiler.version}'. "
                                       "Only 13.X versions are supported for the_
↪ compiler.")

```

As you can see, several verifications are made to ensure the validity of the operating system and architectures for the resulting binaries' execution environment. Additionally, it verifies that the compiler's name and version align with the expectations for the host context.

Here, the diagram shows both profiles and which settings are picked for the **arm-toolchain** recipe that is in the *build*

context.



### Downloading the binaries for the toolchain and packaging it

```
...

def _archs32(self):
    return ["armv6", "armv7", "armv7hf"]

def _archs64(self):
    return ["armv8", "armv8.3"]

def _get_toolchain(self, target_arch):
    if target_arch in self._archs32():
        return ("arm-none-linux-gnueabi",
                "df0f4927a67d1fd366ff81e40bd8c385a9324fbdde60437a512d106215f257b3")
    else:
        return ("aarch64-none-linux-gnu",
                "12fcd13a7430655229b20438a49e8566e26551ba08759922cdaf4695b0d4e23")

def source(self):
    download(self, "https://developer.arm.com/GetEula?Id=37988a7c-c40e-4b78-9fd1-
    ↪62c20b507aa8", "LICENSE", verify=False)

def build(self):
    toolchain, sha = self._get_toolchain(self.settings_target.arch)
    get(self, f"https://developer.arm.com/-/media/Files/downloads/gnu/13.2.rel1/binrel/
    ↪arm-gnu-toolchain-13.2.rel1-x86_64-{toolchain}.tar.xz",
        sha256=sha, strip_root=True)
```

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```
def package(self):
    toolchain, _ = self._get_toolchain(self.settings_target.arch)
    dirs_to_copy = [toolchain, "bin", "include", "lib", "libexec"]
    for dir_name in dirs_to_copy:
        copy(self, pattern=f"{dir_name}/*", src=self.build_folder, dst=self.package_
↪ folder, keep_path=True)
        copy(self, "LICENSE", src=self.build_folder, dst=os.path.join(self.package_folder,
↪ "licenses"), keep_path=False)
    ...
```

The `source()` method is used to download the recipe license, as it's found on the ARM toolchains' download page. However, this is the only action performed there. The actual toolchain binaries are fetched in the `build()` method. This approach is necessary because the toolchain package is designed to support both 32-bit and 64-bit architectures, requiring us to download two distinct sets of toolchain binaries. Which binary the package ends up with depends on the `settings_target` architecture. This conditional downloading process can't happen in the `source()` method, as it *caches the downloaded contents*.

The `package()` method doesn't have anything out of the ordinary; it simply copies the downloaded files into the package folder, license included.

### Adding `settings_target` to the Package ID information

In recipes designed for cross-compiling scenarios, particularly those involving toolchains that target specific architectures or operating systems, and the binary package can be different based on the target platform we may need to modify the `package_id()` to ensure that Conan correctly identifies and differentiates between binaries based on the target platform they are intended for.

In this case, we extend the `package_id()` method to include `settings_target`, which encapsulates the target platform's configuration (in this case if it's 32 or 64 bit):

```
def package_id(self):
    # Assign settings_target to the package ID to differentiate binaries by target_
↪ platform.
    self.info.settings_target = self.settings_target

    # We only want the ``arch`` setting
    self.info.settings_target.rm_safe("os")
    self.info.settings_target.rm_safe("compiler")
    self.info.settings_target.rm_safe("build_type")
```

By specifying `self.info.settings_target = self.settings_target`, we explicitly instruct Conan to consider the target platform's settings when generating the package ID. In this case we remove `os`, `compiler` and `build_type` settings as changing them will not be relevant for selecting the toolchain we will use for building and leave only the `arch` setting that will be used to decide if want to produce binaries for 32 or 64 bits.

## Define information for consumers

In the `package_info()` method we define all the information that consumers need to have available when using the toolchain:

```
def package_info(self):
    toolchain, _ = self._get_toolchain(self.settings_target.arch)
    self.cpp_info.bindirs.append(os.path.join(self.package_folder, toolchain, "bin"))

    self.conf_info.define("tools.build:compiler_executables", {
        "c": f"{toolchain}-gcc",
        "cpp": f"{toolchain}-g++",
        "asm": f"{toolchain}-as"
    })
```

In this case, we need to define the following information:

- Add directories containing toolchain tools that may be required during compilation. The toolchain we download will store its tools in both `bin` and `<toolchain_triplet>/bin`. Since `self.cpp_info.bindirs` defaults to `bin`, we only need to add the directory specific to the triplet. Note that it's not necessary to define environment information to add these directories to the `PATH`, as Conan will manage this through the [VirtualRunEnv](#).
- We define the `tools.build:compiler_executables` configuration. This configuration will be considered in several generators, like [CMakeToolchain](#), [MesonToolchain](#), or [AutotoolsToolchain](#), to direct to the appropriate compiler binaries.

## Testing the Conan toolchain package

We also added a simple `test_package` to test the toolchain:

Listing 36: `test_package/conanfile.py`

```
import os
from io import StringIO

from conan import ConanFile
from conan.tools.cmake import CMake, cmake_layout

class TestPackageConan(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    generators = "CMakeToolchain", "VirtualBuildEnv"

    def build_requirements(self):
        self.tool_requires(self.tested_reference_str)

    def layout(self):
        cmake_layout(self)

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
```

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```
def test(self):
    if self.settings.arch in ["armv6", "armv7", "armv7hf"]:
        toolchain = "arm-none-linux-gnueabi"
    else:
        toolchain = "aarch64-none-linux-gnu"
    self.run(f"{toolchain}-gcc --version")
    test_file = os.path.join(self.cpp.build.bindirs[0], "test_package")
    stdout = StringIO()
    self.run(f"file {test_file}", stdout=stdout)
    if toolchain == "aarch64-none-linux-gnu":
        assert "ELF 64-bit" in stdout.getvalue()
    else:
        assert "ELF 32-bit" in stdout.getvalue()
```

This test package ensures that the toolchain is functional, building a minimal *hello world* program and that binaries produced with it are correctly targeted for the specified architecture.

### Cross-build an application using the toolchain

Having detailed the toolchain recipe, it's time to proceed with package creation:

```
$ conan create . -pr:b=default -pr:h=./profiles/raspberry-64 --build-require

===== Exporting recipe to the cache =====
...
===== Input profiles =====
Profile host:
[settings]
arch=armv8
build_type=Release
compiler=gcc
compiler.cppstd=gnu14
compiler.libcxx=libstdc++11
compiler.version=13
os=Linux

Profile build:
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu14
compiler.libcxx=libstdc++11
compiler.version=7
os=Linux
...
===== Testing the package: Executing test =====
arm-toolchain/13.2 (test package): Running test()
arm-toolchain/13.2 (test package): RUN: aarch64-none-linux-gnu-gcc --version
aarch64-none-linux-gnu-gcc (Arm GNU Toolchain 13.2.rel1 (Build arm-13.7)) 13.2.1 20231009
Copyright (C) 2023 Free Software Foundation, Inc.
...
```

We employ two profiles for the *build* and *host* contexts, but the most important detail is the use of the *-build-require* argument. This informs Conan that the package is intended as a build requirement, situating it within the build context. Consequently, *settings* match those from the build profile, while *settings\_target* aligns with the host profile's settings.

With the toolchain package prepared, we proceed to build an actual application. This will be the same application previously cross-compiled in the *How to cross-compile your applications using Conan: host and build contexts* section. However, this time, we incorporate the toolchain package as a dependency within the host profile. This ensures the toolchain is used to build the application and all its dependencies

```
$ cd .. && cd consumer
$ conan install . -pr:b=default -pr:h=../profiles/raspberry-64 -pr:h=../profiles/arm-
→toolchain --build missing
$ cmake --preset conan-release
$ cmake --build --preset conan-release
$ file ./build/Release/compressor
compressor: ELF 64-bit LSB executable, ARM aarch64, version 1 (SYSV), dynamically
linked, interpreter /lib/ld-linux-aarch64.so.1, for GNU/Linux 3.7.0, with debug_info,
not stripped
```

We composed the already existing profile with another profile called *arm-toolchain* that just has the *tool\_requires* added:

```
[tool_requires]
arm-toolchain/13.2
```

During this procedure, the *zlib* dependency will also be compiled for ARM 64-bit architecture if it hasn't already been. Additionally, it's important to verify the architecture of the resulting executable, confirming its alignment with the targeted 64-bit architecture.

#### See also:

- *More info on settings\_target*
- *Cross-compile your applications using Conan*
- Another example of cross-compilation from MacOS to Linux

## 8.4.2 Cross building to Android with the NDK

In this example, we are going to see how to cross-build a Conan package to Android.

First of all, download the Android NDK from [the download page](#) and unzip it. In MacOS you can also install it with `brew install android-ndk`.

Then go to the profiles folder in the conan config home directory (check it running `conan config home`) and create a file named *android* with the following contents:

```
include(default)

[settings]
os=Android
os.api_level=21
arch=armv8
compiler=clang
compiler.version=12
compiler.libcxx=c++_static
```

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```

compiler.cppstd=14

[conf]
tools.android.ndk_path=/usr/local/share/android-ndk

```

You might need to modify:

- `compiler.version`: Check the NDK documentation or find a `bin` folder containing the compiler executables like `x86_64-linux-android31-clang`. In a MacOS installation it is found in the NDK path + `toolchains/llvm/prebuilt/darwin-x86_64/bin`. Run `./x86_64-linux-android31-clang --version` to check the running clang version and adjust the profile.
- `compiler.libcxx`: The supported values are `c++_static` and `c++_shared`.
- `compiler.cppstd`: The C++ standard version, adjust as your needs.
- `os.api_level`: You can check [here](#) the usage of each Android Version/API level and choose the one that fits better with your requirements. This is typically a balance between new features and more compatible applications.
- `arch`: There are several architectures supported by Android: `x86`, `x86_64`, `armv7`, and `armv8`.
- `tools.android.ndk_path` conf: Write the location of the unzipped NDK.

If you are in Windows, it is necessary to have a make-like build system like MinGW-Make or Ninja. We can provision for Ninja directly in our profile with `[tool_requires]`:

```

...
[conf]
tools.android.ndk_path=C:\ws\android\android-ndk-r23b # Use your path here
tools.cmake.cmaketoolchain.generator=Ninja

[tool_requires]
ninja/[*]

```

Use the **conan new** command to create a “Hello World” C++ library example project:

```
$ conan new cmake_lib -d name=hello -d version=1.0
```

Then we can specify the android profile and our hello library will be built for Android:

```

$ conan create . --profile android

[ 50%] Building CXX object CMakeFiles/hello.dir/src/hello.cpp.o
[100%] Linking CXX static library libhello.a
[100%] Built target hello
...
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

```

Both the library and the `test_package` executable are built for Android, so we cannot use them in our local computer.

Unless you have access to a *root* Android device, running the test application or using the built library is not possible directly so it is more common to build an Android application that uses the hello library.

It is also possible to use the `android-ndk` from a Conan `tool_requires`. There is already a Conan package in ConanCenter containing the AndroidNDK, so writing a profile like:

```
[settings]
os=Android
os.api_level=21
arch=armv8
compiler=clang
compiler.version=18
compiler.libcxx=c++_static
compiler.cppstd=14
build_type=Release

# You might need Ninja conf and tool-requires in Windows too
[tool_requires]
android-ndk/*]
```

And this will download automatically the latest android-ndk from ConanCenter and inject and apply it automatically to build the package. Note that to use packages from ConanCenter in production the *following approach is recommended*

**See also:**

- Check the example *Integrating Conan in Android Studio* to know how to use your c++ libraries in a native Android application.
- Check the tutorial *How to cross-compile your applications using Conan*.

### 8.4.3 Integrating Conan in Android Studio

At the *Cross building to Android with the NDK* we learned how to build a package for Android using the NDK. In this example we are going to learn how to do it with the Android Studio and how to use the libraries in a real Android application.

#### Creating a new project

First of all, download and install the [Android Studio IDE](#).

Then create a new project selecting Native C++ from the templates.

In the next wizard window, select a name for your application, for example *MyConanApplication*, you can leave the “Minimum SDK” with the suggested value (21 in our case), but remember the value as we are using it later in the Conan profile at `os.api_level``

In the “Build configuration language” you can choose between Groovy DSL (`build.gradle`) or Kotlin DSL (`build.gradle.kts`) in order to use `conanInstall` task bellow.

Select a “C++ Standard” in the next window, again, remember the choice as later we should use the same in the profile at `compiler.cppstd`.

In the project generated with the wizard we have a folder `cpp` with a `native-lib.cpp`. We are going to modify that file to use `zlib` and print a message with the used `zlib` version. Copy only the highlighted lines, it is important to keep the function name.

Listing 37: native-lib.cpp

```
#include <jni.h>
#include <string>
#include "zlib.h"
```

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```
extern "C" JNIEXPORT jstring JNICALL
Java_com_example_myconanapp_MainActivity_stringFromJNI(
    JNIEnv* env,
    jobject /* this */) {
    std::string hello = "Hello from C++, zlib version: ";
    hello.append(zlibVersion());
    return env->NewStringUTF(hello.c_str());
}
```

Now we are going to learn how to introduce a requirement to the zlib library and how to prepare our project.

## Introducing dependencies with Conan

### conanfile.txt

We need to provide the zlib package with Conan. Create a file `conanfile.txt` in the `cpp` folder:

Listing 38: conanfile.txt

```
[requires]
zlib/1.2.12

[generators]
CMakeToolchain
CMakeDeps

[layout]
cmake_layout
```

### build.gradle

We are going to automate calling `conan install` before building the Android project, so the requires are prepared, open the `build.gradle` file in the `My_Conan_App.app` (Find it in the *Gradle Scripts* section of the Android project view). Paste the task `conanInstall` contents after the plugins and before the android elements:

Groovy

Kotlin

Listing 39: build.gradle

```
plugins {
    ...
}

task conanInstall {
    def conanExecutable = "conan" // define the path to your conan installation
    def buildDir = new File("app/build")
    buildDir.mkdirs()
    ["Debug", "Release"].each { String build_type ->
```

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```

        ["armv7", "armv8", "x86", "x86_64"].each { String arch ->
            def cmd = conanExecutable + " install " +
                "../src/main/cpp --profile android -s build_type="+ build_type + " -
↳s arch=" + arch +
                " --build missing -c tools.cmake.cmake_layout:build_folder_vars=[
↳'settings.arch']"
            print(">> ${cmd} \n")

            def sout = new StringBuilder(), serr = new StringBuilder()
            def proc = cmd.execute(null, buildDir)
            proc.consumeProcessOutput(sout, serr)
            proc.waitFor()
            println "$sout $serr"
            if (proc.exitValue() != 0) {
                throw new Exception("out> $sout err> $serr" + "\nCommand: ${cmd}")
            }
        }
    }
}

android {
    compileSdk 32

    defaultConfig {
        ...

```

Listing 40: build.gradle.kts

```

plugins {
    ...
}

tasks.register("conanInstall") {
    val conanExecutable = "conan" // define the path to your conan installation
    val buildDir = file("app/build")
    buildDir.mkdirs()

    val buildTypes = listOf("Debug", "Release")
    val architectures = listOf("armv7", "armv8", "x86", "x86_64")

    doLast {
        buildTypes.forEach { buildType ->
            architectures.forEach { arch ->
                val cmd = "$conanExecutable install ../../src/main/cpp --profile android-
↳studio " +
                    "-s build_type=$buildType -s arch=$arch --build missing " +
                    "-c tools.cmake.cmake_layout:build_folder_vars=['settings.arch
↳']"

                println(">> $cmd")
            }
        }
    }
}

```

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```

        val proc = ProcessBuilder(cmd.split(" "))
            .directory(buildDir)
            .start()

        val result = proc.inputStream.bufferedReader().readText()
        val errors = proc.errorStream.bufferedReader().readText()

        proc.waitFor()

        if (proc.exitValue() != 0) {
            throw Exception("Execution failed! Output: $result Error: $errors")
        }
        println(result)
        if (errors.isNotBlank()) {
            println("Errors: $errors")
        }
    }
}

tasks.named("preBuild").configure {
    dependsOn("conanInstall")
}

android {
    compileSdk 32

    defaultConfig {
        ...
    }
}

```

The `conanInstall` task is calling **conan install** for Debug/Release and for each architecture we want to build, you can adjust these values to match your requirements.

If we focus on the `conan install` task we can see:

1. We are passing a `--profile android`, so we need to create the profile. Go to the profiles folder in the conan config home directory (check it running **conan config home**) and create a file named `android` with the following contents:

System NDK

Conan NDK package

```

include(default)

[settings]
os=Android
os.api_level=21
compiler=clang
compiler.version=12
compiler.libcxx=c++_static
compiler.cppstd=14

```

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```
[conf]
tools.android.ndk_path=/opt/homebrew/share/android-ndk
```

```
include(default)

[settings]
os=Android
os.api_level=21
compiler=clang
compiler.version=12
compiler.libcxx=c++_static
compiler.cppstd=14

[tool_requires]
*: android-ndk/r26d
```

You might need to modify:

- `tools.android.ndk_path` conf: The location of the NDK provided by Android Studio. You should be able to see the path to the NDK if you open the `cpp/includes` folder in your IDE.
  - `compiler.version`: Check the NDK documentation or find a `bin` folder containing the compiler executables like `x86_64-linux-android31-clang`. In a MacOS installation it is found in the NDK path `+ toolchains/llvm/prebuilt/darwin-x86_64/bin`. Run `./x86_64-linux-android31-clang --version` to check the running clang version and adjust the profile.
  - `compiler.libcxx`: The supported values are `c++_static` and `c++_shared`.
  - `compiler.cppstd`: The C++ standard version, this should be the value you selected in the Wizard.
  - `os.api_level`: Use the same value you selected in the Wizard.
2. We are passing `-c tools.cmake.cmake_layout:build_folder_vars=['settings.arch']`, thanks to that, Conan will create a different folder for the specified `settings.arch` so we can have all the configurations available at the same time.

To make Conan work we need to pass CMake a custom toolchain. We can do it introducing a single line in the same file, in the `android/defaultConfig/externalNativeBuild/cmake` element:

Listing 41: build.gradle

```
android {
    compileSdk 32

    defaultConfig {
        applicationId "com.example.myconanapp"
        minSdk 21
        targetSdk 21
        versionCode 1
        versionName "1.0"

        testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
        externalNativeBuild {
            cmake {
                cppFlags '-v'
            }
        }
    }
}
```

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```

        arguments("-DCMAKE_TOOLCHAIN_FILE=conan_android_toolchain.cmake")
    }
}

```

### conan\_android\_toolchain.cmake

Create a file called `conan_android_toolchain.cmake` in the `cpp` folder, that file will be responsible of including the right toolchain depending on the `ANDROID_ABI` variable that indicates the build configuration that the IDE is currently running:

Listing 42: `conan_android_toolchain.cmake`

```

# During multiple stages of CMake configuration, the toolchain file is processed and
↪ command-line
# variables may not be always available. The script exits prematurely if essential
↪ variables are absent.

if ( NOT ANDROID_ABI OR NOT CMAKE_BUILD_TYPE )
    return()
endif()
if(${ANDROID_ABI} STREQUAL "x86_64")
    include("${CMAKE_CURRENT_LIST_DIR}/build/x86_64/${CMAKE_BUILD_TYPE}/generators/
↪ conan_toolchain.cmake")
elseif(${ANDROID_ABI} STREQUAL "x86")
    include("${CMAKE_CURRENT_LIST_DIR}/build/x86/${CMAKE_BUILD_TYPE}/generators/conan_
↪ toolchain.cmake")
elseif(${ANDROID_ABI} STREQUAL "arm64-v8a")
    include("${CMAKE_CURRENT_LIST_DIR}/build/armv8/${CMAKE_BUILD_TYPE}/generators/conan_
↪ toolchain.cmake")
elseif(${ANDROID_ABI} STREQUAL "armeabi-v7a")
    include("${CMAKE_CURRENT_LIST_DIR}/build/armv7/${CMAKE_BUILD_TYPE}/generators/conan_
↪ toolchain.cmake")
else()
    message(FATAL "Not supported configuration")
endif()

```

### CMakeLists.txt

Finally, we need to modify the `CMakeLists.txt` to link with the `zlib` library:

Listing 43: `CMakeLists.txt`

```

cmake_minimum_required(VERSION 3.18.1)
project("myconanapp")
add_library(myconanapp SHARED native-lib.cpp)

find_library(log-lib log)

find_package(ZLIB CONFIG)

```

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```
target_link_libraries(myconanapp ${log-lib} ZLIB::ZLIB)
```

## Building the application

If we build our project we can see that *conan install* is called multiple times building the different configurations of *zlib*.

Then if we run the application in a Virtual Device or in a real device pairing it with the QR code we can see:



MyConanApplication

Hello from C++, zlib version: 1.2.11

Once we have our project configured, it is very easy to change our dependencies and keep developing the application, for example, we can edit the `conanfile.txt` file and change the `zlib` to the version `1.12.2`:

```
[requires]
zlib/1.2.12

[generators]
CMakeToolchain
```

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```
CMakeDeps
```

```
[layout]  
cmake_layout
```

If we click build and then run the application, we will see that the zlib dependency has been updated:

```
MyConanApplication
```

```
Hello from C++, zlib version: 1.2.12
```

## 8.4.4 Building packages for TriCore

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

TriCore is an embedded microcontroller architecture used in multiple domains such as automotive. There are multiple compilers for TriCore, some of which can be found [here](#). There are also gcc implementations for TriCore; this is what we will be using in the examples on this page.

Since Conan 2.7 there is some built-in support for this architecture:

- The default `settings.yml` contains architectures: 'tc131', 'tc16', 'tc161', 'tc162', 'tc18'
- CMakeToolchain defines `CMAKE_SYSTEM_NAME=Generic-ELF` and `CMAKE_SYSTEM_PROCESSOR=tricore` for these architectures
- The compiler flags `-m<architecture>` are injected as compiler and linker flags in CMakeToolchain and AutotoolsToolchain

That means that it is possible to define a profile like:

Listing 44: tricore.profile

```
[settings]
os=baremetal
arch=tc162
compiler=gcc
compiler.version=11
compiler.cppstd=20
compiler.libcxx=libstdc++11

[options]
*:fPIC=False
*:shared=False

[conf]
tools.build:compiler_executables={"c":"tricore-elf-gcc","cpp":"tricore-elf-g++"}
```

This assumes the compiler is installed in the system path, and its executables are called `tricore-elf-gcc` and `tricore-elf-g++`. And then, cross-build and create a package for TriCore using this profile, for example the default `cmake_lib`:

```
$ conan new cmake_lib -d name=mypkg -d version=0.1
$ conan create . -pr=tricore.profile
```

---

**Note:**

- This support is new and experimental. Please create a ticket in <https://github.com/conan-io/conan/issues> for any feedback or issues
  - Linking applications (like if using `conan new cmake_exe`) requires a specific linker script, definition of entry-points, etc. Trying to build it as above will produce linking errors. We will try to add further examples for this case.
- 

## 8.5 Configuration files examples

### 8.5.1 Customize your settings: create your `settings_user.yml`

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](https://github.com/conan-io/examples2) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/examples/config_files/settings_user
```

In this example we are going to see how to customize your settings without overwriting the original `settings.yml` file.

**Note:** To understand better this example, it is highly recommended to read previously the reference about [settings.yml](#).

## Locate the settings\_user.yml

First of all, let's have a look at the proposed source/settings\_user.yml:

Listing 45: settings\_user.yml

```
os:
  webOS:
    sdk_version: [null, "7.0.0", "6.0.1", "6.0.0"]
arch: ["cortexa15t2hf"]
compiler:
  gcc:
    version: ["13.0-rc"]
```

As you can see, we don't have to rewrite all the settings because they will be merged with the already defined in settings.yml.

Then, what are we adding through that settings\_user.yml file?

- New OS: webOS, and its sub-setting: sdk\_version.
- New arch available: cortexa15t2hf.
- New gcc version: 13.0-rc.

Now, it's time to copy the file source/settings\_user.yml into your [CONAN\_HOME]/ folder:

```
$ conan config install sources/settings_user.yml
Copying file settings_user.yml to /Users/myuser/.conan2/.
```

## Use your new settings

After having copied the settings\_user.yml, you should be able to use them for your recipes. Add this simple one into your local folder:

Listing 46: conanfile.py

```
from conan import ConanFile

class PkgConan(ConanFile):
    name = "pkg"
    version = "1.0"
    settings = "os", "compiler", "build_type", "arch"
```

Then, create several Conan packages (not binaries, as it does not have any source file for sure) to see that it's working correctly:

Listing 47: Using the new OS and its sub-setting

```
$ conan create . -s os=webOS -s os.sdk_version=7.0.0
...
```

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```

Profile host:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu98
compiler.libcxx=libc++
compiler.version=12.0
os=webOS
os.sdk_version=7.0.0

Profile build:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu98
compiler.libcxx=libc++
compiler.version=12.0
os=Macos
...
----- Installing (downloading, building) binaries... -----
pkg/1.0: Copying sources to build folder
pkg/1.0: Building your package in /Users/myuser/.conan2/p/t/pkg929d53a5f06b1/b
pkg/1.0: Generating aggregated env files
pkg/1.0: Package 'a0d37d10fdb83a0414d7f4a1fb73da2c210211c6' built
pkg/1.0: Build folder /Users/myuser/.conan2/p/t/pkg929d53a5f06b1/b
pkg/1.0: Generated conaninfo.txt
pkg/1.0: Generating the package
pkg/1.0: Temporary package folder /Users/myuser/.conan2/p/t/pkg929d53a5f06b1/p
pkg/1.0 package(): WARN: No files in this package!
pkg/1.0: Package 'a0d37d10fdb83a0414d7f4a1fb73da2c210211c6' created
pkg/1.0: Created package revision 6a947a7b5669d6fde1a35ce5ff987fc6
pkg/1.0: Full package reference: pkg/1.0
  ↳ #637fc1c7080faaa7e2cdccde1bcde118:a0d37d10fdb83a0414d7f4a1fb73da2c210211c6
  ↳ #6a947a7b5669d6fde1a35ce5ff987fc6
pkg/1.0: Package folder /Users/myuser/.conan2/p/pkgb3950b1043542/p

```

Listing 48: Using new gcc compiler version

```

$ conan create . -s compiler=gcc -s compiler.version=13.0-rc -s compiler.
  ↳ libcxx=libstdc++11
...
Profile host:
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.libcxx=libstdc++11
compiler.version=13.0-rc
os=Macos

```

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```

Profile build:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu98
compiler.libcxx=libc++
compiler.version=12.0
os=Macos
...
----- Installing (downloading, building) binaries... -----
pkg/1.0: Copying sources to build folder
pkg/1.0: Building your package in /Users/myuser/.conan2/p/t/pkg918904bbca9dc/b
pkg/1.0: Generating aggregated env files
pkg/1.0: Package '44a4588d3fe63ccc6e7480565d35be38d405718e' built
pkg/1.0: Build folder /Users/myuser/.conan2/p/t/pkg918904bbca9dc/b
pkg/1.0: Generated conaninfo.txt
pkg/1.0: Generating the package
pkg/1.0: Temporary package folder /Users/myuser/.conan2/p/t/pkg918904bbca9dc/p
pkg/1.0 package(): WARN: No files in this package!
pkg/1.0: Package '44a4588d3fe63ccc6e7480565d35be38d405718e' created
pkg/1.0: Created package revision d913ec060e71cc56b10768afb9620094
pkg/1.0: Full package reference: pkg/1.0
  ↳ #637fc1c7080faaa7e2cdccde1bcde118:44a4588d3fe63ccc6e7480565d35be38d405718e
  ↳ #d913ec060e71cc56b10768afb9620094
pkg/1.0: Package folder /Users/myuser/.conan2/p/pkg789b624c93fc0/p

```

Listing 49: Using the new OS and the new architecture

```

$ conan create . -s os=webOS -s arch=cortexa15t2hf
...
Profile host:
[settings]
arch=cortexa15t2hf
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu98
compiler.libcxx=libc++
compiler.version=12.0
os=webOS

Profile build:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu98
compiler.libcxx=libc++
compiler.version=12.0
os=Macos
...
----- Installing (downloading, building) binaries... -----

```

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```

pkg/1.0: Copying sources to build folder
pkg/1.0: Building your package in /Users/myuser/.conan2/p/t/pkgde9b63a6bed0a/b
pkg/1.0: Generating aggregated env files
pkg/1.0: Package '19cf3cb5842b18dc78e5b0c574c1e71e7b0e17fc' built
pkg/1.0: Build folder /Users/myuser/.conan2/p/t/pkgde9b63a6bed0a/b
pkg/1.0: Generated conaninfo.txt
pkg/1.0: Generating the package
pkg/1.0: Temporary package folder /Users/myuser/.conan2/p/t/pkgde9b63a6bed0a/p
pkg/1.0 package(): WARN: No files in this package!
pkg/1.0: Package '19cf3cb5842b18dc78e5b0c574c1e71e7b0e17fc' created
pkg/1.0: Created package revision f5739d5a25b3757254dead01b30d3af0
pkg/1.0: Full package reference: pkg/1.0
  ↳ #637fc1c7080faaa7e2cdccde1bcde118:19cf3cb5842b18dc78e5b0c574c1e71e7b0e17fc
  ↳ #f5739d5a25b3757254dead01b30d3af0
pkg/1.0: Package folder /Users/myuser/.conan2/p/pkgd154182aac59e/p

```

As you could observe, each command has created a different package. That was completely right because we were using different settings for each one. If you want to see all the packages created, you can use the `conan list` command:

Listing 50: List all the `pkg/1.0`'s packages

```

$ conan list pkg/1.0:*
Local Cache
  pkg
    pkg/1.0
      revisions
        637fc1c7080faaa7e2cdccde1bcde118 (2023-02-16 06:42:10 UTC)
          packages
            19cf3cb5842b18dc78e5b0c574c1e71e7b0e17fc
              info
                settings
                  arch: cortexa15t2hf
                  build_type: Release
                  compiler: apple-clang
                  compiler.cppstd: gnu98
                  compiler.libcxx: libc++
                  compiler.version: 12.0
                  os: webOS
            44a4588d3fe63ccc6e7480565d35be38d405718e
              info
                settings
                  arch: x86_64
                  build_type: Release
                  compiler: gcc
                  compiler.libcxx: libstdc++11
                  compiler.version: 13.0-rc
                  os: MacOS
            a0d37d10fdb83a0414d7f4a1fb73da2c210211c6
              info
                settings
                  arch: x86_64
                  build_type: Release

```

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```

compiler: apple-clang
compiler.cppstd: gnu98
compiler.libcxx: libc++
compiler.version: 12.0
os: webOS
os.sdk_version: 7.0.0

```

Try any other custom setting!

See also:

- *profiles.*
- *Conan packages binary compatibility: the package ID*

## 8.6 Graph examples

This section contains examples about different types of advanced graphs, using different types of `requires` and `tool_requires`, advanced usage of requirement traits, etc.

### 8.6.1 Use a CMake macro packaged in a dependency

When a package recipe wants to provide a CMake functionality via a macro, it can be done as follows. Let's say that we have a `pkg` recipe, that will “export” and “package” a `Macros.cmake` file that contains a `pkg_macro()` CMake macro:

Listing 51: `pkg/conanfile.py`

```

from conan import ConanFile
from conan.tools.files import copy

class Pkg(ConanFile):
    name = "pkg"
    version = "0.1"
    package_type = "static-library"
    # Exporting, as part of the sources
    exports_sources = "*.cmake"

    def package(self):
        # Make sure the Macros.cmake is packaged
        copy(self, "*.cmake", src=self.source_folder, dst=self.package_folder)

    def package_info(self):
        # We need to define that there are "build-directories", in this case
        # the current package root folder, containing build files and scripts
        self.cpp_info.builddirs = ["."]

```

Listing 52: pkg/Macros.cmake

```
function(pkg_macro)
    message(STATUS "PKG MACRO WORKING!!!")
endfunction()
```

When this package is created (`cd pkg && conan create .`), it can be consumed by other package recipes, for example this application:

Listing 53: app/conanfile.py

```
from conan import ConanFile
from conan.tools.cmake import CMake

class App(ConanFile):
    package_type = "application"
    generators = "CMakeToolchain"
    settings = "os", "compiler", "arch", "build_type"
    requires = "pkg/0.1"

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
```

That has this `CMakeLists.txt`:

Listing 54: app/CMakeLists.txt

```
cmake_minimum_required(VERSION 3.15)
project(App LANGUAGES NONE)

include(Macros) # include the file with the macro (note no .cmake extension)
pkg_macro() # call the macro
```

So when we run a local build, we will see how the file is included and the macro called:

```
$ cd app
$ conan build .
PKG MACRO WORKING!!!
```

## 8.6.2 Use cmake modules inside a tool\_requires transparently

When we want to reuse some `.cmake` scripts that are inside another Conan package there are several possible different scenarios, like if the `.cmake` scripts are inside a regular `requires` or a `tool_requires`.

Also, it is possible to want 2 different approaches:

- The consumer of the scripts can do a explicit `include(MyScript)` in their `CMakeLists.txt`. This approach is nicely explicit and simpler to setup, just define `self.cpp_info.builddirs` in the recipe, and consumers with `CMakeToolchain` will automatically be able to do the `include()` and use the functionality. See the [example here](#)

- The consumer wants to have the dependency cmake modules automatically loaded when the `find_package()` is executed. This current example implements this case.

Let's say that we have a package, intended to be used as a `tool_require`, with the following recipe:

Listing 55: myfunctions/conanfile.py

```
import os
from conan import ConanFile
from conan.tools.files import copy

class Conan(ConanFile):
    name = "myfunctions"
    version = "1.0"
    exports_sources = ["*.cmake"]

    def package(self):
        copy(self, "*.cmake", self.source_folder, self.package_folder)

    def package_info(self):
        self.cpp_info.set_property("cmake_build_modules", ["myfunction.cmake"])
```

And a `myfunction.cmake` file in:

Listing 56: myfunctions/myfunction.cmake

```
function(myfunction)
    message("Hello myfunction!!!!")
endfunction()
```

We can do a `cd myfunctions && conan create .` which will create the `myfunctions/1.0` package containing the cmake script.

Then, a consumer package will look like:

Listing 57: consumer/conanfile.py

```
from conan import ConanFile
from conan.tools.cmake import CMake, CMakeDeps, CMakeToolchain

class Conan(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    tool_requires = "myfunctions/1.0"

    def generate(self):
        tc = CMakeToolchain(self)
        tc.generate()

        deps = CMakeDeps(self)
        # By default 'myfunctions-config.cmake' is not created for tool_requires
        # we need to explicitly activate it
        deps.build_context_activated = ["myfunctions"]
        # and we need to tell to automatically load 'myfunctions' modules
        deps.build_context_build_modules = ["myfunctions"]
        deps.generate()
```

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```
def build(self):
    cmake = CMake(self)
    cmake.configure()
```

And a CMakeLists.txt like:

Listing 58: consumer/CMakeLists.txt

```
cmake_minimum_required(VERSION 3.0)
project(test)
find_package(myfunctions CONFIG REQUIRED)
myfunction()
```

Then, the consumer will be able to automatically call the myfunction() from the dependency module:

```
$ conan build .
...
Hello myfunction!!!!
```

If for some reason the consumer wants to force the usage from the tool\_requires() as a CMake module, the consumer could do deps.set\_property("myfunctions", "cmake\_find\_mode", "module", build\_context=True), and then find\_package(myfunctions MODULE REQUIRED) will work.

### 8.6.3 Depending on different versions of the same tool-require

**Note:** This is an **advanced** use case. It shouldn't be necessary in the vast majority of cases.

In the general case, trying to do something like this:

```
def build_requirements(self):
    self.tool_requires("gcc/1.0")
    self.tool_requires("gcc/2.0")
```

Will generate a “conflict”, showing an error like Duplicated requirement. This is correct in most situations, when it is obvious that it is not possible to use 2 versions of the same compiler to build the current package.

However there are some exceptional situations when something like that is desired. Let's recreate the potential scenario. Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
git clone https://github.com/conan-io/examples2.git
cd examples2/examples/graph/tool_requires/different_versions
```

There we have a gcc fake recipe with:

```
class Pkg(ConanFile):
    name = "gcc"

    def package(self):
        echo = f"@echo off\nnecho MYGCC={self.version}!!"
        save(self, os.path.join(self.package_folder, "bin", f"mygcc{self.version}.bat"), echo)
```

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```

↪ echo)
    save(self, os.path.join(self.package_folder, "bin", f"mygcc{self.version}.sh"),
↪ echo)
    os.chmod(os.path.join(self.package_folder, "bin", f"mygcc{self.version}.sh"),
↪ 0o777)

```

This is not an actual compiler, it fakes it with a shell or bat script that prints MYGCC=current-version when executed. Note the binary itself is called mygcc1.0 and mygcc2.0, that is, it contains the version in the executable name itself.

We can create 2 different versions for gcc/1.0 and gcc/2.0 with:

```

$ conan create gcc --version=1.0
$ conan create gcc --version=2.0

```

Now, in the wine folder there is a conanfile.py like this:

```

class Pkg(ConanFile):
    name = "wine"
    version = "1.0"

    def build_requirements(self):
        # If we specify "run=False" they no longer conflict
        self.tool_requires("gcc/1.0", run=False)
        self.tool_requires("gcc/2.0", run=False)

    def generate(self):
        # It is possible to individually reference each one
        gcc1 = self.dependencies.build["gcc/1.0"]
        assert gcc1.ref.version == "1.0"
        gcc2 = self.dependencies.build["gcc/2.0"]
        assert gcc2.ref.version == "2.0"

    def build(self):
        ext = "bat" if platform.system() == "Windows" else "sh"
        self.run(f"mygcc1.0.{ext}")
        self.run(f"mygcc2.0.{ext}")

```

The first important point is the build\_requirements() method, that does a tool\_requires() to both versions, but defining run=False. **This is very important:** we are telling Conan that we actually don't need to run anything from those packages. As tool\_requires are not visible, they don't define headers or libraries, there is nothing that makes Conan identify those 2 tool\_requires as conflicting. So the dependency graph can be constructed without errors, and the wine/1.0 package will contain 2 different tool-requires to both gcc/1.0 and gcc/2.0.

Of course, it is not true that we won't run anything from those tool\_requires, but now Conan is not aware of it, and it is completely the responsibility of the user to manage it.

**Warning:** Using run=False makes the tool\_requires() completely invisible, that means that profile [tool\_requires] will not be able to override its version, but it would create an extra tool-require dependency with the version injected from the profile. You might want to exclude specific packages with something like !wine/\*: gcc/3.0.

The recipe has still access in the generate() method to each different tool\_require version, just by providing the full reference like self.dependencies.build["gcc/1.0"].

Finally, the most important part is that the usage of those tools is completely the responsibility of the user. The `bin` folder of both `tool_requires` containing the executables will be in the path thanks to the `VirtualBuildEnv` generator that by default updates the `PATH` env-var. In this case the executables are different like `mygcc1.0.sh` and `mygcc2.0.sh`, so it is not an issue, and each one will be found inside its package.

But if the executable file was exactly the same like `gcc.exe`, then it would be necessary to obtain the full folder (typically in the `generate()` method) with something like `self.dependencies.build["gcc/1.0"].cpp_info.bindir` and use the full path to disambiguate.

Let's see it working. If we execute:

```
$ conan create wine
...
wine/1.0: RUN: mygcc1.0.bat
MYGCC=1.0!!

wine/1.0: RUN: mygcc2.0.bat
MYGCC=2.0!!
```

### 8.6.4 Depending on same version of a tool-require with different options

**Note:** This is an **advanced** use case. It shouldn't be necessary in the vast majority of cases.

In the general case, trying to do something like this:

```
def build_requirements(self):
    self.tool_requires("gcc/1.0")
    self.tool_requires("gcc/1.0")
```

Will generate a “conflict”, showing an error like `Duplicated requirement`.

However there are some exceptional situations that we could need to depend on the same `tool_requires` version, but using different binaries of that `tool_requires`. This can be achieved by passing different options to those `tool_requires`. Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
git clone https://github.com/conan-io/examples2.git
cd examples2/examples/graph/tool_requires/different_options
```

There we have a `gcc` fake recipe with:

```
class Pkg(ConanFile):
    name = "gcc"
    version = "1.0"
    options = {"myoption": [1, 2]}

    def package(self):
        # This fake compiler will print something different based on the option
        echo = f"@echo off\nnecho MYGCC={self.options.myoption}!!"
        save(self, os.path.join(self.package_folder, "bin", f"mygcc{self.options.
↪myoption}.bat"), echo)
        save(self, os.path.join(self.package_folder, "bin", f"mygcc{self.options.
↪myoption}.sh"), echo)
```

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```
os.chmod(os.path.join(self.package_folder, "bin", f"mygcc{self.options.myoption}."
↪sh"), 0o777)
```

This is not an actual compiler, it fakes it with a shell or bat script that prints MYGCC=current-option when executed. Note the binary itself is called mygcc1 and mygcc2, that is, it contains the option in the executable name itself.

We can create 2 different binaries for gcc/1.0 with:

```
$ conan create gcc -o myoption=1
$ conan create gcc -o myoption=2
```

Now, in the wine folder there is a conanfile.py like this:

```
class Pkg(ConanFile):
    name = "wine"
    version = "1.0"

    def build_requirements(self):
        self.tool_requires("gcc/1.0", run=False, options={"myoption": 1})
        self.tool_requires("gcc/1.0", run=False, options={"myoption": 2})

    def generate(self):
        gcc1 = self.dependencies.build.get("gcc", options={"myoption": 1})
        assert gcc1.options.myoption == "1"
        gcc2 = self.dependencies.build.get("gcc", options={"myoption": 2})
        assert gcc2.options.myoption == "2"

    def build(self):
        ext = "bat" if platform.system() == "Windows" else "sh"
        self.run(f"mygcc1.{ext}")
        self.run(f"mygcc2.{ext}")
```

The first important point is the build\_requirements() method, that does a tool\_requires() to both binaries, but defining run=False and options={"myoption": value} traits. **This is very important:** we are telling Conan that we actually don't need to run anything from those packages. As tool\_requires are not visible, they don't define headers or libraries and they define different options, there is nothing that makes Conan identify those 2 tool\_requires as conflicting. So the dependency graph can be constructed without errors, and the wine/1.0 package will contain 2 different tool-requires to both gcc/1.0 with myoption=1 and with myoption=2.

Of course, it is not true that we won't run anything from those tool\_requires, but now Conan is not aware of it, and it is completely the responsibility of the user to manage it.

**Warning:** Using run=False makes the tool\_requires() completely invisible, that means that profile [tool\_requires] will not be able to override its version, but it would create an extra tool-require dependency with the version injected from the profile. You might want to exclude specific packages with something like !wine/\*: gcc/3.0.

The recipe still has access in the generate() method to each different tool\_require version, just by providing the options values for the dependency that we want self.dependencies.build.get("gcc", options={"myoption": 1}).

Finally, the most important part is that the usage of those tools is completely the responsibility of the user. The bin folder of both tool\_requires containing the executables will be in the path thanks to the VirtualBuildEnv gen-

erator that by default updates the PATH env-var. In this case the executables are different like `mygcc1.sh` and `mygcc2.sh`, so it is not an issue, and each one will be found inside its package.

But if the executable file was exactly the same like `gcc.exe`, then it would be necessary to obtain the full folder (typically in the `generate()` method) with something like `self.dependencies.build.get("gcc", options={"myoption": 1}).cpp_info.bindir` and use the full path to disambiguate.

Let's see it working. If we execute:

```
$ conan create wine
...
wine/1.0: RUN: mygcc1.bat
MYGCC=1!!

wine/1.0: RUN: mygcc2.bat
MYGCC=2!!
```

### 8.6.5 Using the same requirement as a requires and as a tool\_requires

There are libraries which could behave as a library and as a tool requirement, e.g., `protobuf`. Those libraries normally contains headers/sources of the library itself, and, perhaps, some extra tools (compilers, shell scripts, etc.). Both parts are used in different contexts, let's think of this scenario using `protobuf` for instance:

- I want to create a library which includes a compiled protobuf message. The protobuf compiler (build context) needs to be invoked at build time, and the library with the compiled `.pb.cc` file needs to be linked against the protobuf library (host context).

Given that, we should be able to use protobuf in build/host context in the same Conan recipe. Basically, your package recipe should look like:

```
def requirements(self):
    self.requires("protobuf/3.18.1")

def build_requirements(self):
    self.tool_requires("protobuf/<host_version>")
```

---

**Note:** The `protobuf/<host_version>` expression ensures that the same version of the library is used in both contexts. You can read more about it [here](#).

---

This is the way to proceed with any other library used in both contexts. Nonetheless, let's see a detailed example to see how the example looks like.

Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) on GitHub:

```
git clone https://github.com/conan-io/examples2.git
cd examples2/examples/graph/tool_requires/using_protobuf/myaddresser
```

The structure of the project is the following:

```
./
├── conanfile.py
├── CMakeLists.txt
├── addressbook.proto
└── apple-arch-armv8
```

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```

├── apple-arch-x86_64
├── src
│   └── myaddresser.cpp
├── include
│   └── myaddresser.h
├── test_package
│   ├── conanfile.py
│   ├── CMakeLists.txt
│   └── src
│       └── example.cpp

```

The conanfile.py looks like:

Listing 59: ./conanfile.py

```

from conan import ConanFile
from conan.tools.cmake import CMake, cmake_layout

class myaddresserRecipe(ConanFile):
    name = "myaddresser"
    version = "1.0"
    package_type = "library"
    settings = "os", "compiler", "build_type", "arch"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}
    generators = "CMakeDeps", "CMakeToolchain"
    # Sources are located in the same place as this recipe, copy them to the recipe
    exports_sources = "CMakeLists.txt", "src/*", "include/*", "addressbook.proto"

    def config_options(self):
        if self.settings.os == "Windows":
            self.options.rm_safe("fPIC")

    def configure(self):
        if self.options.shared:
            self.options.rm_safe("fPIC")

    def requirements(self):
        self.requires("protobuf/3.18.1")

    def build_requirements(self):
        self.tool_requires("protobuf/<host_version>")

    def layout(self):
        cmake_layout(self)

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()

```

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```
def package(self):
    cmake = CMake(self)
    cmake.install()

def package_info(self):
    self.cpp_info.libs = ["myaddresser"]
    self.cpp_info.requires = ["protobuf::libprotobuf"]
```

As you can see, we're using *protobuf* at the same time but in different contexts.

The CMakeLists.txt shows how this example uses protobuf compiler and library:

Listing 60: ./CMakeLists.txt

```
cmake_minimum_required(VERSION 3.15)
project(myaddresser LANGUAGES CXX)

find_package(protobuf CONFIG REQUIRED)

protobuf_generate_cpp(PROTO_SRCS PROTO_HDRS addressbook.proto)

add_library(myaddresser src/myaddresser.cpp ${PROTO_SRCS})
target_include_directories(myaddresser PUBLIC include)

target_include_directories(myaddresser PUBLIC
    ${<BUILD_INTERFACE:${CMAKE_CURRENT_SOURCE_DIR}/include>}
    ${<BUILD_INTERFACE:${CMAKE_CURRENT_BINARY_DIR}>}
    ${<INSTALL_INTERFACE:include>}
)

target_link_libraries(myaddresser PUBLIC protobuf::libprotobuf)

set_target_properties(myaddresser PROPERTIES PUBLIC_HEADER "include/myaddresser.h;$
↪{PROTO_HDRS}")
install(TARGETS myaddresser)
```

Where the library itself defines a simple *myaddresser.cpp* which uses the generated *addressbook.pb.h* header:

Listing 61: ./src/myaddresser.cpp

```
#include <iostream>
#include <fstream>
#include <string>
#include "addressbook.pb.h"
#include "myaddresser.h"

void myaddresser(){
    // Testing header generated by protobuf
    GOOGLE_PROTOBUF_VERIFY_VERSION;

    tutorial::AddressBook address_book;
    auto * person = address_book.add_people();
    person->set_id(1337);
```

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```
std::cout << "myaddresser(): created a person with id 1337\n";
// Optional: Delete all global objects allocated by libprotobuf.
google::protobuf::ShutdownProtobufLibrary();
}
```

Finally, the `test_package` example simply calls the `myaddresser()` function to check that everything works correctly:

Listing 62: `./test_package/src/example.cpp`

```
#include <iostream>
#include <fstream>
#include <string>
#include "myaddresser.h"

int main(int argc, char* argv[]) {
    myaddresser();
    return 0;
}
```

So, let's see if it works fine:

```
$ conan create . --build missing
...

Requirements
  myaddresser/1.0
  ↳ #71305099cc4dc0b08bb532d4f9196ac1:c4e35584cc696eb5dd8370a2a6d920fb2a156438 - Build
  protobuf/3.18.1
  ↳ #ac69396cd9fbb796b5b1fc16473ca354:e60fa1e7fc3000cc7be2a50a507800815e3f45e0
  ↳ #0af7d905b0df3225a3a56243841e041b - Cache
  zlib/1.2.13#13c96f538b52e1600c40b88994de240f:d0599452a426a161e02a297c6e0c5070f99b4909
  ↳ #69b9ece1cce8bc302b69159b4d437acd - Cache
Build requirements
  protobuf/3.18.1
  ↳ #ac69396cd9fbb796b5b1fc16473ca354:e60fa1e7fc3000cc7be2a50a507800815e3f45e0
  ↳ #0af7d905b0df3225a3a56243841e041b - Cache
...

-- Install configuration: "Release"
-- Installing: /Users/myuser/.conan2/p/b/myser03f790a5a5533/p/lib/libmyaddresser.a
-- Installing: /Users/myuser/.conan2/p/b/myser03f790a5a5533/p/include/myaddresser.h
-- Installing: /Users/myuser/.conan2/p/b/myser03f790a5a5533/p/include/addressbook.pb.h

myaddresser/1.0: package(): Packaged 2 '.h' files: myaddresser.h, addressbook.pb.h
myaddresser/1.0: package(): Packaged 1 '.a' file: libmyaddresser.a
...

===== Testing the package: Executing test =====
myaddresser/1.0 (test package): Running test()
myaddresser/1.0 (test package): RUN: ./example
myaddresser(): created a person with id 1337
```

After seeing it's running OK, let's try to use cross-building. Notice that this part is based on MacOS Intel systems, and cross-compiling for MacOS ARM ones, but you could use your own profiles depending on your needs for sure.

**Warning:** MacOS system is required to run this part of the example.

```
$ conan create . --build missing -pr:b apple-arch-x86_64 -pr:h apple-arch-armv8
...

-- Install configuration: "Release"
-- Installing: /Users/myuser/.conan2/p/b/myser03f790a5a5533/p/lib/libmyaddresser.a
-- Installing: /Users/myuser/.conan2/p/b/myser03f790a5a5533/p/include/myaddresser.h
-- Installing: /Users/myuser/.conan2/p/b/myser03f790a5a5533/p/include/addressbook.pb.h

myaddresser/1.0: package(): Packaged 2 '.h' files: myaddresser.h, addressbook.pb.h
myaddresser/1.0: package(): Packaged 1 '.a' file: libmyaddresser.a
....

===== Testing the package: Executing test =====
myaddresser/1.0 (test package): Running test()
```

Now, we cannot see the example running because of the host architecture. If we want to check that the *example* executable is built for the correct one:

```
$ file test_package/build/apple-clang-13.0-armv8-gnu17-release/example
test_package/build/apple-clang-13.0-armv8-gnu17-release/example: Mach-O 64-bit
executable arm64
```

Everything works as expected, and the executable was built for 64-bit executable arm64 architectures.

## 8.7 Developer tools and flows

### 8.7.1 Debugging and stepping into dependencies

Sometimes, when developing and debugging your own code, it could be useful to be able to step-into the dependencies source code too. There are a couple of things to take into account:

- Recipes and packages from ConanCenter do not package always all the debug artifacts necessary to debug. For example in Windows, the \*.pdb files are not packaged, because they are very heavy, and in practice barely used. It is possible to have your own packages to package the PDB files if you want, but that still won't solve the next point.
- Debug artifacts are often not relocatable, that means that such artifacts can only be used in the location they were built from sources. But packages that are uploaded to a server and downloaded to a different machine can put those artifacts in a different folder. Then, the debug artifacts might not correctly locate the source code, the symbols, etc.

## Building from source

The recommended approach for debugging dependencies is building them from source in the local cache. This approach should work out of the box for most recipes, including ConanCenter recipes.

We can reuse the code from the very first example in the tutorial for this use case. Please, first clone the sources to recreate this project. You can find them in the [examples2 repository](#) in GitHub:

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/simple_cmake_project
```

Then, lets make sure the dependency is built from source:

```
$ conan install . -s build_type=Debug --build="zlib/*"
...
Install finished successfully
```

Assuming that we have CMake>=3.23, we can use the presets (otherwise, please use the `-DCMAKE_TOOLCHAIN_FILE` arguments):

```
$ cmake . --preset conan-default
```

This will create our project, that we can start building and debugging.

## Step into a dependency with Visual Studio

Once the project is created, in Visual Studio, we can double-click on the `compressor.sln` file, or open the file from the open Visual Studio IDE.

Once the project is open, the first step is building it, making sure the Debug configuration is the active one, going to Build -> Build Solution will do it. Then we can define `compressor` as the “Startup project” in project view.

Going to the `compressor/main.c` source file, we can introduce a breakpoint in some line there:

Listing 63: main.c

```
int main(void) {
    ...

    // add a breakpoint in deflateInit line in your IDE
    deflateInit(&defstream, Z_BEST_COMPRESSION);
    deflate(&defstream, Z_FINISH);
```

Clicking on the Debug -> Start Debugging (or F5), the program will start debugging and stop at the `deflateInit()` line. Clicking on the Debug -> Step Into, the IDE should be able to navigate to the `deflate.c` source code. If we check this file, its path will be inside the Conan cache, like `C:\Users\<myuser>\.conan2\p\b\zlib4f7275ba0a71f\b\src\deflate.c`

Listing 64: deflate.c

```
int ZEXPORT deflateInit_(strm, level, version, stream_size)
    z_stream* strm;
    int level;
    const char *version;
    int stream_size;
```

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```
{
    return deflateInit2_(strm, level, Z_DEFLATED, MAX_WBITS, DEF_MEM_LEVEL,
                        Z_DEFAULT_STRATEGY, version, stream_size);
    /* To do: ignore strm->next_in if we use it as window */
}
```

**See also:**

- Modifying the dependency source code while debugging is not possible with this approach. If that is the intended flow, the recommended approach is to use *editable package*.

## 8.7.2 Debugging shared libraries with Visual Studio

In the previous example we discussed how to debug dependencies in Visual Studio, but when using Conan dependencies in a project it is possible that the original build folder and build files don't exist. Conan packages don't contain the necessary information for debugging libraries with Visual Studio by default, this information is stored in PDBs that are generated during the compilation of the libraries. When using Conan these PDBs are generated in the build folder, which is only needed during the building of the libraries. For that reason it's a common operation to clean the Conan cache with `conan cache clean` to remove the build folder and save disk space.

For these cases where the build folder is not present we created a hook that copies the PDBs generated in the build folder to the package folder. This behavior can't be forced by default because PDB files are usually larger than the whole package, and it would greatly increase the package sizes.

This section will follow some examples on how to debug a project in different cases to show how users can make use of the PDB hook.

### Creating a project and debugging as usual

First we will debug our project as usual, as it is explained in more detail in the *previous example*. We can start building our dependencies from sources as in the previous section, only this time we will build them as shared. To begin with, clone the sources needed for the example from the `examples2` repository in GitHub and create the project.

```
$ git clone https://github.com/conan-io/examples2.git
$ cd examples2/tutorial/consuming_packages/simple_cmake_project
$ conan install . -o="*:shared=True" -s build_type=Debug --build="zlib/*"
...
Install finished successfully

# CMake presets require CMake>=3.23
$ cmake --preset=conan-default
```

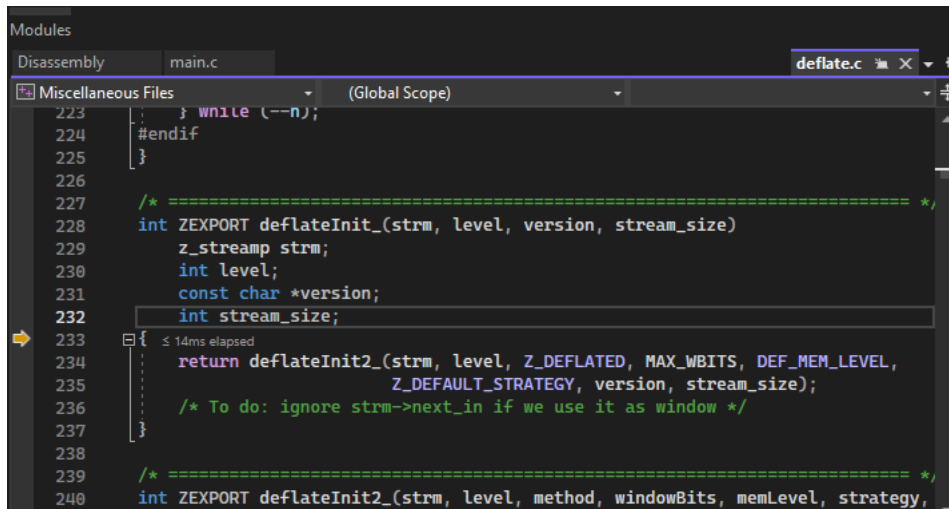
---

**Note:** We will only cover the case where the dependencies are built as shared because the PDBs and how they are linked to the libraries works differently for static libraries.

---

We can now open the solution `compressor.sln` to open our project in Visual Studio and debug it as explained in the previous example. Setting a breakpoint in line 22, running the debugger and using the step into will allow us to debug inside our dependency file `deflate.c`.





In this case the original build files were all present so the debugger worked as usual. Next we will see how the debugger works after removing the build files from the Conan cache.

### Removing build files from the Conan cache

There are multiple reasons that can cause the build files to not be present after the dependencies are compiled. We will clean our build files from the cache to simulate one of those cases using `conan cache clean`. The `--build` flag makes sure that we only remove the build files, as we will need our source files for this example.

```
$ conan list "zlib/1.2.11:*"
$ conan cache path --folder build zlib/1.2.11:17b26a16efb893750e4481f98a154db2934ead88
$ conan cache clean zlib/1.2.11 --build
$ conan cache path --folder build zlib/1.2.11:17b26a16efb893750e4481f98a154db2934ead88
```

After closing and reopening our solution in Visual Studio, we can try to debug again. If you try to step into the dependency, with the breakpoint on line 22, you will notice it will directly skip over to the next line as Visual Studio doesn't have any information on the dependencies to debug.

### Installing a hook to copy the PDBs to the package folder

To solve the issue of not having the PDBs in the package folder, we created a hook that copies the PDBs from the build folder to the package folder. The hook is available in the [conan-extensions repository](#). Installing the whole repository will work, but we recommend to only install the hooks folder from the `conan-extensions` repository with:

```
$ conan config install https://github.com/conan-io/conan-extensions.git -sf=extensions/
hooks -tf=extensions/hooks
```

The hook is made so it won't run by default, as it can increase the package size significantly. As explained in the [hooks documentation](#), we need to change the name of our hook to start with `hook_`. To locate the path where the hook was placed, run the command `conan config home` to find your local cache path and go to the `extensions/hooks` folder to rename the `_hook_copy_pdb_to_package.py` file. Be aware that this hook will run everytime a `package()` method is run, to disable the hook just rename the hook back to start with `_hook_`.

The hook is implemented as a post-package hook, which means that it will execute after the package is created through the `package()` method of a recipe. This avoids any potential issue, as the order will be as follows:

- The `build()` method of the recipe is executed, generating the DLLs and PDBs

- The `package()` method of the recipe is executed, copying the necessary files to the package folder (in this case the DLLs but not the PDBs)
- The hook is executed copying the PDBs from the build folder next to its DLL for every DLL in the package

The hook makes use of the `dumpbin` tool which is included in the Visual Studio installation. This tool allows us to get information of a DLL, in this case the path where its associated PDB is located. It will be used for every DLL in the package to locate its PDB to copy it to the package folder.

For more information on how PDBs work with Visual and how we used it to create the hook can be found in the [hook readme](#).

## Debugging without build files

After installing the hook we will create again the project from sources so the hook can now copy the PDBs to the package folder alongside the package DLLs so they can be found by the debugger.

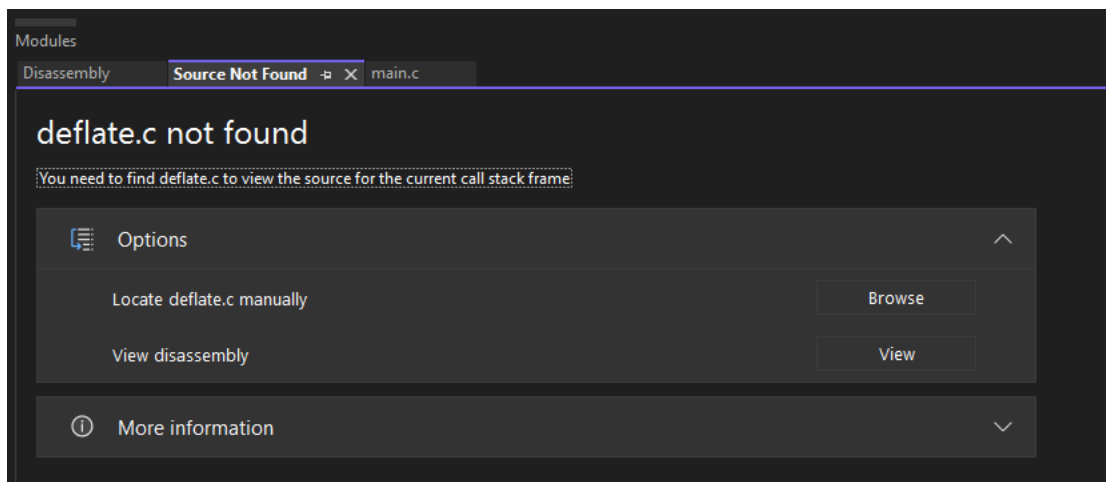
```
$ conan install . -o="*:shared=True" -s build_type=Debug --build="zlib/*"
...
zlib/1.2.11: Calling package()
...
[HOOK - hook_copy_pdb_to_package.py] post_package(): PDBs post package hook running
...
Install finished successfully

# CMake presets require CMake>=3.23
$ cmake --preset=conan-default
```

Notice that when running the conan install now you will see the outputs of the hook running after the call to `package()`. To test the hook we can clean the cache again to remove the build files, this includes the sources used to build the library and the PDBs that were originally generated.

```
$ conan cache clean zlib/1.2.11 --build
```

Open the solution in Visual Studio again and start the debugger. When you try to step into the dependency in line 22, an error message will pop up telling us the file was not found and it will ask where the file is located. We can close this window and it will give the option to view the disassembly which can be debugged thanks to the PDB. The PDB only contains the debugging information but Visual Studio is missing the source files, so it won't be able to debug over those as it did initially.



## Locating the sources path for the debugger

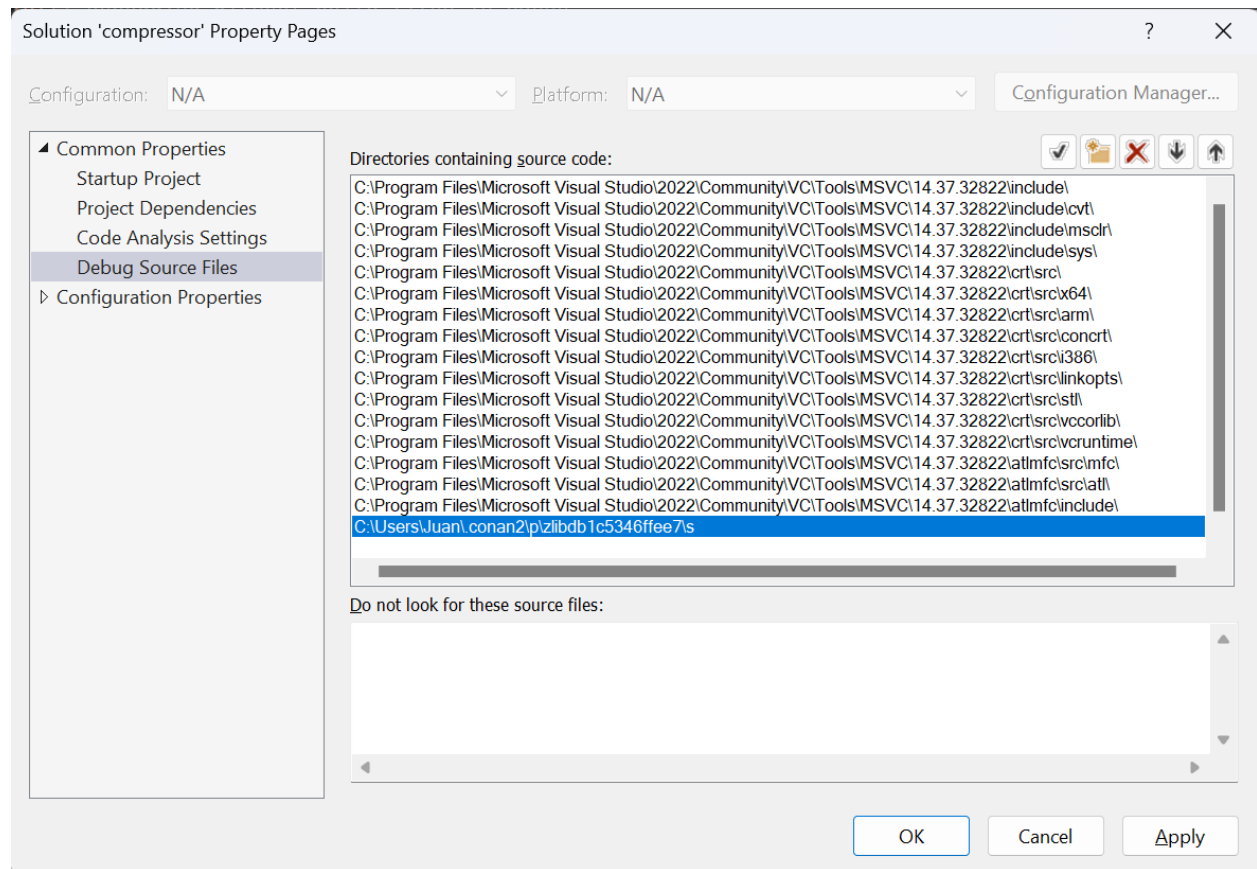
Visual Studio won't be able to find the source files by itself after deleting the original build files. To be able to debug over the source files, there's an option to manually set the source folder path so that it's possible to debug over the source files. This requires that the source files for the dependency exist. In our case we can get the location of this source files by running a `conan cache path`.

```
$ conan cache path --folder source zlib/1.2.11
```

In case this source path is not present we can use a config to download the sources again.

```
$ conan install . -o="*:shared=True" -s build_type=Debug -c:a="tools.build:download_source=True"
```

Once we have the source path we can set it in Visual Studio so the debugger can find the source files. Right click on the solution in the Solution Explorer and select Properties. Go to Debug Source Files in the Common Properties section and add our source path.



Starting the debugger again will allow to step into the code of the dependency as in the first example we did.

**Note:** If there are patches to the source files we won't be able to debug over the modified files, as we are using the files from the source folder and the patches are applied in a later step right before being compiled in the build folder.

Any modification to the source files will not allow debugging over them, as Visual Studio does a checksum check, so they need to be the exact same files as when the libraries were compiled.

### 8.7.3 Using a MinGW as tool\_requires to build with gcc in Windows

If we had MinGW installed in our environment, we could define a profile like:

```
[settings]
os=Windows
compiler=gcc
compiler.version=12
compiler.libcxx=libstdc++11
compiler.threads=posix
compiler.exception=sjlj
arch=x86_64
build_type=Release

[buildenv]
PATH+=(path)C:/path/to/mingw/bin
# other environment we might need like
CXX=C:/path/to/mingw/bin/g++
# etc

[conf]
# some configuration like 'tools.build:compiler_executables' might be needed for some
# cases
```

But we can also use a Conan package that contains a copy of the MinGW compiler and use it as a tool\_requires instead:

Listing 65: mingw-profile.txt

```
[settings]
os=Windows
compiler=gcc
compiler.version=12
compiler.libcxx=libstdc++11
compiler.threads=posix
compiler.exception=seh
arch=x86_64
build_type=Release

[tool_requires]
mingw-builds/12.2.0
```

With this profile we can for example create a package in Windows with:

```
# Using a basic template project
$ conan new cmake_lib -d name=mypkg -d version=0.1
$ conan create . -pr=mingw
...
-- The CXX compiler identification is GNU 12.2.0
...

===== Testing the package: Executing test =====
```

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```

mypkg/0.1 (test package): Running test()
mypkg/0.1 (test package): RUN: .\example
mypkg/0.1: Hello World Release!
mypkg/0.1: _M_X64 defined
mypkg/0.1: __x86_64__ defined
mypkg/0.1: _GLIBCXX_USE_CXX11_ABI 1
mypkg/0.1: MSVC runtime: MultiThreadedDLL
mypkg/0.1: __cplusplus201703
mypkg/0.1: __GNUC__12
mypkg/0.1: __GNUC_MINOR__2
mypkg/0.1: __MINGW32__1
mypkg/0.1: __MINGW64__1
mypkg/0.1 test_package

```

**See also:**

- The ConanCenter web page for the [mingw-builds](#) package
- The `conan-center-index` [mingw-builds](#) Github repo recipe

## 8.8 Conan commands examples

### 8.8.1 Using packages-lists

**Note:** This feature is in **preview**. It means that it is very unlikely to be removed and unlikely to have breaking changes. Maintainers will try as much as possible to not break it, and only do it if very necessary. See [the Conan stability](#) section for more information.

Packages lists are a powerful and convenient Conan feature that allows to automate and concatenate different Conan commands. Let's see some common use cases:

#### Listing packages and downloading them

A first simple use case could be listing some recipes and/or binaries in a server, and then downloading them.

We can do any `conan list`, for example, to list all `zlib` versions above 1.2.11, the latest recipe revision, all Windows binaries for that latest recipe revision, and finally the latest package revision for every binary. Note that if we want to actually download something later, it is necessary to specify the `latest` package revision, otherwise only the recipes will be downloaded.

```
$ conan list "zlib/[>1.2.11]#latest:##latest" -p os=Windows --format=json -r=conancenter.
↪ pkglist.json
```

The output of the command is sent in `json` format to the file `pkglist.json` that looks like:

Listing 66: `pkglist.json` (simplified)

```

"conancenter": {
  "zlib/1.2.12": {
    "revisions": {

```

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```

    "b1fd071d8a2234a488b3ff74a3526f81": {
      "timestamp": 1667396813.987,
      "packages": {
        "ae9eaf478e918e6470fe64a4d8d4d9552b0b3606": {
          "revisions": {
            "19808a47de859c2408ffcf8e5df1fdaf": {
            }
          },
          "info": {
            "settings": {
              "arch": "x86_64",
              "os": "Windows"
            }
          }
        }
      }
    },
    "zlib/1.2.13": {
    }
  }
}

```

The first level in the `pkglist.json` is the “origin” remote or “Local Cache” if the list happens in the cache. In this case, as we listed the packages in `conancenter` remote, that will be the origin.

We can now do a download of these recipes and binaries with a single `conan download` invocation:

```

$ conan download --list=pkglist.json -r=conancenter
# Download the recipes and binaries in pkglist.json
# And displays a report of the downloaded things

```

## Downloading from one remote and uploading to a different remote

Let’s say that we create a new package list from the packages downloaded in the previous step:

```

$ conan download --list=pkglist.json -r=conancenter --format=json > downloaded.json
# Download the recipes and binaries in pkglist.json
# And stores the result in "downloaded.json"

```

The resulting `downloaded.json` will be almost the same as the `pkglist.json` file, but in this case, the “origin” of those packages is the “Local Cache” (as the downloaded packages will be in the cache):

Listing 67: `downloaded.json` (simplified)

```

"Local Cache": {
  "zlib/1.2.12": {
    "revisions": {
    }
  }
}

```

That means that we can now upload this same set of recipes and binaries to a different remote:

```
$ conan upload --list=downloaded.json -r=myremote -c
# Upload those artifacts to the same remote
```

### Note: Best practices

This would be a **slow** mechanism to run promotions between different server repositories. Servers like Artifactory provide ways to directly copy packages from one repository to another without using a client, that are orders of magnitude faster because of file deduplication, so that would be the recommended approach. The presented approach in this section might be used for air-gapped environments and other situations in which it is not possible to do a server-to-server copy.

## Building and uploading packages

One of the most interesting flows is the one when some packages are being built in the local cache, with a `conan create` or `conan install --build=xxx` command. Typically, we would like to upload the locally built packages to the server, so they don't have to be re-built again by others. But we might want to upload only the built binaries, but not all others transitive dependencies, or other packages that we had previously in our local cache.

It is possible to compute a package list from the output of a `conan install`, `conan create` and `conan graph info` commands. Then, that package list can be used for the upload. Step by step:

First let's say that we have our own package `mypkg/0.1` and we create it:

```
$ conan new cmake_lib -d name=mypkg -d version=0.1
$ conan create . --format=json > create.json
```

This will create a json representation of the graph, with information of what packages have been built "binary": "Build":

Listing 68: create.json (simplified)

```
{
  "graph": {
    "nodes": {
      "0": {
        "ref": "conanfile",
        "id": "0",
        "recipe": "Cli",
        "context": "host",
        "test": false
      },
      "1": {
        "ref": "mypkg/0.1#f57cc9a1824f47af2f52df0dbdd440f6",
        "id": "1",
        "recipe": "Cache",
        "package_id": "2401fa1d188d289bb25c37cfa3317e13e377a351",
        "prev": "75f44d989175c05bc4be2399edc63091",
        "build_id": null,
        "binary": "Build"
      }
    }
  }
}
```

We can compute a package list from this file, and then upload those artifacts to the server with:

```
$ conan list --graph=create.json --graph-binaries=build --format=json > pkglist.json
# Create a pkglist.json with the known list of recipes and binaries built from sources
$ conan upload --list=pkglist.json -r=myremote -c
```

## Removing packages lists

It is also possible to first `conan list` and create a list of things to remove, and then remove them:

```
# Removes everything from the cache
$ conan list "*" --format=json > pkglist.json
$ conan remove --list=pkglist.json -c
```

Note that in this case, the default patterns are different in `list` and `remove`, because of the destructive nature of `conan remove`:

- When a recipe is passed to `remove` like `conan remove zlib/1.2.13`, it will remove the recipe of `zlib/1.2.13` and all of its binaries, because the binaries cannot live without the recipe.
- When a `package_id` is passed, like `conan remove zlib/1.2.13:package_id`, then that specific `package_id` will be removed, but the recipe will not

Then the pattern to remove everything will be different if we call directly `conan remove` or if we call first `conan list`, for example:

```
# Removes everything from the cache
$ conan remove "*"
# OR via list, we need to explicitly include all revisions
$ conan list "*" --format=json > pkglist.json
$ conan remove --list=pkglist.json -c

# Removes only the binaries from the cache (leave recipes)
$ conan remove ".*:*"
# OR via list, we need to explicitly include all revisions
$ conan list ".*:*" --format=json > pkglist.json
$ conan remove --list=pkglist.json -c
```

For more information see the [Reference commands section](#)

## 8.9 Conan runners examples

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

### 8.9.1 Creating a Conan package using a Docker runner

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.



First of all you need to have the Docker daemon installed and running, plus Conan and the docker Python package. This tutorial assumes that you are running Conan inside a Python virtual environment, skip the first line if you already have the docker Python package installed in your virtual environment.

```
# install docker in your virtual environment if you don't have it already installed
$ pip install conan docker
$ docker ps
$
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES

Now we are going to create simple `cmake_lib` Conan template to later run inside Docker using the runner feature. Let's create the Conan package and a Dockerfile inside our project folder.

```
$ cd </my/runner/folder>
$ mkdir mylib
$ cd mylib
$ conan new cmake_lib -d name=mylib -d version=0.1
$ tree
.
├── CMakeLists.txt
├── conanfile.py
├── include
│   └── mylib.h
├── src
│   └── mylib.cpp
└── test_package
    ├── CMakeLists.txt
    ├── conanfile.py
    └── src
        └── example.cpp
```

#### Dockerfile

```
FROM ubuntu:22.04
RUN apt-get update \
    && DEBIAN_FRONTEND=noninteractive apt-get install -y --no-install-recommends \
        build-essential \
        cmake \
        python3 \
        python3-pip \
        python3-venv \
    && rm -rf /var/lib/apt/lists/*
RUN pip install conan
```

```
$ cd </my/runner/folder>/mylib
$ tree
.
...
├── Dockerfile
...
```

Now, we need to define two new profiles inside the conan profiles folder. Replace `</my/runner/folder>` with your real project folder path.

`docker_example_host` profile

```
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux

[runner]
type=docker
dockerfile=</my/runner/folder>/mylib
cache=copy
remove=true
```

docker\_example\_build profile

```
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux
```

We are going to start from a totally clean environment, without any containers, images or conan package.

```
$ conan list "*"
Found 0 pkg/version recipes matching * in local cache
```

```
$ docker ps --all
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE

Now, it's time to create our library mylib using our new runner definition.

```
$ conan create . --version 0.1 -pr:h docker_example_host -pr:b docker_example_build
```

If we split and analyze the command output, we can see what is happening and where the commands are being executed.

### 1. Standard conan execution.

```
===== Exporting recipe to the cache =====
mylib/0.1: Exporting package recipe: </my/runner/folder>/mylib/conanfile.py
mylib/0.1: Copied 1 '.py' file: conanfile.py
mylib/0.1: Copied 1 '.txt' file: CMakeLists.txt
mylib/0.1: Copied 1 '.h' file: mylib.h
mylib/0.1: Copied 1 '.cpp' file: mylib.cpp
mylib/0.1: Exported to cache folder: /Users/davidsanfal/.conan2/p/mylib4abd06a04bdaa/e
mylib/0.1: Exported: mylib/0.1#8760bf5a311f01cc26f3b95428203210 (2024-07-08 12:22:01 UTC)
```

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```

===== Input profiles =====
Profile host:
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux

Profile build:
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux

```

## 2. Build docker image

```

*****
* Building the Docker image: my-conan-runner *
*****

Dockerfile path: '</my/runner/folder>/mylib/Dockerfile'
Docker build context: '</my/runner/folder>/mylib'

Step 1/4 : FROM ubuntu:22.04

...

---> 2bcf70201cce
Successfully built 2bcf70201cce
Successfully tagged conan-runner-default:latest

```

## 3. Save the local cache running conan cache save.

```

*****
* Save host cache in: </my/runner/folder>/mylib/.conanrunner/local_cache_save.tgz *
*****

Found 1 pkg/version recipes matching * in local cache
Saving mylib/0.1: mylib4abd06a04bdaa

```

## 4. Create and initialize the docker container.

```

*****
* Creating the docker container *
*****

```

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```
*****
* Container conan-runner-docker running *
*****
```

5. Check if the container has a conan version with the runner feature.

```
*****
* Running in container: "conan --version" *
*****
```

```
Conan version 2.5.0
```

6. Initialize the container conan cache using the host copy running `conan cache restore`.

```
*****
* Running in container: "conan cache restore "/root/conanrunner/mylib/.conanrunner/local_
↳ cache_save.tgz"" *
*****

Restore: mylib/0.1 in mylib4abd06a04bdaa
Local Cache
mylib
  mylib/0.1
  revisions
    8760bf5a311f01cc26f3b95428203210 (2024-07-08 12:22:19 UTC)
  packages
  recipe_folder: mylib4abd06a04bdaa
```

7. Run the conan create inside the container and build “mylib”.

```
*****
* Running in container: "conan create /root/conanrunner/mylib --version 0.1 -pr:h docker_
↳ example_host -pr:b docker_example_build -f json > create.json" *
*****

===== Exporting recipe to the cache =====
mylib/0.1: Exporting package recipe: /root/conanrunner/mylib/conanfile.py
mylib/0.1: Copied 1 '.py' file: conanfile.py
mylib/0.1: Copied 1 '.txt' file: CMakeLists.txt
mylib/0.1: Copied 1 '.cpp' file: mylib.cpp
mylib/0.1: Copied 1 '.h' file: mylib.h
mylib/0.1: Exported to cache folder: /root/.conan2/p/mylib4abd06a04bdaa/e
mylib/0.1: Exported: mylib/0.1#8760bf5a311f01cc26f3b95428203210 (2024-07-08 12:22:20 UTC)

===== Input profiles =====
Profile host:
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
```

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```

compiler.libcxx=libstdc++11
compiler.version=11
os=Linux

Profile build:
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux

===== Computing dependency graph =====
Graph root
  cli
Requirements
  mylib/0.1#8760bf5a311f01cc26f3b95428203210 - Cache

===== Computing necessary packages =====
mylib/0.1: Forced build from source
Requirements
  mylib/0.1#8760bf5a311f01cc26f3b95428203210:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe -
  ↪ Build

===== Installing packages =====

----- Installing package mylib/0.1 (1 of 1) -----

...

[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
[100%] Linking CXX executable example
[100%] Built target example

===== Testing the package: Executing test =====
mylib/0.1 (test package): Running test()
mylib/0.1 (test package): RUN: ./example
mylib/0.1: Hello World Release!
mylib/0.1: __x86_64__ defined
mylib/0.1: _GLIBCXX_USE_CXX11_ABI 1
mylib/0.1: __cplusplus201703
mylib/0.1: __GNUC__11
mylib/0.1: __GNUC_MINOR__4
mylib/0.1 test_package

```

8. Copy just the package created inside the container using the `pkglist.json` info from the previous `conan create`, restore this new package inside the host cache running a `conan cache save` and remove the container.

```

*****
* Running in container: "conan cache save --list=pkglist.json --file "/root/conanrunner/
↳mylib"/.conanrunner/docker_cache_save.tgz" *
*****

Saving mylib/0.1: mylib4abd06a04bdaa
Saving mylib/0.1:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe: b/mylib503035e4ee8ae/p
Saving mylib/0.1:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe metadata: b/mylib503035e4ee8ae/
↳d/metadata
Local Cache
mylib
  mylib/0.1
    revisions
      8760bf5a311f01cc26f3b95428203210 (2024-07-08 12:22:20 UTC)
    packages
      8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe
    revisions
      ded6547554ff2306db5250451340fa43
      package_folder: b/mylib503035e4ee8ae/p
      metadata_folder: b/mylib503035e4ee8ae/d/metadata
    info
      settings
        os: Linux
        arch: x86_64
        compiler: gcc
        compiler.cppstd: gnu17
        compiler.libcxx: libstdc++11
        compiler.version: 11
        build_type: Release
      options
        fPIC: True
        shared: False
      recipe_folder: mylib4abd06a04bdaa

*****
* Restore host cache from: </my/runner/folder>/mylib/.conanrunner/docker_cache_save.tgz
↳*
*****

Restore: mylib/0.1 in mylib4abd06a04bdaa
Restore: mylib/0.1:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe in b/mylib503035e4ee8ae/p
Restore: mylib/0.1:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe metadata in b/
↳mylib503035e4ee8ae/d/metadata

*****
* Stopping container *
*****

*****
* Removing container *
*****

```

If we now check the status of our conan and docker cache, we will see the new mylib package compile for Linux and the new docker image but we don't have any container because we define `remove=true`

```
$ conan list "*"
Found 1 pkg/version recipes matching * in local cache
Local Cache
mylib
  mylib/0.1
  revisions
    8760bf5a311f01cc26f3b95428203210 (2024-07-08 12:33:28 UTC)
  packages
    8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe
  info
    settings
      arch: x86_64
      build_type: Release
      compiler: gcc
      compiler.cppstd: gnu17
      compiler.libcxx: libstdc++11
      compiler.version: 11
      os: Linux
    options
      fPIC: True
      shared: False
```

```
$ docker ps --all
```

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	CREATED	SIZE
my-conan-runner	latest	2bcf70201cce	11 minutes ago	531MB

What we have just done is to compile a library from scratch inside a Docker container without running any Docker command and retrieve the generated packages in a totally transparent and easily debuggable way thanks to our terminal output.

In this way, we can work as we have always done regardless of whether it is on our machine or in a container, without several open terminals and having the result of each operation in the same cache, being able to reuse the compiled packages from a previous compilation in another container automatically and transparently.

## 8.9.2 Using a docker runner configfile to parameterize a Dockerfile

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

If you need more control over the build and execution of the container, you can define more parameters inside a configfile yaml.

For example, you can add arguments in the build step or environment variables when you launch the container.

To use it, you just need to add it in the host profile.

```
[settings]
...
[runner]
type=docker
configfile=</my/runner/folder>/configfile
cache=copy
remove=false
```

### How to use

Let's create a Dockerfile inside your project folder, a `cmake_lib myparamlib` like the “*Creating a Conan package using a Docker runner*” example and two profiles.

```
$ cd </my/runner/folder>
$ mkdir myparamlib
$ cd myparamlib
$ conan new cmake_lib -d name=myparamlib -d version=0.1
$ cd </my/runner/folder>
$ tree
.
├── CMakeLists.txt
├── conanfile.py
├── include
│   └── myparamlib.h
├── src
│   └── myparamlib.cpp
└── test_package
    ├── CMakeLists.txt
    ├── conanfile.py
    └── src
        └── example.cpp
```

```
ARG BASE_IMAGE
FROM $BASE_IMAGE
RUN apt-get update \
    && DEBIAN_FRONTEND=noninteractive apt-get install -y --no-install-recommends \
        build-essential \
        cmake \
        python3 \
        python3-pip \
        python3-venv \
    && rm -rf /var/lib/apt/lists/*
RUN pip install conan
```

### configfile

```
image: my-conan-runner-image
build:
  dockerfile: </my/runner/folder>
  build_context: </my/runner/folder>
  build_args:
    BASE_IMAGE: ubuntu:22.04
run:
  name: my-conan-runner-container
```



```
$ cd </my/runner/folder>/myparamlib
$ tree
.
...
|— Dockerfile
...
|— configfile
...
```

docker\_param\_example\_host profile

```
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux

[runner]
type=docker
configfile=</my/runner/folder>/myparamlib/configfile
cache=copy
remove=false
```

docker\_param\_example\_build profile

```
[settings]
arch=x86_64
build_type=Release
compiler=gcc
compiler.cppstd=gnu17
compiler.libcxx=libstdc++11
compiler.version=11
os=Linux
```

Now it's time to create our new library.

```
$ conan create . --version 0.1 -pr:h docker_param_example_host -pr:b docker_param_
↪example_build

...

*****
* Building the Docker image: my-conan-runner-image *
*****

Dockerfile path: '</my/runner/folder>/myparamlib/Dockerfile'
Docker build context: '</my/runner/folder>/myparamlib'

Step 1/5 : ARG BASE_IMAGE
```

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```
Step 2/5 : FROM $BASE_IMAGE
```

```
...
```

```
Successfully built caa8071cdff7
```

```
Successfully tagged my-conan-runner-image:latest
```

```
...
```

```
*****
```

```
* Running in container: "conan create /root/conanrunner/myparamlib --version 0.1 -pr:h_
↳ docker_param_example_host -pr:b docker_param_example_build -f json > create.json" *
```

```
*****
```

```
...
```

```
[ 50%] Building CXX object CMakeFiles/example.dir/src/example.cpp.o
```

```
[100%] Linking CXX executable example
```

```
[100%] Built target example
```

```
===== Testing the package: Executing test =====
```

```
myparamlib/0.1 (test package): Running test()
```

```
myparamlib/0.1 (test package): RUN: ./example
```

```
myparamlib/0.1: Hello World Release!
```

```
myparamlib/0.1: __x86_64__ defined
```

```
myparamlib/0.1: _GLIBCXX_USE_CXX11_ABI 1
```

```
myparamlib/0.1: __cplusplus201703
```

```
myparamlib/0.1: __GNUC__11
```

```
myparamlib/0.1: __GNUC_MINOR__4
```

```
myparamlib/0.1 test_package
```

```
*****
```

```
* Restore host cache from: </my/runner/folder>/myparamlib/.conanrunner/docker_cache_save.
↳ tgz *
```

```
*****
```

```
Saving myparamlib/0.1: mypar36e44205a36b9
```

```
Saving myparamlib/0.1:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe: b/mypare0dc449d4125d/p
```

```
Saving myparamlib/0.1:8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe metadata: b/
```

```
↳ mypare0dc449d4125d/d/metadata
```

If we now check the status of our conan cache, we will see the new myparamlib package.

```
$ conan list ":*:"
```

```
Found 1 pkg/version recipes matching * in local cache
```

```
Local Cache
```

```
myparamlib
```

```
  myparamlib/0.1
```

```
  revisions
```

```
    11cb359a0526fe9ce3cfefb59c5d1953 (2024-07-08 12:47:21 UTC)
```

```
    packages
```

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```
8631cf963dbbb4d7a378a64a6fd1dc57558bc2fe
info
  settings
  arch: x86_64
  build_type: Release
  compiler: gcc
  compiler.cppstd: gnu17
  compiler.libcxx: libstdc++11
  compiler.version: 11
  os: Linux
  options
  fPIC: True
  shared: False
```



## REFERENCE

### 9.1 Commands

This section describe the Conan built-in commands, like `conan install` or `conan search`.

It is also possible to create user custom commands, visit [custom commands reference](#) and these [custom command examples](#)

**Consumer commands:**

#### 9.1.1 conan cache

Perform file operations in the local cache (of recipes and/or packages).

##### conan cache path

```
$ conan cache path -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan cache path [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                        [--folder {export_source,source,build,metadata}]
                        reference

Show the path to the Conan cache for a given reference.

positional arguments:
  reference              Recipe reference or Package reference

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --folder {export_source,source,build,metadata}
```

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Path to show. The 'build' requires a package reference. If the argument is not passed, it shows 'exports' path for recipe references and 'package' folder for package references.

The `conan cache path` returns the path in the cache of a given reference. Depending on the reference, it could return the path of a recipe, or the path to a package binary.

Let's say that we have created a package in our current cache with:

```
$ conan new cmake_lib -d name=pkg -d version=0.1
$ conan create .
...
Requirements
  pkg/0.1#cdc0d9d0e8f554d3df2388c535137d77 - Cache

Requirements
  pkg/0.1#cdc0d9d0e8f554d3df2388c535137d77:2401fa1d188d289bb25c37cfa3317e13e377a351 - ✖
→Build
```

And now we are interested in obtaining the path where our `pkg/0.1` recipe `conanfile.py` has been exported:

```
$ conan cache path pkg/0.1
<path to conan cache>/p/5cb229164ec1d245/e

$ ls <path to conan cache>/p/5cb229164ec1d245/e
conanfile.py  conanmanifest.txt
```

By default, if the recipe revision is not specified, it means the “latest” revision in the cache. This can also be made explicit by the literal `#latest`, and also any recipe revision can be explicitly defined, these commands are equivalent to the above:

```
$ conan cache path pkg/0.1#latest
<path to conan cache>/p/5cb229164ec1d245/e

# The recipe revision might be different in your case.
# Check the "conan create" output to get yours
$ conan cache path pkg/0.1#cdc0d9d0e8f554d3df2388c535137d77
<path to conan cache>/p/5cb229164ec1d245/e
```

Together with the recipe folder, there are two other folders that are common to all the binaries produced with this recipe: the “`export_source`” folder and the “`source`” folder. Both can be obtained with:

```
$ conan cache path pkg/0.1 --folder=export_source
<path to conan cache>/p/5cb229164ec1d245/es

$ ls <path to conan cache>/p/5cb229164ec1d245/es
CMakeLists.txt  include/  src/

$ conan cache path pkg/0.1 --folder=source
<path to conan cache>/p/5cb229164ec1d245/s

$ ls <path to conan cache>/p/5cb229164ec1d245/s
CMakeLists.txt  include/  src/
```

In this case the contents of the “source” folder are identical to the ones of the “export\_source” folder because the recipe did not implement any `source()` method that could retrieve code or do any other operation over the code, like applying patches.

The recipe revision by default will be `#latest`, this follows the same rules as above.

Note that these two folders will not exist if the package has not been built from source, like when a precompiled binary is retrieved from a server.

It is also possible to obtain the folders of the binary packages providing the `package_id`:

```
# Your package_id might be different, it depends on the platform
# Check the "conan create" output to obtain yours
$ conan cache path pkg/0.1:2401fa1d188d289bb25c37cfa3317e13e377a351
<path to conan cache>/p/1cae77d6250c23b7/p

$ ls <path to conan cache>/p/1cae77d6250c23b7/p
conaninfo.txt  conanmanifest.txt  include/  lib/
```

As above, by default it will resolve to the “latest” recipe revision and package revision. The command above is equal to explicitly defining `#latest` or the exact revisions. All the commands below are equivalent to the above one:

```
$ conan cache path pkg/0.1#latest:2401fa1d188d289bb25c37cfa3317e13e377a351
<path to conan cache>/p/1cae77d6250c23b7/p

$ conan cache path pkg/0.1#latest:2401fa1d188d289bb25c37cfa3317e13e377a351#latest
<path to conan cache>/p/1cae77d6250c23b7/p

$ conan cache path pkg/0.1
↪ #cdc0d9d0e8f554d3df2388c535137d77:2401fa1d188d289bb25c37cfa3317e13e377a351
<path to conan cache>/p/1cae77d6250c23b7/p
```

It is possible to access the “build” folder with all the temporary build artifacts:

```
$ conan cache path pkg/0.1:2401fa1d188d289bb25c37cfa3317e13e377a351 --folder=build
<path to conan cache>/p/1cae77d6250c23b7/b

ls -al <path to conan cache>/p/1cae77d6250c23b7/b
build/  CMakeLists.txt  CMakeUserPresets.json  conaninfo.txt  include/  src/
```

Again, the “build” folder will only exist if the package was built from source.

---

### Note: Best practices

- This `conan cache path` command is intended for eventual inspection of the cache, but the cache package storage must be considered **read-only**. Do not modify, change, remove or add files from the cache.
  - If you are using this command to obtain the path to artifacts and then copying them, consider the usage of a deployer instead. In the general case, extracting artifacts from the cache manually is discouraged.
  - Developers can use the `conan list ... --format=compact` to get the full references in a compact way that can be copied and pasted into the `conan cache path` command
-

## conan cache clean

```
$ conan cache clean -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan cache clean [-h] [-v [V]] [-cc CORE_CONF] [-s] [-b] [-d] [-t]
                        [-bs] [-p PACKAGE_QUERY]
                        [pattern]

Remove non-critical folders from the cache, like source, build and/or download
(.tgz store) ones.

positional arguments:
  pattern                Selection pattern for references to clean

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -s, --source           Clean source folders
  -b, --build            Clean build folders
  -d, --download         Clean download and metadata folders
  -t, --temp             Clean temporary folders
  -bs, --backup-sources Clean backup sources
  -p PACKAGE_QUERY, --package-query PACKAGE_QUERY
                        Remove only the packages matching a specific query,
                        e.g., os=Windows AND (arch=x86 OR compiler=gcc)
```

This command will remove all temporary folders, along with the source, build and download folder that Conan generates in its execution. It will do so for every matching reference passed in *pattern*, unless a specific flag is supplied, in which case only the specified folders will be removed.

### Examples:

- Remove all non-critical files:

```
$ conan cache clean "*"
```

- Remove all temporary files:

```
$ conan cache clean "*" --temp
```

- Remove the download folders for the zlib recipe:

```
$ conan cache clean "zlib/*" --download
```

- Remove everything but the download folder for the zlib recipe:

```
$ conan cache clean "zlib/*" --source --build --temp
```



## conan cache check-integrity

```
$ conan cache check-integrity -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan cache check-integrity [-h] [-v [V]] [-cc CORE_CONF]
                                   [-p PACKAGE_QUERY]
                                   pattern
```

Check the integrity of the local cache for the given references

positional arguments:

pattern                      Selection pattern for references to check integrity for

options:

-h, --help                      show this help message and exit  
 -v [V]                          Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace  
 -cc CORE\_CONF, --core-conf CORE\_CONF                      Define core configuration, overwriting global.conf values. E.g.: -cc core:non\_interactive=True  
 -p PACKAGE\_QUERY, --package-query PACKAGE\_QUERY                      Only the packages matching a specific query, e.g., os=Windows AND (arch=x86 OR compiler=gcc)

The `conan cache check-integrity` command checks the integrity of Conan packages in the local cache. This means that it will throw an error if any file included in the `conanmanifest.txt` is missing or does not match the declared checksum in that file.

For example, to verify the integrity of the whole Conan local cache, do:

```
$ conan cache check-integrity "*"
mypkg/1.0: Integrity checked: ok
mypkg/1.0:454923cd42d0da27b9b1294ebc3e4ecc84020747: Integrity checked: ok
mypkg/1.0:454923cd42d0da27b9b1294ebc3e4ecc84020747: Integrity checked: ok
zlib/1.2.11: Integrity checked: ok
zlib/1.2.11:6fe7fa69f760aee504e0be85c12b2327c716f9e7: Integrity checked: ok
```

## conan cache backup-upload

```
$ conan cache backup-upload -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan cache backup-upload [-h] [-v [V]] [-cc CORE_CONF]
```

Upload all the source backups present in the cache

options:

-h, --help                      show this help message and exit  
 -v [V]                          Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning,

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```
-vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,  
-vvv or -vtrace  
-cc CORE_CONF, --core-conf CORE_CONF  
    Define core configuration, overwriting global.conf  
    values. E.g.: -cc core:non_interactive=True
```

The `conan cache backup-upload` will upload all source backups present in the local cache to the backup server, (excluding those which have been fetched from the excluded urls listed in the `core.sources:exclude_urls` conf), regardless of which package they belong to, if any.

### conan cache save

```
$ conan cache save -h  
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0  
usage: conan cache save [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] [-l LIST]  
    [--file FILE]  
    [pattern]  
  
Get the artifacts from a package list and archive them  
  
positional arguments:  
  pattern          A pattern in the form  
                   'pkg/version#revision:package_id#revision', e.g:  
                   zlib/1.2.13:* means all binaries for zlib/1.2.13. If  
                   revision is not specified, it is assumed latest one.  
  
options:  
  -h, --help          show this help message and exit  
  -f FORMAT, --format FORMAT  
                      Select the output format: json  
  -v [V]              Level of detail of the output. Valid options from less  
                      verbose to more verbose: -vquiet, -verror, -vwarning,  
                      -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,  
                      -vvv or -vtrace  
  -cc CORE_CONF, --core-conf CORE_CONF  
                      Define core configuration, overwriting global.conf  
                      values. E.g.: -cc core:non_interactive=True  
  -l LIST, --list LIST Package list of packages to save  
  --file FILE         Save to this tgz file
```

Read more in [Save and restore packages from/to the cache](#).

## conan cache restore

```
$ conan cache restore -h
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0
usage: conan cache restore [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] file

Put the artifacts from an archive into the cache

positional arguments:
  file                  Path to archive to restore

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

Read more in *Save and restore packages from/to the cache*.

## 9.1.2 conan config

Manage the Conan configuration in the Conan home.

### conan config home

```
$ conan config home -h
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0
usage: conan config home [-h] [-v [V]] [-cc CORE_CONF]

Show the Conan home folder.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

The `conan config home` command returns the path of the Conan home folder.

```
$ conan config home

/home/user/.conan2
```

## conan config install

```
$ conan config install -h
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0
usage: conan config install [-h] [-v [V]] [-cc CORE_CONF]
                           [--verify-ssl [VERIFY_SSL] | --insecure]
                           [-t {git,dir,file,url}] [-a ARGS]
                           [-sf SOURCE_FOLDER] [-tf TARGET_FOLDER]
                           item

Install the configuration (remotes, profiles, conf), from git, http or a
folder, into the Conan home folder.

positional arguments:
  item                  git repository, local file or folder or zip file
                        (local or http) where the configuration is stored

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --verify-ssl [VERIFY_SSL]
                        Verify SSL connection when downloading file
  --insecure             Allow insecure server connections when using SSL.
                        Equivalent to --verify-ssl=False
  -t {git,dir,file,url}, --type {git,dir,file,url}
                        Type of remote config
  -a ARGS, --args ARGS  String with extra arguments for "git clone"
  -sf SOURCE_FOLDER, --source-folder SOURCE_FOLDER
                        Install files only from a source subfolder from the
                        specified origin
  -tf TARGET_FOLDER, --target-folder TARGET_FOLDER
                        Install to that path in the conan cache
```

The `conan config install` command is intended to install in the current home a common shared Conan configuration, like the definitions of remotes, profiles, settings, hooks, extensions, etc.

The command can use as source any of the following:

- A URL pointing to a zip archive containing the configuration files
- A git repository containing the files
- A local folder
- Just one file

Files in the current Conan home will be replaced by the ones from the installation source. All the configuration files can be shared and installed this way:

- `remotes.json` for the definition of remotes
- Any custom profile files inside a `profiles` subfolder

- Custom `settings.yml`
- Custom `global.conf`
- All the extensions, including plugins, hooks.
- Custom user commands.

This command reads a `.conanignore` file which, if present, filters which files and folders are copied over to the user's Conan home folder. This file uses `fnmatch` patterns to match over the folder contents, excluding those entries that match from the config installation. See [conan-io/command-extensions's .conanignore](#) for an example of such a file. You can force certain files to be copied over by using the `!` negation syntax:

```
# Ignore all files
*
# But copy the file named "settings.yml"
!settings.yml
```

#### Examples:

- Install the configuration from a URL:

```
$ conan config install http://url/to/some/config.zip
```

- Install the configuration from a URL, but only getting the files inside a *origin* folder inside the zip file, and putting them inside a *target* folder in the local cache:

```
$ conan config install http://url/to/some/config.zip -sf=origin -tf=target
```

- Install configuration from 2 different zip files from 2 different urls, using different source and target folders for each one, then update all:

```
$ conan config install http://url/to/some/config.zip -sf=origin -tf=target
$ conan config install http://url/to/some/config.zip -sf=origin2 -tf=target2
$ conan config install http://other/url/to/other.zip -sf=hooks -tf=hooks
```

- Install the configuration from a Git repository with submodules:

```
$ conan config install http://github.com/user/conan_config/.git --args="--recursive"
```

You can also force the git download by using `--type git` (in case it is not deduced from the URL automatically):

```
$ conan config install http://github.com/user/conan_config/.git --type git
```

- Install from a URL skipping SSL verification:

```
$ conan config install http://url/to/some/config.zip --verify-ssl=False
```

This will disable the SSL check of the certificate.

- Install a specific file from a local path:

```
$ conan config install my_settings/settings.yml
```

- Install the configuration from a local path:

```
$ conan config install /path/to/some/config.zip
```

**conan config install-pkg**

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

```
$ conan config install-pkg -h
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0
usage: conan config install-pkg [-h] [-v [V]] [-cc CORE_CONF] [-l LOCKFILE]
                                [--lockfile-partial]
                                [--lockfile-out LOCKFILE_OUT] [-f] [--url URL]
                                [-pr PROFILE] [-s SETTINGS] [-o OPTIONS]
                                item

(Experimental) Install the configuration (remotes, profiles, conf), from a
Conan package

positional arguments:
  item                  Conan require

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -l LOCKFILE, --lockfile LOCKFILE
                        Path to a lockfile. Use --lockfile="" to avoid
                        automatic use of existing 'conan.lock' file
  --lockfile-partial    Do not raise an error if some dependency is not found
                        in lockfile
  --lockfile-out LOCKFILE_OUT
                        Filename of the updated lockfile
  -f, --force           Force the re-installation of configuration
  --url URL             (Experimental) Provide Conan repository URL (for first
                        install without remotes)
  -pr PROFILE, --profile PROFILE
                        Profile to install config
  -s SETTINGS, --settings SETTINGS
                        Settings to install config
  -o OPTIONS, --options OPTIONS
                        Options to install config
```

This command allows to install configuration from a Conan package stored in a Conan server.

The packages containing configuration follow some special rules:

- They must define the `package_type = "configuration"`
- The configuration files must be packaged in the final “binary” package, following the same layout as they would for other `conan config install` cases.

- They cannot be used as `requires` of other packages, because that would result in a chicken-and-egg problem.
- They cannot contain `requires` to other packages
- The configuration packages are created with `conan create` and `conan export-pkg` as other packages, and uploaded to the servers with `conan upload`

To install configuration from a Conan configuration package, it is possible:

- To generate a lockfile file with `--lockfile-out`. This lockfile file can be passed to `conan config install-pkg --lockfile` (it will automatically load it if it is named `conan.lock` and found in the current directory) in the future to guarantee the same exact version.
- Version ranges can be used `conan config install-pkg "myconf/[>=1.0 <2]"` is correct, and it will install the latest one in that range.
- `conan config install-pkg` always look in the server for the latest version or revision.
- If the same version and revision was downloaded and installed from the server, `conan config install-pkg` will be a no-op unless `--force` is used, in this case the configuration will be overwritten.

It is also possible to make the version of the configuration affect all packages `package_id` and be part of the binary model, by activating the `core.package_id:config_mode` conf (this is also experimental), to any available mode, like `minor_mode`.

As the `conan config install-pkg` command downloads the package from a Conan remote server, it can download from an already existing remote, or it can download from a Conan remote directly specifying the repository URL:

```
$ conan config install-pkg myconf/version --url=<url/conan/remote/repo>
```

Conan configuration packages can also be parameterized depending on profiles, settings and options. For example, if some organization would like to manage their configuration slightly differently for Windows and other platforms they could do:

```
import os
from conan import ConanFile
from conan.tools.files import copy

class Conf(ConanFile):
    name = "myconf"
    version = "0.1"
    settings = "os"
    package_type = "configuration"
    def package(self):
        f = "win" if self.settings.os == "Windows" else "nix"
        copy(self, ".*.conf", src=os.path.join(self.build_folder, f), dst=self.package_
        ↪ folder)
```

And if they had a layout with different `global.conf` for the different platforms, like:

```
conanfile.py
win/global.conf
nix/global.conf
```

They, they could create and upload their configuration package as:

```
$ conan export-pkg . -s os=Windows
$ conan export-pkg . -s os=Linux
$ conan upload "*" -r=remote -c
```

Then, developers could do:

```
$ conan config install-pkg "myconf/[*]" -s os=Linux
# or even implicitly, if they default build profile defines os=Linux
$ conan config install-pkg "myconf/[*]"
```

And they will get the correct configuration for their platform.

### conan config list

```
$ conan config list -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan config list [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] [pattern]

Show all the Conan available configurations: core and tools.

positional arguments:
  pattern                Filter configuration items that matches this pattern

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

Displays all the Conan built-in configurations. There are 2 groups:

- **core.xxxx:** These can only be defined in `global.conf` and are used by Conan internally
- **tools.xxxx:** These can be defined both in `global.conf` and profiles, and will be used by recipes and tools used within recipes, like `CMakeToolchain`

```
$ conan config list
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
core.cache:storage_path: Absolute path where the packages and database are stored
core.download:download_cache: Define path to a file download cache
core.download:parallel: Number of concurrent threads to download packages
core.download:retry: Number of retries in case of failure when downloading from Conan
↳ server
core.download:retry_wait: Seconds to wait between download attempts from Conan server
core.gzip:compresslevel: The Gzip compression level for Conan artifacts (default=9)
core.net.http:cacert_path: Path containing a custom Cacert file
core.net.http:clean_system_proxy: If defined, the proxies system env-vars will be
↳ discarded
core.net.http:client_cert: Path or tuple of files containing a client cert (and key)
core.net.http:max_retries: Maximum number of connection retries (requests library)
core.net.http:no_proxy_match: List of urls to skip from proxies configuration
core.net.http:proxies: Dictionary containing the proxy configuration
```

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core.net.http:timeout: Number of seconds without response to timeout (requests library)
core.package_id:config_mode: How the 'config_version' affects binaries. By default 'None'
core.package_id:default_build_mode: By default, 'None'
core.package_id:default_embed_mode: By default, 'full_mode'
core.package_id:default_non_embed_mode: By default, 'minor_mode'
core.package_id:default_python_mode: By default, 'minor_mode'
core.package_id:default_unknown_mode: By default, 'semver_mode'
core.scm:excluded: List of excluded patterns for builtin git dirty checks
core.scm:local_url: By default allows to store local folders as remote url, but not
↳ upload them. Use 'allow' for allowing upload and 'block' to completely forbid it
core.sources:download_cache: Folder to store the sources backup
core.sources:download_urls: List of URLs to download backup sources from
core.sources:exclude_urls: URLs which will not be backed up
core.sources:upload_url: Remote URL to upload backup sources to
core.upload:parallel: Number of concurrent threads to upload packages
core.upload:retry: Number of retries in case of failure when uploading to Conan server
core.upload:retry_wait: Seconds to wait between upload attempts to Conan server
core.version_ranges:resolve_prereleases: Whether version ranges can resolve to pre-
↳ releases or not
core:allow_uppercase_pkg_names: Temporarily (will be removed in 2.X) allow uppercase
↳ names
core:default_build_profile: Defines the default build profile ('default' by default)
core:default_profile: Defines the default host profile ('default' by default)
core:non_interactive: Disable interactive user input, raises error if input necessary
core:required_conan_version: Raise if current version does not match the defined range.
core:skip_warnings: Do not show warnings matching any of the patterns in this list.
↳ Current warning tags are 'network', 'deprecated', 'experimental'
core:warnings_as_errors: Treat warnings matching any of the patterns in this list as
↳ errors and then raise an exception. Current warning tags are 'network', 'deprecated'
tools.android:cmake_legacy_toolchain: Define to explicitly pass ANDROID_USE_LEGACY_
↳ TOOLCHAIN_FILE in CMake toolchain
tools.android:ndk_path: Argument for the CMAKE_ANDROID_NDK
tools.apple:enable_arc: (boolean) Enable/Disable ARC Apple Clang flags
tools.apple:enable_bitcode: (boolean) Enable/Disable Bitcode Apple Clang flags
tools.apple:enable_visibility: (boolean) Enable/Disable Visibility Apple Clang flags
tools.apple:sdk_path: Path to the SDK to be used
tools.build.cross_building:can_run: (boolean) Indicates whether is possible to run a non-
↳ native app on the same architecture. It's used by 'can_run' tool
tools.build.cross_building:cross_build: (boolean) Decides whether cross-building or not
↳ regardless of arch/OS settings. Used by 'cross_building' tool
tools.build:cflags: List of extra C flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:compiler_executables: Defines a Python dict-like with the compilers path to
↳ be used. Allowed keys {'c', 'cpp', 'cuda', 'objc', 'objcxx', 'rc', 'fortran', 'asm',
↳ 'hip', 'ispc'}
tools.build:cxxflags: List of extra CXX flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:defines: List of extra definition flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:download_source: Force download of sources for every package
tools.build:exelinkflags: List of extra flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain

```

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tools.build:jobs: Default compile jobs number -jX Ninja, Make, /MP VS (default: max CPUs)
tools.build:linker_scripts: List of linker script files to pass to the linker used by
↳different toolchains like CMakeToolchain, AutotoolsToolchain, and MesonToolchain
tools.build:sharedlinkflags: List of extra flags used by different toolchains like
↳CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:skip_test: Do not execute CMake.test() and Meson.test() when enabled
tools.build:sysroot: Pass the --sysroot=<tools.build:sysroot> flag if available. (None
↳by default)
tools.build:verbosity: Verbosity of build systems if set. Possible values are 'quiet'
↳and 'verbose'
tools.cmake.cmake_layout:build_folder: (Experimental) Allow configuring the base folder
↳of the build for local builds
tools.cmake.cmake_layout:build_folder_vars: Settings and Options that will produce a
↳different build folder and different CMake presets names
tools.cmake.cmake_layout:test_folder: (Experimental) Allow configuring the base folder
↳of the build for test_package
tools.cmake.cmakedeps:new: Use the new CMakeDeps generator
tools.cmake.cmaketoolchain:enabled_blocks: Select the specific blocks to use in the
↳conan_toolchain.cmake
tools.cmake.cmaketoolchain:extra_variables: Dictionary with variables to be injected in
↳CMakeToolchain (potential override of CMakeToolchain defined variables)
tools.cmake.cmaketoolchain:find_package_prefer_config: Argument for the CMAKE_FIND_
↳PACKAGE_PREFER_CONFIG
tools.cmake.cmaketoolchain:generator: User defined CMake generator to use instead of
↳default
tools.cmake.cmaketoolchain:presets_environment: String to define wether to add or not
↳the environment section to the CMake presets. Empty by default, will generate the
↳environment section in CMakePresets. Can take values: 'disabled'.
tools.cmake.cmaketoolchain:system_name: Define CMAKE_SYSTEM_NAME in CMakeToolchain
tools.cmake.cmaketoolchain:system_processor: Define CMAKE_SYSTEM_PROCESSOR in
↳CMakeToolchain
tools.cmake.cmaketoolchain:system_version: Define CMAKE_SYSTEM_VERSION in CMakeToolchain
tools.cmake.cmaketoolchain:toolchain_file: Use other existing file rather than conan_
↳toolchain.cmake one
tools.cmake.cmaketoolchain:toolset_arch: Toolset architecture to be used as part of
↳CMAKE_GENERATOR_TOOLSET in CMakeToolchain
tools.cmake.cmaketoolchain:toolset_cuda: (Experimental) Path to a CUDA toolset to use,
↳or version if installed at the system level
tools.cmake.cmaketoolchain:user_toolchain: Inject existing user toolchains at the
↳beginning of conan_toolchain.cmake
tools.cmake:cmake_program: Path to CMake executable
tools.cmake:install_strip: Add --strip to cmake.install()
tools.compilation:verbosity: Verbosity of compilation tools if set. Possible values are
↳'quiet' and 'verbose'
tools.deployer:symlinks: Set to False to disable deployers copying symlinks
tools.env.virtualenv:powershell: If specified, it generates PowerShell launchers (.ps1).
↳Use this configuration setting the PowerShell executable you want to use (e.g.,
↳'powershell.exe' or 'pwsh'). Setting it to True or False is deprecated as of Conan 2.
↳11.0.
tools.files.download:retry: Number of retries in case of failure when downloading
tools.files.download:retry_wait: Seconds to wait between download attempts
tools.files.download:verify: If set, overrides recipes on whether to perform SSL

```

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```

↪verification for their downloaded files. Only recommended to be set while testing
tools.files.unzip:filter: Define tar extraction filter: 'fully_trusted', 'tar', 'data'
tools.gnu:build_triplet: Custom build triplet to pass to Autotools scripts
tools.gnu:define_libcxx11_abi: Force definition of GLIBCXX_USE_CXX11_ABI=1 for ↪
↪libstdc++11
tools.gnu:host_triplet: Custom host triplet to pass to Autotools scripts
tools.gnu:make_program: Indicate path to make program
tools.gnu:pkg_config: Path to pkg-config executable used by PkgConfig build helper
tools.google.bazel:bazelrc_path: List of paths to bazelrc files to be used as 'bazel --
↪bazelrc=rcpath1 ... build'
tools.google.bazel:configs: List of Bazel configurations to be used as 'bazel build --
↪config=config1 ...'
tools.graph:skip_binaries: Allow the graph to skip binaries not needed in the current ↪
↪configuration (True by default)
tools.graph:skip_build: (Experimental) Do not expand build/tool_requires
tools.graph:skip_test: (Experimental) Do not expand test_requires. If building it might ↪
↪need 'tools.build:skip_test=True'
tools.graph:vendor: (Experimental) If 'build', enables the computation of dependencies ↪
↪of vendoring packages to build them
tools.info.package_id:confs: List of existing configuration to be part of the package ID
tools.intel:installation_path: Defines the Intel oneAPI installation root path
tools.intel:setvars_args: Custom arguments to be passed onto the setvars.sh|bat script ↪
↪from Intel oneAPI
tools.meson.mesontoolchain:backend: Any Meson backend: ninja, vs, vs2010, vs2012, vs2013,
↪ vs2015, vs2017, vs2019, xcode
tools.meson.mesontoolchain:extra_machine_files: List of paths for any additional native/
↪cross file references to be appended to the existing Conan ones
tools.microsoft.bash:active: If Conan is already running inside bash terminal in Windows
tools.microsoft.bash:path: The path to the shell to run when conanfile.win_bash==True
tools.microsoft.bash:subsystem: The subsystem to be used when conanfile.win_bash==True. ↪
↪Possible values: msys2, msys, cygwin, wsl, sfu
tools.microsoft.msbuild:installation_path: VS install path, to avoid auto-detect via ↪
↪vswhere, like C:/Program Files (x86)/Microsoft Visual Studio/2019/Community. Use empty ↪
↪string to disable
tools.microsoft.msbuild:max_cpu_count: Argument for the /m when running msvc to build ↪
↪parallel projects
tools.microsoft.msbuild:vs_version: Defines the IDE version (15, 16, 17) when using the ↪
↪msvc compiler. Necessary if compiler.version specifies a toolset that is not the IDE ↪
↪default
tools.microsoft.msbuilddeps:exclude_code_analysis: Suppress MSBuild code analysis for ↪
↪patterns
tools.microsoft.msbuildtoolchain:compile_options: Dictionary with MSBuild compiler ↪
↪options
tools.microsoft.msvc_update: Force the specific update irrespective of compiler.update ↪
↪(CMakeToolchain and VCVars)
tools.microsoft.winsdk_version: Use this winsdk_version in vcvars
tools.system.package_manager:mode: Mode for package_manager tools: 'check', 'report',
↪'report-installed' or 'install'
tools.system.package_manager:sudo: Use 'sudo' when invoking the package manager tools in ↪
↪Linux (False by default)
tools.system.package_manager:sudo_askpass: Use the '-A' argument if using sudo in Linux ↪
↪to invoke the system package manager (False by default)

```

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```
tools.system.package_manager:tool: Default package manager tool: 'apk', 'apt-get', 'yum',
→ 'dnf', 'brew', 'pacman', 'choco', 'zypper', 'pkg' or 'pkgutil'
```

It is possible to list only the configurations that match a given pattern, like:

```
$ conan config list proxy
core.net.http:clean_system_proxy: If defined, the proxies system env-vars will be_
→discarded
core.net.http:no_proxy_match: List of urls to skip from proxies configuration
core.net.http:proxies: Dictionary containing the proxy configuration
```

#### See also:

- These configurations can be defined in `global.conf`, profile files and command line, see [Conan configuration files](#)

### conan config show

```
$ conan config show -h
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
usage: conan config show [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] pattern

Get the value of the specified conf

positional arguments:
  pattern                Conf item(s) pattern for which to query their value

options:
  -h, --help              show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                  Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

Shows the values of the conf items that match the given pattern.

For a *global.conf* consisting of

```
tools.build:jobs=42
tools.files.download:retry_wait=10
tools.files.download:retry=7
core.net.http:timeout=30
core.net.http:max_retries=5
zlib*/:tools.files.download:retry_wait=100
zlib*/:tools.files.download:retry=5
```

You can get all the values:

```
$ conan config show "*"

core.net.http:max_retries: 5
core.net.http:timeout: 30
tools.files.download:retry: 7
tools.files.download:retry_wait: 10
tools.build:jobs: 42
zlib*/:tools.files.download:retry: 5
zlib*/:tools.files.download:retry_wait: 100
```

Or just those referring to the `tools.files` section:

```
$ conan config show "*tools.files*"

tools.files.download:retry: 7
tools.files.download:retry_wait: 10
zlib*/:tools.files.download:retry: 5
zlib*/:tools.files.download:retry_wait: 100
```

Notice the first `*` in the pattern. This will match all the package patterns. Removing it will make the command only show global confs:

```
$ conan config show "tools.files*"

tools.files.download:retry: 7
tools.files.download:retry_wait: 10
```

### 9.1.3 conan graph

The `conan graph` command contains several subcommands that return information of a dependency graph without needing to download the package binaries.

#### conan graph info

```
$ conan graph info -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan graph info [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                        [--name NAME] [--version VERSION] [--user USER]
                        [--channel CHANNEL] [--requires REQUIRES]
                        [--tool-requires TOOL_REQUIRES] [-b BUILD]
                        [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                        [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                        [-pr:a PROFILE_ALL] [-o OPTIONS] [-o:b OPTIONS_BUILD]
                        [-o:h OPTIONS_HOST] [-o:a OPTIONS_ALL] [-s SETTINGS]
                        [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                        [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                        [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                        [--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
                        [--lockfile-clean]
                        [--lockfile-overrides LOCKFILE_OVERRIDES]
                        [--check-updates] [--filter FILTER]
```

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```

[--package-filter PACKAGE_FILTER] [-d DEPLOYER]
[-df DEPLOYER_FOLDER] [--build-require]
[path]

```

Compute the dependency graph and show information about it.

positional arguments:

```

path          Path to a folder containing a recipe (conanfile.py or
               conanfile.txt) or to a recipe file. e.g.,
               ./my_project/conanfile.txt.

```

options:

```

-h, --help          show this help message and exit
-f FORMAT, --format FORMAT
                    Select the output format: html, json, dot
-v [V]              Level of detail of the output. Valid options from less
                    verbose to more verbose: -vquiet, -verror, -vwarning,
                    -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                    -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                    Define core configuration, overwriting global.conf
                    values. E.g.: -cc core:non_interactive=True
--name NAME          Provide a package name if not specified in conanfile
--version VERSION    Provide a package version if not specified in
                    conanfile
--user USER          Provide a user if not specified in conanfile
--channel CHANNEL    Provide a channel if not specified in conanfile
--requires REQUIRES  Directly provide requires instead of a conanfile
--tool-requires TOOL_REQUIRES
                    Directly provide tool-requires instead of a conanfile
-b BUILD, --build BUILD
                    Optional, specify which packages to build from source.
                    Combining multiple '--build' options on one command
                    line is allowed. Possible values: --build="*" Force
                    build from source for all packages. --build=never
                    Disallow build for all packages, use binary packages
                    or fail if a binary package is not found, it cannot be
                    combined with other '--build' options. --build=missing
                    Build packages from source whose binary package is not
                    found. --build=cascade Build packages from source that
                    have at least one dependency being built from source.
                    --build=[pattern] Build packages from source whose
                    package reference matches the pattern. The pattern
                    uses 'fnmatch' style wildcards. --build=~[pattern]
                    Excluded packages, which will not be built from the
                    source, whose package reference matches the pattern.
                    The pattern uses 'fnmatch' style wildcards.
                    --build=missing:[pattern] Build from source if a
                    compatible binary does not exist, only for packages
                    matching pattern.
-r REMOTE, --remote REMOTE
                    Look in the specified remote or remotes server

```

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```

-nr, --no-remote      Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
                        Will install newer versions and/or revisions in the
                        local cache for the given reference name, or all
                        references in the graph if no argument is supplied.
                        When using version ranges, it will install the latest
                        version that satisfies the range. It will update to
                        the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
                        Apply the specified profile. By default, or if
                        specifying -pr:h (--profile:host), it applies to the
                        host context. Use -pr:b (--profile:build) to specify
                        the build context, or -pr:a (--profile:all) to specify
                        both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
                        Apply the specified options. By default, or if
                        specifying -o:h (--options:host), it applies to the
                        host context. Use -o:b (--options:build) to specify
                        the build context, or -o:a (--options:all) to specify
                        both contexts at once. Example:
                        -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
                        Apply the specified settings. By default, or if
                        specifying -s:h (--settings:host), it applies to the
                        host context. Use -s:b (--settings:build) to specify
                        the build context, or -s:a (--settings:all) to specify
                        both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF  Apply the specified conf. By default, or if specifying
                        -c:h (--conf:host), it applies to the host context.
                        Use -c:b (--conf:build) to specify the build context,
                        or -c:a (--conf:all) to specify both contexts at once.
                        Example:
                        -c="tools.cmake.cmaketoolchain.generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
                        Path to a lockfile. Use --lockfile="" to avoid
                        automatic use of existing 'conan.lock' file
--lockfile-partial     Do not raise an error if some dependency is not found
                        in lockfile
--lockfile-out LOCKFILE_OUT
                        Filename of the updated lockfile

```

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```

--lockfile-clean      Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
                        Overwrite lockfile overrides
--check-updates       Check if there are recipe updates
--filter FILTER       Show only the specified fields
--package-filter PACKAGE_FILTER
                        Print information only for packages that match the
                        patterns
-d DEPLOYER, --deployer DEPLOYER
                        Deploy using the provided deployer to the output
                        folder. Built-in deployers: 'full_deploy',
                        'direct_deploy'. Deployers will only deploy recipes,
                        as 'conan graph info' do not retrieve binaries
-df DEPLOYER_FOLDER, --deployer-folder DEPLOYER_FOLDER
                        Deployer output folder, base build folder by default
                        if not set
--build-require       Whether the provided reference is a build-require

```

The `conan graph info` command shows information about the dependency graph for the recipe specified in `path`.

#### Examples:

```

$ conan graph info .
$ conan graph info myproject_folder
$ conan graph info myproject_folder/conanfile.py
$ conan graph info --requires=hello/1.0@user/channel

```

The output will look like:

```

$ conan graph info --require=binutils/2.38 -r=conancenter

...

===== Basic graph information =====
conanfile:
  ref: conanfile
  id: 0
  recipe: Cli
  package_id: None
  prev: None
  build_id: None
  binary: None
  invalid_build: False
  info_invalid: None
  revision_mode: hash
  package_type: unknown
  settings:
    os: Macos
    arch: armv8
    compiler: apple-clang
    compiler.cppstd: gnu17
    compiler.libcxx: libc++
    compiler.version: 14

```

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```

    build_type: Release
options:
system_requires:
recipe_folder: None
source_folder: None
build_folder: None
generators_folder: None
package_folder: None
cpp_info:
    root:
        includedirs: ['include']
        srcdirs: None
        libdirs: ['lib']
        resdirs: None
        bindirs: ['bin']
        builddirs: None
        frameworkdirs: None
        system_libs: None
        frameworks: None
        libs: None
        defines: None
        cflags: None
        cxxflags: None
        sharedlinkflags: None
        exelinkflags: None
        objects: None
        sysroot: None
        requires: None
        properties: None
label: cli
context: host
test: False
requires:
    1: binutils/2.38#0dc90586530d3e194d01d17cb70d9461
binutils/2.38#0dc90586530d3e194d01d17cb70d9461:
    ref: binutils/2.38#0dc90586530d3e194d01d17cb70d9461
    id: 1
    recipe: Downloaded
    package_id: 5350e016ee8d04f418b50b7be75f5d8be9d79547
    prev: None
    build_id: None
    binary: Invalid
    invalid_build: False
    info_invalid: cci does not support building binutils for MacOS since binutils is
    ↪degraded there (no as/ld + armv8 does not build)
    url: https://github.com/conan-io/conan-center-index/
    license: GPL-2.0-or-later
    description: The GNU Binutils are a collection of binary tools.
    topics: ('gnu', 'ld', 'linker', 'as', 'assembler', 'objcopy', 'objdump')
    homepage: https://www.gnu.org/software/binutils
    revision_mode: hash
    package_type: application

```

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```

settings:
  os: MacOS
  arch: armv8
  compiler: apple-clang
  compiler.version: 14
  build_type: Release
options:
  multilib: True
  prefix: aarch64-apple-darwin-
  target_arch: armv8
  target_os: MacOS
  target_triplet: aarch64-apple-darwin
  with_libquadmath: True
system_requires:
recipe_folder: /Users/barbarian/.conan2/p/binut53bd9b3ee9490/e
source_folder: None
build_folder: None
generators_folder: None
package_folder: None
cpp_info:
  root:
    includedirs: ['include']
    srcdirs: None
    libdirs: ['lib']
    resdirs: None
    bindirs: ['bin']
    builddirs: None
    frameworkdirs: None
    system_libs: None
    frameworks: None
    libs: None
    defines: None
    cflags: None
    cxxflags: None
    sharedlinkflags: None
    exelinkflags: None
    objects: None
    sysroot: None
    requires: None
    properties: None
label: binutils/2.38
context: host
test: False
requires:
  2: zlib/1.2.13#416618fa04d433c6bd94279ed2e93638
zlib/1.2.13#416618fa04d433c6bd94279ed2e93638:
  ref: zlib/1.2.13#416618fa04d433c6bd94279ed2e93638
  id: 2
  recipe: Cache
  package_id: 76f7d863f21b130b4e6527af3b1d430f7f8edbea
  prev: 866f53e31e2d9b04d49d0bb18606e88e
  build_id: None

```

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```

binary: Skip
invalid_build: False
info_invalid: None
url: https://github.com/conan-io/conan-center-index
license: Zlib
description: A Massively Spiffy Yet Delicately Unobtrusive Compression Library (Also
↳ Free, Not to Mention Unencumbered by Patents)
topics: ('zlib', 'compression')
homepage: https://zlib.net
revision_mode: hash
package_type: static-library
settings:
  os: Macos
  arch: armv8
  compiler: apple-clang
  compiler.version: 14
  build_type: Release
options:
  fPIC: True
  shared: False
system_requires:
recipe_folder: /Users/barbarian/.conan2/p/zlibbcf9063fcc882/e
source_folder: None
build_folder: None
generators_folder: None
package_folder: None
cpp_info:
  root:
    includedirs: ['include']
    srcdirs: None
    libdirs: ['lib']
    resdirs: None
    bindirs: ['bin']
    builddirs: None
    frameworkdirs: None
    system_libs: None
    frameworks: None
    libs: None
    defines: None
    cflags: None
    cxxflags: None
    sharedlinkflags: None
    exelinkflags: None
    objects: None
    sysroot: None
    requires: None
    properties: None
label: zlib/1.2.13
context: host
test: False
requires:

```

**conan graph info** builds the complete dependency graph, like **conan install** does. The main difference is that it

doesn't try to install or build the binaries, but the package recipes will be retrieved from remotes if necessary.

It is very important to note that the **conan graph info** command outputs the dependency graph for a given configuration (settings, options), as the dependency graph can be different for different configurations. This means that the input to the **conan graph info** command is the same as **conan install**, the configuration can be specified directly with settings and options, or using profiles, and querying the graph of a specific recipe is possible by using the **--requires** flag as shown above.

You can additionally filter the output, both by filtering by fields (**--filter**) and by package (**--filter-package**). For example, to get the options of **zlib**, the following command could be run:

```
$ conan graph info --require=binutils/2.38 -r=conancenter --filter=options --package-  
↪filter="zlib*"

...

===== Basic graph information =====
zlib/1.2.13#13c96f538b52e1600c40b88994de240f:
  ref: zlib/1.2.13#13c96f538b52e1600c40b88994de240f
  options:
    fPIC: True
    shared: False
```

## Available formatters

### json formatter

For the documentation about the JSON formatter, please check the [dedicated section](#).

### dot formatter

To use the DOT format, execute the following command:

Listing 1: binutils/2.38 graph info DOT representation

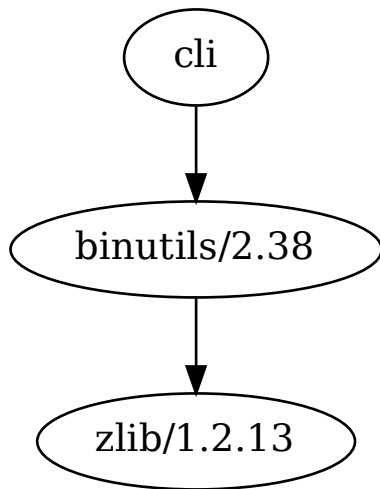
```
$ conan graph info --require=binutils/2.38 -r=conancenter --format=dot > graph.dot
```

This command generates a DOT file with the following content:

Listing 2: Contents of graph.dot

```
digraph {  
  "cli" -> "binutils/2.38"  
  "binutils/2.38" -> "zlib/1.2.13"  
}
```

To visualize this graph, you can render it using Graphviz or any compatible tool.

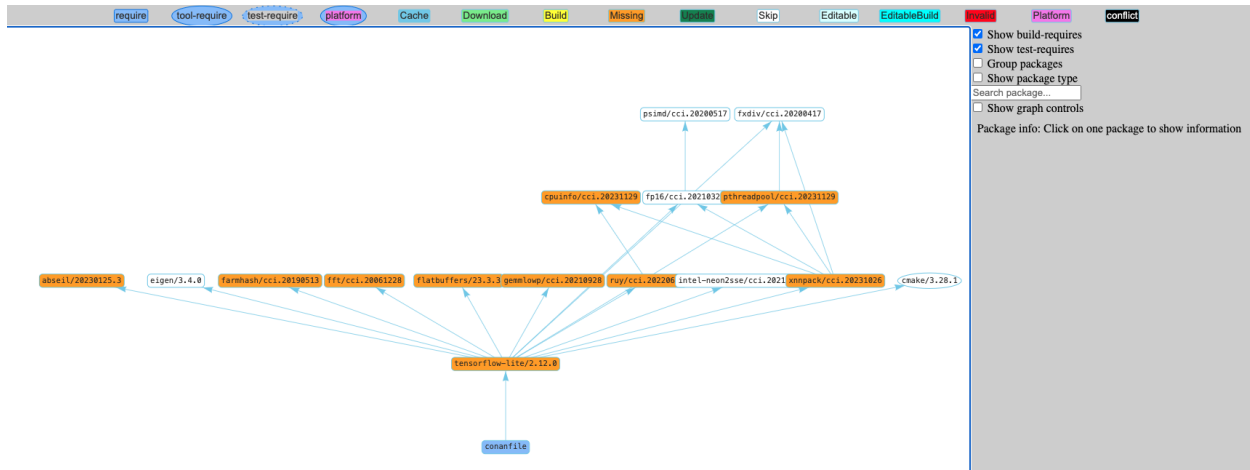


### html formatter

The HTML formatter provides a visual representation of the dependency graph that is both interactive and user-friendly.

```
$ conan graph info --require=tensorflow-lite/2.12.0 -r=conancenter --format=html > graph.  
↪html
```

The HTML output displays an interactive graph of your project's dependencies, featuring nodes for packages with versions, directional arrows for dependencies, and color-coded labels for dependency types. You can interact with the graph to filter visibility of dependencies and access package details and status.



**Note:** When using `format=html`, the generated HTML contains links to a third-party resource: the [vis-network](#) library through the `vis-network.min.js` file. By default, this file is retrieved from Cloudflare. However, for environments without an internet connection, you will need to create a template for the file and place it in `CONAN_HOME/templates/graph.html` to point to a local version of the [remote vis-network.min.js](#) file

Use the template located in `<conan_sources>/conan/cli/formatters/graph/info_graph_html.py` as a starting point for your own.

#### See also:

- Check the *JSON format output* for this command.

### conan graph build-order

```
$ conan graph build-order -h
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0
usage: conan graph build-order [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                                [--name NAME] [--version VERSION] [--user USER]
                                [--channel CHANNEL] [--requires REQUIRES]
                                [--tool-requires TOOL_REQUIRES] [-b BUILD]
                                [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                                [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                                [-pr:a PROFILE_ALL] [-o OPTIONS]
                                [-o:b OPTIONS_BUILD] [-o:h OPTIONS_HOST]
                                [-o:a OPTIONS_ALL] [-s SETTINGS]
                                [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                                [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                                [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                                [--lockfile-partial]
                                [--lockfile-out LOCKFILE_OUT]
                                [--lockfile-clean]
                                [--lockfile-overrides LOCKFILE_OVERRIDES]
                                [--order-by {recipe,configuration}] [--reduce]
                                [path]
```

Compute the build order of a dependency graph.

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## positional arguments:

path Path to a folder containing a recipe (conanfile.py or conanfile.txt) or to a recipe file. e.g.,  
./my\_project/conanfile.txt.

## options:

-h, --help show this help message and exit  
 -f FORMAT, --format FORMAT Select the output format: json, html  
 -v [V] Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace  
 -cc CORE\_CONF, --core-conf CORE\_CONF Define core configuration, overwriting global.conf values. E.g.: -cc core:non\_interactive=True  
 --name NAME Provide a package name if not specified in conanfile  
 --version VERSION Provide a package version if not specified in conanfile  
 --user USER Provide a user if not specified in conanfile  
 --channel CHANNEL Provide a channel if not specified in conanfile  
 --requires REQUIRES Directly provide requires instead of a conanfile  
 --tool-requires TOOL\_REQUIRES Directly provide tool-requires instead of a conanfile  
 -b BUILD, --build BUILD Optional, specify which packages to build from source. Combining multiple '--build' options on one command line is allowed. Possible values: --build="\*" Force build from source for all packages. --build=never Disallow build for all packages, use binary packages or fail if a binary package is not found, it cannot be combined with other '--build' options. --build=missing Build packages from source whose binary package is not found. --build=cascade Build packages from source that have at least one dependency being built from source. --build=[pattern] Build packages from source whose package reference matches the pattern. The pattern uses 'fnmatch' style wildcards. --build=~[pattern] Excluded packages, which will not be built from the source, whose package reference matches the pattern. The pattern uses 'fnmatch' style wildcards. --build=missing:[pattern] Build from source if a compatible binary does not exist, only for packages matching pattern.  
 -r REMOTE, --remote REMOTE Look in the specified remote or remotes server  
 -nr, --no-remote Do not use remote, resolve exclusively in the cache  
 -u [UPDATE], --update [UPDATE] Will install newer versions and/or revisions in the local cache for the given reference name, or all references in the graph if no argument is supplied.

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When using version ranges, it will install the latest version that satisfies the range. It will update to the latest revision for the resolved version range.

**-pr PROFILE, --profile PROFILE**  
 Apply the specified profile. By default, or if specifying **-pr:h** (**--profile:host**), it applies to the host context. Use **-pr:b** (**--profile:build**) to specify the build context, or **-pr:a** (**--profile:all**) to specify both contexts at once

**-pr:b PROFILE\_BUILD, --profile:build PROFILE\_BUILD**  
**-pr:h PROFILE\_HOST, --profile:host PROFILE\_HOST**  
**-pr:a PROFILE\_ALL, --profile:all PROFILE\_ALL**

**-o OPTIONS, --options OPTIONS**  
 Apply the specified options. By default, or if specifying **-o:h** (**--options:host**), it applies to the host context. Use **-o:b** (**--options:build**) to specify the build context, or **-o:a** (**--options:all**) to specify both contexts at once. Example:  
**-o="pkg/\*:with\_qt=True"**

**-o:b OPTIONS\_BUILD, --options:build OPTIONS\_BUILD**  
**-o:h OPTIONS\_HOST, --options:host OPTIONS\_HOST**  
**-o:a OPTIONS\_ALL, --options:all OPTIONS\_ALL**

**-s SETTINGS, --settings SETTINGS**  
 Apply the specified settings. By default, or if specifying **-s:h** (**--settings:host**), it applies to the host context. Use **-s:b** (**--settings:build**) to specify the build context, or **-s:a** (**--settings:all**) to specify both contexts at once. Example: **-s="compiler=gcc"**

**-s:b SETTINGS\_BUILD, --settings:build SETTINGS\_BUILD**  
**-s:h SETTINGS\_HOST, --settings:host SETTINGS\_HOST**  
**-s:a SETTINGS\_ALL, --settings:all SETTINGS\_ALL**

**-c CONF, --conf CONF** Apply the specified conf. By default, or if specifying **-c:h** (**--conf:host**), it applies to the host context. Use **-c:b** (**--conf:build**) to specify the build context, or **-c:a** (**--conf:all**) to specify both contexts at once. Example:  
**-c="tools.cmake.cmaketoolchain.generator=Xcode"**

**-c:b CONF\_BUILD, --conf:build CONF\_BUILD**  
**-c:h CONF\_HOST, --conf:host CONF\_HOST**  
**-c:a CONF\_ALL, --conf:all CONF\_ALL**

**-l LOCKFILE, --lockfile LOCKFILE**  
 Path to a lockfile. Use **--lockfile=""** to avoid automatic use of existing 'conan.lock' file

**--lockfile-partial** Do not raise an error if some dependency is not found in lockfile

**--lockfile-out LOCKFILE\_OUT**  
 Filename of the updated lockfile

**--lockfile-clean** Remove unused entries from the lockfile

**--lockfile-overrides LOCKFILE\_OVERRIDES**  
 Overwrite lockfile overrides

**--order-by {recipe,configuration}**  
 Select how to order the output, "recipe" by default if

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```

--reduce      not set.
              Reduce the build order, output only those to build.
              Use this only if the result will not be merged later
              with other build-order

```

The `conan graph build-order` command computes the build order of the dependency graph for the recipe specified in `path` or in `--requires/--tool-requires`.

There are 2 important arguments that affect how this build order is computed:

- The `--order-by` argument can take 2 values `recipe` and `configuration`, depending how we want to structure and parallelize our CI.
- The `--reduce` argument will strip all packages in the order that doesn't need to be built from source.

By default, the `conan graph build-order` will return the order for the full dependency graph, and it will annotate in each element what needs to be done, for example `"binary": "Cache"` if the binary is already in the Conan Cache and doesn't need to be built from source, and `"binary": "Build"`, if it needs to be built from source. Having the full order is necessary if we want to `conan graph build-order-merge` several build-orders into a single one later, because having the full information allows to preserve the relative order that would otherwise be lost and broken. Consequently, the `--reduce` argument should only be used when we are directly going to use the result to do the build, but not if we plan to later do a merge of the resulting build-order with other ones.

Let's consider installing *libpng* and wanting to see the build order for this requirement ordered by recipe:

**Warning:** Please be aware that starting with Conan 2.1.0, using the `-order-by` argument is recommended, and its absence is deprecated. This argument will be removed in the near future. It is maintained for backward compatibility. Note that the JSON output will differ if you use the `-order-by` argument, changing from a simple list to a dictionary with extended information.

```

$ conan graph build-order --requires=libpng/1.5.30 --format=json --order-by=recipe
...
===== Computing the build order =====
{
  "order_by": "recipe",
  "reduced": false,
  "order": [
    [
      {
        "ref": "zlib/1.3#06023034579559bb64357db3a53f88a4",
        "depends": [],
        "packages": [
          [
            {
              "package_id": "d62dff20d86436b9c58ddc0162499d197be9de1e",
              "prev": "54b9c3efd9ddd25eb6a8cbf01860b499",
              "context": "host",
              "binary": "Cache",
              "options": [],
              "filenames": [],
              "depends": [],
              "overrides": {},
              "build_args": null
            }
          ]
        ]
      }
    ]
  ]
}

```

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```

    }
  ]
}
],
[
  {
    "ref": "libpng/1.5.30#ed8593b3f837c6c9aa766f231c917a5b",
    "depends": [
      "zlib/1.3#06023034579559bb64357db3a53f88a4"
    ],
    "packages": [
      {
        "package_id": "60778dfa43503cdcda3636d15124c19bf6546ae3",
        "prev": "ad092d2e4aebcd9d48a5b1f3fd51ba9a",
        "context": "host",
        "binary": "Download",
        "options": [],
        "filenames": [],
        "depends": [],
        "overrides": {},
        "build_args": null
      }
    ]
  }
]
],
"profiles": {
  "self": {
    "args": ""
  }
}
}

```

Firstly, we can see the zlib package, as libpng depends on it. The output is sorted by recipes as we passed with the `--order-by` argument; however, we might prefer to see it sorted by configurations instead. For that purpose use the `--order-by` argument with value *configuration*.

At the end of the json, after the `order` field, we see a `profiles` field, which contains the profile related command line arguments for the current “build-order”. As in this case we didn’t provide any arguments, it is empty. But if we used something like `conan graph build-order ... -pr=default -s build_type=Debug > bo.json`, the `args` will contain those arguments (with json character escaping): `"args": "-pr:h=\"default\" -s:h=\"build_type=Debug\""`

Using `--order-by=configuration` we will get a different build-order format:

```

$ conan graph build-order --requires=libpng/1.5.30 --format=json --order-by=configuration
...
===== Computing the build order =====
{
  "order_by": "configuration",

```

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```

    "reduced": false,
    "order": [
      [
        {
          "ref": "zlib/1.3#06023034579559bb64357db3a53f88a4",
          "pref": "zlib/1.3
↪#06023034579559bb64357db3a53f88a4:d62dff20d86436b9c58ddc0162499d197be9de1e
↪#54b9c3efd9ddd25eb6a8cbf01860b499",
          "package_id": "d62dff20d86436b9c58ddc0162499d197be9de1e",
          "prev": "54b9c3efd9ddd25eb6a8cbf01860b499",
          "context": "host",
          "binary": "Cache",
          "options": [],
          "filenames": [],
          "depends": [],
          "overrides": {},
          "build_args": null
        }
      ],
      [
        {
          "ref": "libpng/1.5.30#ed8593b3f837c6c9aa766f231c917a5b",
          "pref": "libpng/1.5.30
↪#ed8593b3f837c6c9aa766f231c917a5b:60778dfa43503cdcda3636d15124c19bf6546ae3
↪#ad092d2e4aebcd9d48a5b1f3fd51ba9a",
          "package_id": "60778dfa43503cdcda3636d15124c19bf6546ae3",
          "prev": "ad092d2e4aebcd9d48a5b1f3fd51ba9a",
          "context": "host",
          "binary": "Download",
          "options": [],
          "filenames": [],
          "depends": [
            "zlib/1.3
↪#06023034579559bb64357db3a53f88a4:d62dff20d86436b9c58ddc0162499d197be9de1e
↪#54b9c3efd9ddd25eb6a8cbf01860b499"
          ],
          "overrides": {},
          "build_args": null
        }
      ]
    ]
  }
}

```

If we now apply the `--reduce`:

```

$ conan graph build-order --requires=libpng/1.5.30 --reduce --format=json --order-
↪by=configuration
...
===== Computing the build order =====
{
  "order_by": "configuration",
  "reduced": false,

```

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```

    "order": []
}

```

As there are no binaries to build here, all binaries already exist. If we explicitly force to build some, the result would be only those that are going to be built:

```

$ conan graph build-order --requires=libpng/1.5.30 --build="libpng/*" --reduce --
↪format=json --order-by=configuration
...
===== Computing the build order =====
{
  "order_by": "configuration",
  "reduced": false,
  "order": [
    [
      {
        "ref": "libpng/1.5.30#ed8593b3f837c6c9aa766f231c917a5b",
        "pref": "libpng/1.5.30
↪#ed8593b3f837c6c9aa766f231c917a5b:60778dfa43503cdcda3636d15124c19bf6546ae3
↪#ad092d2e4aebcd9d48a5b1f3fd51ba9a",
        "package_id": "60778dfa43503cdcda3636d15124c19bf6546ae3",
        "prev": null,
        "context": "host",
        "binary": "Build",
        "options": [],
        "filenames": [],
        "depends": [],
        "overrides": {},
        "build_args": "--require=libpng/1.5.30 --build=libpng/1.5.30"
      }
    ]
  ]
}

```

Then it will contain exclusively the binary=Build nodes, but not the rest. Note that it will also provide a `build_args` field with the arguments needed for a `conan install <args>` to fire the build of this package in the CI agent.

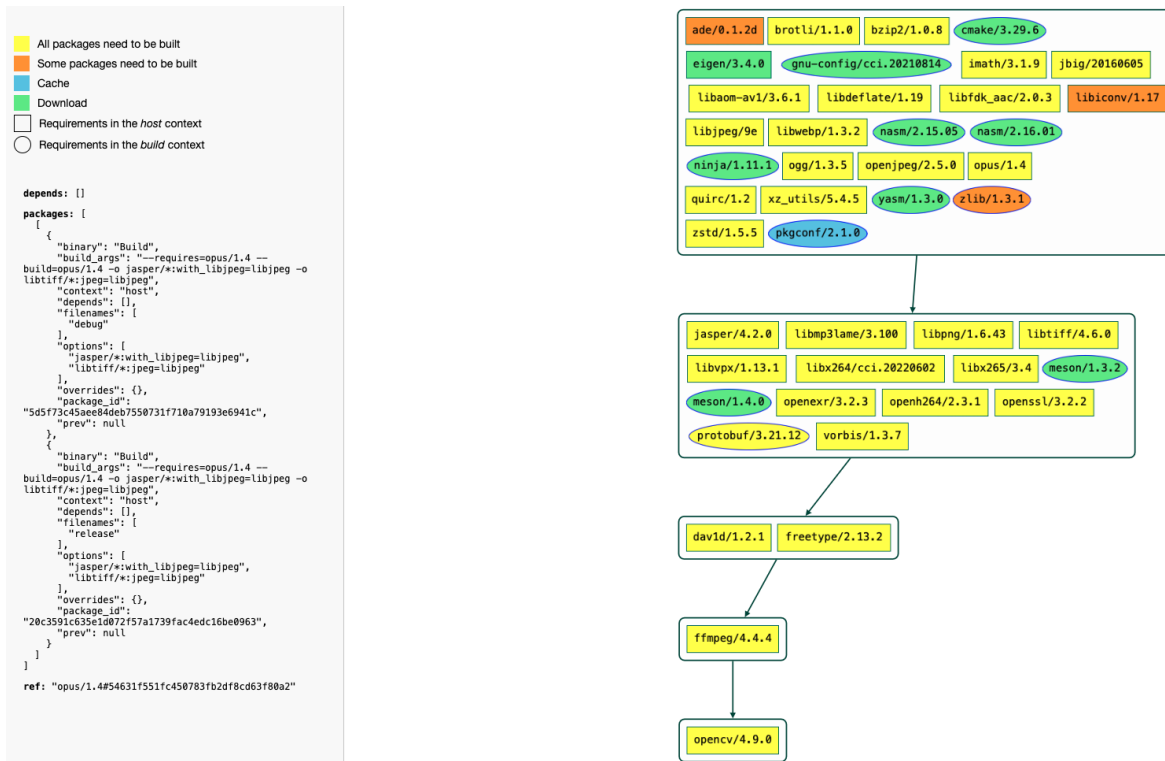
### Getting a visual representation of the Build Order

You can obtain a visual representation of the build order by using the HTML formatter. For example:

```

$ conan graph build-order --requires=opencv/4.9.0 --order-by=recipe --build=missing --
↪format=html > build-order.html

```



## conan graph build-order-merge

```

$ conan graph build-order-merge -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan graph build-order-merge [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
      [--file [FILE]] [--reduce]

```

Merge more than 1 build-order file.

### options:

```

-h, --help                show this help message and exit
-f FORMAT, --format FORMAT
                          Select the output format: json, html
-v [V]                    Level of detail of the output. Valid options from less
                          verbose to more verbose: -vquiet, -verror, -vwarning,
                          -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                          -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                          Define core configuration, overwriting global.conf
                          values. E.g.: -cc core:non_interactive=True
--file [FILE]             Files to be merged
--reduce                  Reduce the build order, output only those to build.
                          Use this only if the result will not be merged later
                          with other build-order

```

As described in the `conan graph build-order` command, there are 2 types of order recipe and configuration. Only build-orders of the same type can be merged together, otherwise the command will return an error.

Note that only build-orders that haven't been reduced with `--reduce` can be merged.

The result of merging the different input files can be also reduced with the `conan graph build-order-merge --reduce` argument, and the behavior will be the same, leave only the elements that need to be built from source.

When 2 or more “build-order” files are merged, the resulting merge contains a profiles section like:

```
"profiles": {
  "build_order_win": {
    "args": "-pr:h=\"profile1\" -s:h=\"os=Windows\" ..."
  },
  "build_order_nix": {
    "args": "-pr:h=\"profile2\" -s:h=\"os=Linux\" ..."
  }
}
```

With the `build_order_win` and `build_order_nix` being the “build-order” filenames that were used as inputs to the merge, and which will be referenced in the `filenames` field of every package in the build order. This way, it is easier to obtain the necessary command line arguments to build a specific package binary in the build-order when building multiple configurations.

## conan graph explain

```
$ conan graph explain -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan graph explain [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                        [--name NAME] [--version VERSION] [--user USER]
                        [--channel CHANNEL] [--requires REQUIRES]
                        [--tool-requires TOOL_REQUIRES] [-b BUILD]
                        [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                        [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                        [-pr:a PROFILE_ALL] [-o OPTIONS]
                        [-o:b OPTIONS_BUILD] [-o:h OPTIONS_HOST]
                        [-o:a OPTIONS_ALL] [-s SETTINGS]
                        [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                        [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                        [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                        [--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
                        [--lockfile-clean]
                        [--lockfile-overrides LOCKFILE_OVERRIDES]
                        [--check-updates] [--build-require]
                        [--missing [MISSING]]
                        [path]
```

Explain what is wrong with the dependency graph, like report missing binaries closest alternatives, trying to explain why the existing binaries do not match

positional arguments:

path	Path to a folder containing a recipe (conanfile.py or conanfile.txt) or to a recipe file. e.g., ./my_project/conanfile.txt.
------	--

options:

-h, --help	show this help message and exit
-f FORMAT, --format FORMAT	

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```

-v [V]          Select the output format: json
                Level of detail of the output. Valid options from less
                verbose to more verbose: -vquiet, -verror, -vwarning,
                -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                Define core configuration, overwriting global.conf
                values. E.g.: -cc core:non_interactive=True
--name NAME     Provide a package name if not specified in conanfile
--version VERSION
                Provide a package version if not specified in
                conanfile
--user USER     Provide a user if not specified in conanfile
--channel CHANNEL
                Provide a channel if not specified in conanfile
--requires REQUIRES
                Directly provide requires instead of a conanfile
--tool-requires TOOL_REQUIRES
                Directly provide tool-requires instead of a conanfile
-b BUILD, --build BUILD
                Optional, specify which packages to build from source.
                Combining multiple '--build' options on one command
                line is allowed. Possible values: --build="*" Force
                build from source for all packages. --build=never
                Disallow build for all packages, use binary packages
                or fail if a binary package is not found, it cannot be
                combined with other '--build' options. --build=missing
                Build packages from source whose binary package is not
                found. --build=cascade Build packages from source that
                have at least one dependency being built from source.
                --build=[pattern] Build packages from source whose
                package reference matches the pattern. The pattern
                uses 'fnmatch' style wildcards. --build=~[pattern]
                Excluded packages, which will not be built from the
                source, whose package reference matches the pattern.
                The pattern uses 'fnmatch' style wildcards.
                --build=missing:[pattern] Build from source if a
                compatible binary does not exist, only for packages
                matching pattern.
-r REMOTE, --remote REMOTE
                Look in the specified remote or remotes server
-nr, --no-remote
                Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
                Will install newer versions and/or revisions in the
                local cache for the given reference name, or all
                references in the graph if no argument is supplied.
                When using version ranges, it will install the latest
                version that satisfies the range. It will update to
                the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
                Apply the specified profile. By default, or if
                specifying -pr:h (--profile:host), it applies to the
                host context. Use -pr:b (--profile:build) to specify
                the build context, or -pr:a (--profile:all) to specify
                both contexts at once

```

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```

-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
    Apply the specified options. By default, or if
    specifying -o:h (--options:host), it applies to the
    host context. Use -o:b (--options:build) to specify
    the build context, or -o:a (--options:all) to specify
    both contexts at once. Example:
    -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF Apply the specified conf. By default, or if specifying
    -c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain:generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
    Path to a lockfile. Use --lockfile="" to avoid
    automatic use of existing 'conan.lock' file
--lockfile-partial Do not raise an error if some dependency is not found
    in lockfile
--lockfile-out LOCKFILE_OUT
    Filename of the updated lockfile
--lockfile-clean Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
    Overwrite lockfile overrides
--check-updates Check if there are recipe updates
--build-require Whether the provided reference is a build-require
--missing [MISSING] A pattern in the form
    'pkg/version#revision:package_id#revision', e.g:
    "zlib/1.2.13:*" means all binaries for zlib/1.2.13. If
    revision is not specified, it is assumed latest one.

```

The `conan graph explain` tries to give a more detailed explanation for a package that might be missing with the configuration provided and show the differences between the expected binary package and the available ones. It helps to understand what is missing from the package requested, whether it is different options, different settings or different dependencies.



**Example:**

Imagine that we want to install the *lib/1.0.0* that depends on *dep/2.0.0* but we don't have a binary yet, as the latest CI run only generated a binary for *lib/1.0.0* using the previous version of *dep*. When we try to install the refer *lib/1.0.0* it says:

```
$ conan install --requires=lib/1.0.0
...
ERROR: Missing prebuilt package for 'lib/1.0.0'
```

Now we can try to find a explanation for this:

```
$ conan graph explain --requires=lib/1.0.0
requires: dep/1.Y.Z
diff
dependencies
  expected: dep/2.Y.Z
  existing: dep/1.Y.Z
  explanation: This binary has same settings and options, but different dependencies
```

In the same way, it can report when a package has a different option value and the output is also available in JSON format:

```
$conan graph explain --requires=lib/1.0.0 -o lib/*:shared=True --format=json
...
{
  "closest_binaries": {
    "lib/1.0.0": {
      "revisions": {
        "dc0e384f0551386cd76dc29cc964c95e": {
          "timestamp": 1692672717.68,
          "packages": {
            "b647c43bfefae3f830561ca202b6cfd935b56205": {
              "info": {
                "settings": {
                  "arch": "x86_64",
                  "build_type": "Release",
                  "compiler": "gcc",
                  "compiler.version": "11",
                  "os": "Linux"
                },
                "options": {
                  "shared": "False"
                }
              },
              "diff": {
                "platform": {},
                "options": {
                  "expected": [
                    "shared=True"
                  ],
                  "existing": [
                    "shared=False"
                  ]
                }
              }
            }
          }
        }
      }
    }
  }
}
```

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```
    },  
    "settings": {},  
    "dependencies": {},  
    "explanation": "This binary was built with same settings,  
→but different options."  
  },  
  "remote": "conancenter"  
}  
  
}  
  
}  
  
}  
  
}
```

## conan graph outdated

```
$ conan graph outdated -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan graph outdated [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                             [--name NAME] [--version VERSION] [--user USER]
                             [--channel CHANNEL] [--requires REQUIRES]
                             [--tool-requires TOOL_REQUIRES] [-b BUILD]
                             [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                             [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                             [-pr:a PROFILE_ALL] [-o OPTIONS]
                             [-o:b OPTIONS_BUILD] [-o:h OPTIONS_HOST]
                             [-o:a OPTIONS_ALL] [-s SETTINGS]
                             [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                             [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                             [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                             [--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
                             [--lockfile-clean]
                             [--lockfile-overrides LOCKFILE_OVERRIDES]
                             [--check-updates] [--build-require]
                             [path]
```

```
List the dependencies in the graph and it's newer versions in the remote
```

positional arguments:

path Path to a folder containing a recipe (conanfile.py or conanfile.txt) or to a recipe file. e.g., `./my_project/conanfile.txt`.

```
options:
```

```
-h, --help          show this help message and exit
-f FORMAT, --format FORMAT
                    Select the output format: json
-v [V]             Level of detail of the output. Valid options from less
                    verbose to more verbose: -vquiet, -verror, -vwarning,
```

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```

        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
        -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
    Define core configuration, overwriting global.conf
    values. E.g.: -cc core:non_interactive=True
--name NAME
    Provide a package name if not specified in conanfile
--version VERSION
    Provide a package version if not specified in
    conanfile
--user USER
    Provide a user if not specified in conanfile
--channel CHANNEL
    Provide a channel if not specified in conanfile
--requires REQUIRES
    Directly provide requires instead of a conanfile
--tool-requires TOOL_REQUIRES
    Directly provide tool-requires instead of a conanfile
-b BUILD, --build BUILD
    Optional, specify which packages to build from source.
    Combining multiple '--build' options on one command
    line is allowed. Possible values: --build="*" Force
    build from source for all packages. --build=never
    Disallow build for all packages, use binary packages
    or fail if a binary package is not found, it cannot be
    combined with other '--build' options. --build=missing
    Build packages from source whose binary package is not
    found. --build=cascade Build packages from source that
    have at least one dependency being built from source.
    --build=[pattern] Build packages from source whose
    package reference matches the pattern. The pattern
    uses 'fnmatch' style wildcards. --build=~[pattern]
    Excluded packages, which will not be built from the
    source, whose package reference matches the pattern.
    The pattern uses 'fnmatch' style wildcards.
    --build=missing:[pattern] Build from source if a
    compatible binary does not exist, only for packages
    matching pattern.
-r REMOTE, --remote REMOTE
    Look in the specified remote or remotes server
-nr, --no-remote
    Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
    Will install newer versions and/or revisions in the
    local cache for the given reference name, or all
    references in the graph if no argument is supplied.
    When using version ranges, it will install the latest
    version that satisfies the range. It will update to
    the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
    Apply the specified profile. By default, or if
    specifying -pr:h (--profile:host), it applies to the
    host context. Use -pr:b (--profile:build) to specify
    the build context, or -pr:a (--profile:all) to specify
    both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL

```

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```

-o OPTIONS, --options OPTIONS
    Apply the specified options. By default, or if
    specifying -o:h (--options:host), it applies to the
    host context. Use -o:b (--options:build) to specify
    the build context, or -o:a (--options:all) to specify
    both contexts at once. Example:
    -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF Apply the specified conf. By default, or if specifying
    -c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain:generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
    Path to a lockfile. Use --lockfile="" to avoid
    automatic use of existing 'conan.lock' file
--lockfile-partial Do not raise an error if some dependency is not found
    in lockfile
--lockfile-out LOCKFILE_OUT
    Filename of the updated lockfile
--lockfile-clean Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
    Overwrite lockfile overrides
--check-updates Check if there are recipe updates
--build-require Whether the provided reference is a build-require

```

The `conan graph outdated` command provides details on libraries for which a newer version is available in a remote repository. This command helps users in identifying outdated libraries by displaying the latest version available in the remote repository and indicating which specific remote repository it was found in. Additionally, it presents information on the versions currently stored in the local cache and specifies the version ranges for each library.

It will display the information for every library on the dependency graph it is run on. For example if running the command with an older version of `libcurl` it will display:

```
$ conan graph outdated --requires=libcurl/[*]
```

```
===== Computing dependency graph =====
```

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```

Graph root
  cli
Requirements
  libcurl/8.5.0#95279f20d2443016907657f081a79261 - Cache
  openssl/3.2.1#edbeabd3bfc383d2cca3858aa2a78a0d - Cache
  zlib/1.3.1#f52e03ae3d251dec704634230cd806a2 - Cache
Build requirements
  nasm/2.15.05#058c93b2214a49ca1cfe9f8f26205568 - Cache
  strawberryperl/5.32.1.1#8f83d05a60363a422f9033e52d106b47 - Cache
Resolved version ranges
  libcurl/[*]: libcurl/8.5.0
  openssl/[>=1.1 <4]: openssl/3.2.1
  zlib/[>=1.2.11 <2]: zlib/1.3.1

===== Checking remotes =====
Found 35 pkg/version recipes matching libcurl in conancenter
Found 46 pkg/version recipes matching openssl in conancenter
Found 6 pkg/version recipes matching zlib in conancenter
Found 5 pkg/version recipes matching nasm in conancenter
Found 3 pkg/version recipes matching strawberryperl in conancenter
===== Outdated dependencies =====
libcurl
  Current versions: libcurl/8.5.0
  Latest in remote(s): libcurl/8.6.0 - conancenter
  Version ranges: libcurl/[*]
nasm
  Current versions: nasm/2.15.05
  Latest in remote(s): nasm/2.16.01 - conancenter

```

## 9.1.4 conan inspect

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```

$ conan inspect -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan inspect [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT]
                    [-r REMOTE | -nr] [-l LOCKFILE] [--lockfile-partial]
                    path

Inspect a conanfile.py to return its public fields.

positional arguments:
  path                  Path to a folder containing a recipe (conanfile.py)

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,

```

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```

        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
        -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
    Define core configuration, overwriting global.conf
    values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT
    Select the output format: json
-r REMOTE, --remote REMOTE
    Remote names. Accepts wildcards ('*' means all the
    remotes available)
-nr, --no-remote
    Do not use remote, resolve exclusively in the cache
-l LOCKFILE, --lockfile LOCKFILE
    Path to a lockfile. Use --lockfile="" to avoid
    automatic use of existing 'conan.lock' file
--lockfile-partial
    Do not raise an error if some dependency is not found
    in lockfile

```

The **conan inspect** command shows the public attributes of any recipe (*conanfile.py*) as follows:

```

$ conan inspect .
default_options:
  shared: False
  fPIC: True
  neon: True
  msa: True
  sse: True
  vsx: True
  api_prefix:
description: libpng is the official PNG file format reference library.
generators: []
homepage: http://www.libpng.org
label:
license: libpng-2.0
name: libpng
options:
  api_prefix:
  fPIC: True
  msa: True
  neon: True
  shared: False
  sse: True
  vsx: True
options_definitions:
  shared: ['True', 'False']
  fPIC: ['True', 'False']
  neon: ['True', 'check', 'False']
  msa: ['True', 'False']
  sse: ['True', 'False']
  vsx: ['True', 'False']
  api_prefix: ['ANY']
package_type: None
requires: []

```

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```

revision_mode: hash
settings: ['os', 'arch', 'compiler', 'build_type']
topics: ['png', 'graphics', 'image']
url: https://github.com/conan-io/conan-center-index

```

`conan inspect` evaluates recipe methods such as `set_name()` and `set_version()`, and is capable of resolving `python_requires` dependencies (which can be locked with the `--lockfile` argument), so its base methods will also be properly executed.

**Note:** The `--remote` argument is used *only* for fetching remote `python_requires` in cases where they are needed, **not** to inspect recipes from a remote. Use [conan graph info](#) for such cases.

The `conan inspect ... --format=json` returns a JSON output format in `stdout` (which can be redirected to a file) with the following structure:

```

$ conan inspect . --format=json
{
  "name": "libpng",
  "url": "https://github.com/conan-io/conan-center-index",
  "license": "libpng-2.0",
  "description": "libpng is the official PNG file format reference library.",
  "homepage": "http://www.libpng.org",
  "revision_mode": "hash",
  "default_options": {
    "shared": false,
    "fPIC": true,
    "neon": true,
    "msa": true,
    "sse": true,
    "vsx": true,
    "api_prefix": ""
  },
  "topics": [
    "png",
    "graphics",
    "image"
  ],
  "package_type": "None",
  "settings": [
    "os",
    "arch",
    "compiler",
    "build_type"
  ],
  "options": {
    "api_prefix": "",
    "fPIC": "True",
    "msa": "True",
    "neon": "True",
    "shared": "False",
    "sse": "True",

```

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```
    "vsx": "True"
  },
  "options_definitions": {
    "shared": [
      "True",
      "False"
    ],
    "fPIC": [
      "True",
      "False"
    ],
    "neon": [
      "True",
      "check",
      "False"
    ],
    "msa": [
      "True",
      "False"
    ],
    "sse": [
      "True",
      "False"
    ],
    "vsx": [
      "True",
      "False"
    ],
    "api_prefix": [
      "ANY"
    ]
  },
  "generators": [],
  "requires": [],
  "source_folder": null,
  "build_folder": null,
  "generators_folder": null,
  "package_folder": null,
  "label": ""
}
```

---

**Note:** `conan inspect` does not list any requirements listed in the `requirements()` method, only those present in the `requires` attribute will be shown.

---



### 9.1.5 conan install

```
$ conan install -h
WARN: Downgrading cache from Conan 2.15.1 to 2.11.0
usage: conan install [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [--name NAME]
                  [--version VERSION] [--user USER] [--channel CHANNEL]
                  [--requires REQUIRES] [--tool-requires TOOL_REQUIRES]
                  [-b BUILD] [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                  [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                  [-pr:a PROFILE_ALL] [-o OPTIONS] [-o:b OPTIONS_BUILD]
                  [-o:h OPTIONS_HOST] [-o:a OPTIONS_ALL] [-s SETTINGS]
                  [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                  [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                  [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                  [--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
                  [--lockfile-clean]
                  [--lockfile-overrides LOCKFILE_OVERRIDES] [-g GENERATOR]
                  [-of OUTPUT_FOLDER] [-d DEPLOYER]
                  [--deployer-folder DEPLOYER_FOLDER]
                  [--deployer-package DEPLOYER_PACKAGE] [--build-require]
                  [--envs-generation {false}]
                  [path]
```

Install the requirements specified in a recipe (conanfile.py or conanfile.txt).

It can also be used to install packages without a conanfile, using the `--requires` and `--tool-requires` arguments.

If any requirement is not found in the local cache, it will iterate the remotes looking for it. When the full dependency graph is computed, and all dependencies recipes have been found, it will look for binary packages matching the current settings. If no binary package is found for some or several dependencies, it will error, unless the `'--build'` argument is used to build it from source.

After installation of packages, the generators and deployers will be called.

positional arguments:

path	Path to a folder containing a recipe (conanfile.py or conanfile.txt) or to a recipe file. e.g., ./my_project/conanfile.txt.
------	--

options:

-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF	Define core configuration, overwriting global.conf values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT	Select the output format: json
--name NAME	Provide a package name if not specified in conanfile

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```

--version VERSION    Provide a package version if not specified in
                      conanfile
--user USER          Provide a user if not specified in conanfile
--channel CHANNEL    Provide a channel if not specified in conanfile
--requires REQUIRES  Directly provide requires instead of a conanfile
--tool-requires TOOL_REQUIRES
                      Directly provide tool-requires instead of a conanfile
-b BUILD, --build BUILD
                      Optional, specify which packages to build from source.
                      Combining multiple '--build' options on one command
                      line is allowed. Possible values: --build="*" Force
                      build from source for all packages. --build=never
                      Disallow build for all packages, use binary packages
                      or fail if a binary package is not found, it cannot be
                      combined with other '--build' options. --build=missing
                      Build packages from source whose binary package is not
                      found. --build=cascade Build packages from source that
                      have at least one dependency being built from source.
                      --build=[pattern] Build packages from source whose
                      package reference matches the pattern. The pattern
                      uses 'fnmatch' style wildcards. --build=~[pattern]
                      Excluded packages, which will not be built from the
                      source, whose package reference matches the pattern.
                      The pattern uses 'fnmatch' style wildcards.
                      --build=missing:[pattern] Build from source if a
                      compatible binary does not exist, only for packages
                      matching pattern.
-r REMOTE, --remote REMOTE
                      Look in the specified remote or remotes server
-nr, --no-remote      Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
                      Will install newer versions and/or revisions in the
                      local cache for the given reference name, or all
                      references in the graph if no argument is supplied.
                      When using version ranges, it will install the latest
                      version that satisfies the range. It will update to
                      the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
                      Apply the specified profile. By default, or if
                      specifying -pr:h (--profile:host), it applies to the
                      host context. Use -pr:b (--profile:build) to specify
                      the build context, or -pr:a (--profile:all) to specify
                      both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
                      Apply the specified options. By default, or if
                      specifying -o:h (--options:host), it applies to the
                      host context. Use -o:b (--options:build) to specify
                      the build context, or -o:a (--options:all) to specify
                      both contexts at once. Example:

```

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```

-o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF Apply the specified conf. By default, or if specifying
-c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain:generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
    Path to a lockfile. Use --lockfile="" to avoid
    automatic use of existing 'conan.lock' file
--lockfile-partial Do not raise an error if some dependency is not found
    in lockfile
--lockfile-out LOCKFILE_OUT
    Filename of the updated lockfile
--lockfile-clean Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
    Overwrite lockfile overrides
-g GENERATOR, --generator GENERATOR
    Generators to use
-of OUTPUT_FOLDER, --output-folder OUTPUT_FOLDER
    The root output folder for generated and build files
-d DEPLOYER, --deployer DEPLOYER
    Deploy using the provided deployer to the output
    folder. Built-in deployers: 'full_deploy',
    'direct_deploy', 'runtime_deploy'
--deployer-folder DEPLOYER_FOLDER
    Deployer output folder, base build folder by default
    if not set
--deployer-package DEPLOYER_PACKAGE
    Execute the deploy() method of the packages matching
    the provided patterns
--build-require Whether the provided path is a build-require
--envs-generation {false}
    Generation strategy for virtual environment files for
    the root

```

The `conan install` command is one of the main Conan commands, and it is used to resolve and install dependencies.

This command does the following:

- Compute the whole dependency graph, for the current configuration defined by settings, options, profiles and configuration. It resolves version ranges, transitive dependencies, conditional requirements, etc, to build the dependency graph.
- Evaluate the existence of binaries for every package in the graph, whether or not there are precompiled binaries to download, or if they should be built from sources (as directed by the `--build` argument). If binaries are missing, it will not recompute the dependency graph to try to fallback to previous versions that contain binaries for that configuration. If a certain dependency version is desired, it should be explicitly required.
- Download precompiled binaries, or build binaries from sources in the local cache, in the right order for the dependency graph.
- Create the necessary files as requested by the “generators”, so build systems and other tools can locate the locally installed dependencies
- Optionally, execute the desired deployers.

See also:

- Check the *JSON format output* for this command.

### Conanfile path or `--requires`

The `conan install` command can use 2 different origins for information. The first one is using a local `conanfile.py` or `conanfile.txt`, containing definitions of the dependencies and generators to be used.

```
$ conan install . # there is a conanfile.txt or a conanfile.py in the cwd
$ conan install conanfile.py # also works, direct reference file
$ conan install myconan.txt # explicit custom name
$ conan install myfolder # there is a conanfile in "myfolder" folder
```

Even if it is possible to use a custom name, in the general case, it is recommended to use the default `conanfile.py` name, located in the repository root, so users can do a straightforward `git clone ... `` + ``conan install .`

The other possibility is to not have a `conanfile` at all, and define the requirements to be installed directly in the command line:

```
# Install the zlib/1.2.13 library
$ conan install --requires=zlib/1.2.13
# Install the zlib/1.2.13 and bzip2/1.0.8 libraries
$ conan install --requires=zlib/1.2.13 --requires=bzip2/1.0.8
# Install the cmake/3.23.5 and ninja/1.11.0 tools
$ conan install --tool-requires=cmake/3.23.5 --tool-requires=ninja/1.11.0
# Install the zlib/1.2.13 library and ninja/1.11.0 tool
$ conan install --requires=zlib/1.2.13 --tool-requires=ninja/1.11.0
```

In the general case, it is recommended to use a `conanfile` instead of defining things in the command line.

## Profiles, Settings, Options, Conf

There are several arguments that are used to define the effective profiles that will be used, both for the “build” and “host” contexts.

By default the arguments refer to the “host” context, so `--settings:host, -s:h` is totally equivalent to `--settings, -s`. Also, by default, the `conan install` command will use the default profile both for the “build” and “host” context. That means that if a profile with the “default” name has not been created, it will error.

Multiple definitions of profiles can be passed as arguments, and they will compound from left to right (right has the highest priority)

```
# The values of myprofile3 will have higher priority
$ conan install . -pr=myprofile1 -pr=myprofile2 -pr=myprofile3
```

---

**Note:** Profiles are searched for in a variety of locations, [see here for more information](#)

---

If values for any of `settings`, `options` and `conf` are provided in the command line, they create a profile that is composed with the other provided `-pr` (or the “default” one if not specified) profiles, with higher priority, not matter what the order of arguments is.

```
# the final "host" profile will always be build_type=Debug, even if "myprofile"
# says "build_type=Release"
$ conan install . -pr=myprofile -s build_type=Debug
```

## Generators and deployers

The `-g` argument allows to define in the command line the different built-in generators to be used:

```
$ conan install --requires=zlib/1.2.13 -g CMakeDeps -g CMakeToolchain
```

Note that in the general case, the recommended approach is to have the `generators` defined in the `conanfile`, and only for the `--requires` use case, it would be more necessary as command line argument.

Generators are intended to create files for the build systems to locate the dependencies, while the `deployers` main use case is to copy files from the Conan cache to user space, and performing any other custom operations over the dependency graph, like collecting licenses, generating reports, deploying binaries to the system, etc. The syntax for `deployers` is:

```
# does a full copy of the dependencies binaries to the current user folder
$ conan install . --deployer=full_deploy
```

There are 3 built-in `deployers`:

- `full_deploy` does a complete copy of the dependencies binaries in the local folder, with a minimal folder structure to avoid conflicts between files and artifacts of different packages
- `direct_deploy` does a copy of only the immediate direct dependencies, but does not include the transitive dependencies.
- `runtime_deploy` deploys all the shared libraries and the executables of the dependencies (like `.so`, `.dll`, or `.dylib` files) into a flat directory structure. (Available since Conan 2.5.0)

Some generators might have the capability of redefining the target “package folder”. That means that if some other generator like `CMakeDeps` is used that is pointing to the packages, it will be pointing to the local deployed copy, and not

to the original packages in the Conan cache. See the full example in *Creating a Conan-agnostic deploy of dependencies for developer use*.

It is also possible, and it is a powerful extension point, to write custom user deployers. Read more about custom deployers in *Deployers*.

It is possible to also invoke the package recipes `deploy()` method with the `--deployer-package`:

```
# Execute deploy() method of every recipe that defines it
$ conan install --requires=pkg/0.1 --deployer-package=*
# Execute deploy() method only for "pkg" (any version) recipes
$ conan install --requires=pkg/0.1 --deployer-package=pkg/*
```

The `--deployer-package` argument is a pattern and accept multiple values, all package references matching any of the defined patterns will execute its `deploy()` method. The `--deployer-folder` argument will also affect the output location of this deployment. See the *deploy() method*.

If multiple deployed packages deploy to the same location, it is their responsibility to not mutually overwrite their binaries if they have the same filenames. For example if multiple packages `deploy()` a file called “License.txt”, each recipe is responsible for creating an intermediate folder with the package name and/or version that makes it unique, so other recipes `deploy()` method do not overwrite previously deployed “License.txt” files.

### Name, version, user, channel

The `conan install` command provides optional arguments for `--name`, `--version`, `--user`, `--channel`. These arguments might not be necessary in the majority of cases. Never for `conanfile.txt` and for `conanfile.py` only in the case that they are not defined in the recipe:

```
from conan import ConanFile
from conan.tools.scm import Version

class Pkg(ConanFile):
    name = "mypkg"

    def requirements(self):
        if Version(self.version) >= "3.23":
            self.requires("...")
```

```
# If we don't specify ``--version``, it will be None and it will fail
$ conan install . --version=3.24
```

### Lockfiles

The `conan install` command has several arguments to load and produce lockfiles. By default, if a `conan.lock` file is located beside the recipe or in the current working directory if no path is provided, will be used as an input lockfile.

Lockfiles are strict by default, that means that if there is some `requires` and it cannot find a matching locked reference in the lockfile, it will error and stop. For cases where it is expected that the lockfile will not be complete, as there might be new dependencies, the `--lockfile-partial` argument can be used.

By default, `conan install` will not generate an output lockfile, but if the `--lockfile-out` argument is provided, pointing to a filename, like `--lockfile-out=result.lock`, then a lockfile will be generated from the current dependency graph. If `--lockfile-clean` argument is provided, all versions and revisions not used in the current dependency graph will be dropped from the resulting lockfile.

Let's say that we already have a `conan.lock` input lockfile, but we just added a new `requires = "newpkg/1.0"` to a new dependency. We could resolve the dependencies, locking all the previously locked versions, while allowing to resolve the new one, which was not previously present in the lockfile, and store it in a new location, or overwrite the existing lockfile:

```
# --lockfile=conan.lock is the default, not necessary
$ conan install . --lockfile=conan.lock --lockfile-partial --lockfile-out=conan.lock
```

Also, it is likely that the majority of lockfile operations are better managed by the `conan lock` command.

See also:

- [Lockfiles](#).
- Read the tutorial about the [local package development flow](#).

## Update

The `conan install` command has an `--update` argument that will force the re-evaluation of the selected items of the dependency graph, allowing for the update of the dependencies to the latest version if using version ranges, or to the latest revision of the same version, when those versions are not locked in the given lockfile. Passing `--update` will check every package in the dependency graph, but it is also possible to pass a package name to the `--update` argument (it can be added to the command more than once with different names), to only update those packages, which avoids the re-evaluation of the whole graph.

```
$ conan install . --update # Update all packages in the graph
$ conan install . --update=openssl # Update only the openssl package
$ conan install . --update=openssl --update=boost # Update both openssl and boost_
↪ packages
```

Note that the `--update` argument will look into all the remotes specified in the command for possible newer versions, and won't stop at the first newer one found.

### 9.1.6 conan list

```
$ conan list -h
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
usage: conan list [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [-p PACKAGE_QUERY]
                 [-fp FILTER_PROFILE] [-fs FILTER_SETTINGS]
                 [-fo FILTER_OPTIONS] [-r REMOTE] [-c] [-g GRAPH]
                 [-gb GRAPH_BINARIES] [-gr GRAPH_RECIPES] [--lru LRU]
                 [pattern]
```

List existing recipes, revisions, or packages in the cache (by default) or the remotes.

positional arguments:

pattern	A pattern in the form 'pkg/version#revision:package_id#revision', e.g: "zlib/1.2.13:*" means all binaries for zlib/1.2.13. If revision is not specified, it is assumed latest one.
---------	---

options:

-h, --help	show this help message and exit
------------	---------------------------------

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```

-v [V]                Level of detail of the output. Valid options from less
                      verbose to more verbose: -vquiet, -verror, -vwarning,
                      -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                      -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                      Define core configuration, overwriting global.conf
                      values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT
                      Select the output format: json, html, compact
-p PACKAGE_QUERY, --package-query PACKAGE_QUERY
                      List only the packages matching a specific query, e.g,
                      os=Windows AND (arch=x86 OR compiler=gcc)
-fp FILTER_PROFILE, --filter-profile FILTER_PROFILE
                      Profiles to filter the binaries
-fs FILTER_SETTINGS, --filter-settings FILTER_SETTINGS
                      Settings to filter the binaries
-fo FILTER_OPTIONS, --filter-options FILTER_OPTIONS
                      Options to filter the binaries
-r REMOTE, --remote REMOTE
                      Remote names. Accepts wildcards ('*' means all the
                      remotes available)
-c, --cache            Search in the local cache
-g GRAPH, --graph GRAPH
                      Graph json file
-gb GRAPH_BINARIES, --graph-binaries GRAPH_BINARIES
                      Which binaries are listed
-gr GRAPH_RECIPES, --graph-recipes GRAPH_RECIPES
                      Which recipes are listed
--lru LRU              List recipes and binaries that have not been recently
                      used. Use a time limit like --lru=5d (days) or
                      --lru=4w (weeks), h (hours), m(minutes)

```

The `conan list` command can list recipes and packages from the local cache, from the specified remotes or from both. This command uses a *reference pattern* as input. The structure of this pattern is based on a complete Conan reference that looks like:

```
name/version@user/channel#rrev:pkgid#prev
```

This pattern supports using `*` as wildcard as well as `#latest` to specify the latest revision (though that might not be necessary in most cases, by default Conan will be listing the latest revisions).

Using it you can list:

- Recipe references (`name/version@user/channel`).
- Recipe revisions (`name/version@user/channel#rrev`).
- Package IDs and their configurations (`name/version@user/channel#rrev:pkgids`).
- Package revisions (`name/version@user/channel#rrev:pkgids#prev`).

**Warning:** The json output of the `conan list --format=json` is in **preview**. See [the Conan stability](#) section for more information.

Let's see some examples on how to use this pattern:



## Listing recipe references

Listing 3: *list all references on local cache*

```
# Make sure to quote the argument
$ conan list
Local Cache
  hello
    hello/2.26.1@mycompany/testing
    hello/2.20.2@mycompany/testing
    hello/1.0.4@mycompany/testing
    hello/2.3.2@mycompany/stable
    hello/1.0.4@mycompany/stable
  string-view-lite
    string-view-lite/1.6.0
  zlib
    zlib/1.2.11
```

This command is equivalent to ``\$ conan list "\*"`` (make sure to quote the argument), if [no argument](#) is provided Conan will list all packages.

Listing 4: *list all versions of a reference*

```
$ conan list zlib
Local Cache
  zlib
    zlib/1.2.11
    zlib/1.2.12
```

As we commented, you can also use the \* wildcard inside the reference you want to search.

Listing 5: *list all versions of a reference, equivalent to the previous one*

```
# Make sure to quote the argument
$ conan list "zlib/*"
Local Cache
  zlib
    zlib/1.2.11
    zlib/1.2.12
```

You can also use version ranges in the version field to define the versions you want:

Listing 6: *list version ranges*

```
# Make sure to quote the argument
$ conan list "zlib/[<1.2.12]" -r=conancenter
Local Cache
  zlib
    zlib/1.2.11
$ conan list "zlib/[>1.2.11]" -r=conancenter
Local Cache
  zlib
    zlib/1.2.12
```

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```
zlib/1.2.13
```

Use the pattern for searching only references matching a specific channel:

Listing 7: *list references with 'stable' channel*

```
$ conan list "**/*@*/stable"
Local Cache
  hello
    hello/2.3.2@mycompany/stable
    hello/1.0.4@mycompany/stable
```

Use the `...@` pattern for searching only references that don't have *user* and *channel*:

Listing 8: *list references without user and channel*

```
$ conan list "**/*@"
Local Cache
  string-view-lite
    string-view-lite/1.6.0
  zlib
    zlib/1.2.11
```

## Listing recipe revisions

To list recipe revisions the `#<pattern>` must be used. If we want just the latest revision we can use the `#latest` placeholder:

Listing 9: *list latest recipe revision*

```
$ conan list zlib/1.2.11#latest
Local Cache
  zlib
    zlib/1.2.11
      revisions
        ffa77daf83a57094149707928bdce823 (2022-11-02 13:46:53 UTC)
```

To list all recipe revisions use the `*` wildcard:

Listing 10: *list all recipe revisions*

```
$ conan list "zlib/1.2.11#*"
Local Cache
  zlib
    zlib/1.2.11
      revisions
        ffa77daf83a57094149707928bdce823 (2022-11-02 13:46:53 UTC)
        8b23adc7acd6f1d6e220338a78e3a19e (2022-10-19 09:19:10 UTC)
        ce3665ce19f82598aa0f7ac0b71ee966 (2022-10-14 11:42:21 UTC)
        31ee767cb2828e539c42913a471e821a (2022-10-12 05:49:39 UTC)
        d77ee68739fcbe5bf37b8a4690eea6ea (2022-08-05 17:17:30 UTC)
```

## Listing package IDs

The shortest way of listing all the package IDs belonging to the latest recipe revision is using `name/version@user/channel:*` as the pattern:

Listing 11: *list all package IDs for latest recipe revision*

```
# Make sure to quote the argument
$ conan list "zlib/1.2.11:*"
Local Cache
  zlib
    zlib/1.2.11
      revisions
        d77ee68739fcbe5bf37b8a4690eea6ea (2022-08-05 17:17:30 UTC)
      packages
        d0599452a426a161e02a297c6e0c5070f99b4909
      info
        settings
          arch: x86_64
          build_type: Release
          compiler: apple-clang
          compiler.version: 12.0
          os: MacOS
        options
          fPIC: True
          shared: False
      ebec3dc6d7f6b907b3ada0c3d3cdc83613a2b715
      info
        settings
          arch: x86_64
          build_type: Release
          compiler: gcc
          compiler.version: 11
          os: Linux
        options
          fPIC: True
          shared: False
```

**Note:** Here the `#latest` for the recipe revision is implicit, i.e., that pattern is equivalent to `zlib/1.2.11#latest:*`

To list all the package IDs for all the recipe revisions use the `*` wildcard in the revision `#` part:

Listing 12: *list all the package IDs for all the recipe revisions*

```
# Make sure to quote the argument
$ conan list "zlib/1.2.11#*:*"
Local Cache
  zlib
    zlib/1.2.11
      revisions
        d77ee68739fcbe5bf37b8a4690eea6ea (2022-08-05 17:17:30 UTC)
      packages
```

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```

d0599452a426a161e02a297c6e0c5070f99b4909
info
  settings
    arch: x86_64
    build_type: Release
    compiler: apple-clang
    compiler.version: 12.0
    os: MacOS
  options
    fPIC: True
    shared: False
e4e1703f72ed07c15d73a555ec3a2fa1 (2022-07-04 21:21:45 UTC)
packages
  d0599452a426a161e02a297c6e0c5070f99b4909
  info
    settings
      arch: x86_64
      build_type: Release
      compiler: apple-clang
      compiler.version: 12.0
      os: MacOS
    options
      fPIC: True
      shared: False

```

## Listing package revisions

The shortest way of listing the latest package revision for a specific recipe revision and package ID is using the pattern `name/version@user/channel#rrev:pkgid`

Listing 13: *list latest package revision for a specific recipe revision and package ID*

```

$ conan list zlib/1.2.11
↪#8b23adc7acd6f1d6e220338a78e3a19e:fdb823f07bc228621617c6397210a5c6c4c8807b
Local Cache
  zlib
    zlib/1.2.11
      revisions
        8b23adc7acd6f1d6e220338a78e3a19e (2022-08-05 17:17:30 UTC)
      packages
        fdb823f07bc228621617c6397210a5c6c4c8807b
          revisions
            4834a9b0d050d7cf58c3ab391fe32e25 (2022-11-18 12:33:31 UTC)

```

To list all the package revisions for for the latest recipe revision:

Listing 14: *list all the package revisions for all package-ids the latest recipe revision*

```

# Make sure to quote the argument
$ conan list "zlib/1.2.11:*#"

```

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```

Local Cache
  zlib
    zlib/1.2.11
      revisions
        6a6451bbfcb0e591333827e9784d7dfa (2022-12-29 11:51:39 UTC)
      packages
        b1d267f77ddd5d10d06d2ecf5a6bc433fbb7eed
          revisions
            67bb089d9d968cbc4ef69e657a03de84 (2022-12-29 11:47:36 UTC)
            5e196dbea832f1efee1e70e058a7eead (2022-12-29 11:47:26 UTC)
            26475a416fa5b61cb962041623748d73 (2022-12-29 11:02:14 UTC)
          d15c4f81b5de757b13ca26b636246edff7bdbf24
            revisions
              a2eb7f4c8f2243b6e80ec9e7ee0e1b25 (2022-12-29 11:51:40 UTC)

```

**Note:** Here the `#latest` for the recipe revision is implicit, i.e., that pattern is equivalent to `zlib/1.2.11#latest:*#*`

## Listing graph artifacts

When the `conan list --graph=<graph.json>` graph json file is provided, the command will list the binaries in it. By default, it will list all recipes and binaries included in the dependency graph. But the `--graph-recipes=<recipe-mode>` and `--graph-binaries=<binary-mode>` allow specifying what artifacts have to be listed in the final result, some examples:

- `conan list --graph=graph.json --graph-binaries=build` list exclusively the recipes and binaries that have been built from sources
- `conan list --graph=graph.json --graph-recipes=""` list exclusively the recipes, all recipes, but no binaries
- `conan list --graph=graph.json --graph-binaries=download` list exclusively the binaries that have been downloaded in the last `conan create` or `conan install`

## Filtering packages

There are a few ways to filter the packages that are returned by the command:

- The `--package-query` option allows to filter the packages that match a specific query, for example `--package-query="os=Windows AND (arch=x86 OR compiler=gcc)"` would match only Windows packages where the architecture is x86 or the compiler is gcc.
- You can filter packages by profiles (`--filter-profile`), settings (`--filter-settings`), or options (`--filter-options`). Note that only declared settings and options in the recipe will be considered for filtering, so that if for example a recipe does not declare the `shared` option, its packages will always be returned when using the `--filter-options="*:shared=True"` filter (regardless of the `shared` value used)

```

$ conan list "zlib/1.3.1:*" -fs="os=Macos" -fo="*:shared=True" -r=conancenter
conancenter
  zlib
    zlib/1.3.1

```

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```

revisions
  f52e03ae3d251dec704634230cd806a2 (2024-02-22 09:20:06 UTC)
  packages
    24612164eb0760405fcd237df0102e554ed1cb2f
    info
      settings
        arch: x86_64
        build_type: Release
        compiler: apple-clang
        compiler.version: 13
        os: MacOS
      options
        shared: True
    a3c9d80d887539fac38b81ff8cd4585fe42027e0
    info
      settings
        arch: armv8
        build_type: Release
        compiler: apple-clang
        compiler.version: 13
        os: MacOS
      options
        shared: True

```

Both ways can be used together, and only the packages that match both filters will be listed

## List json output format

### Note: Best practices

The text output in the terminal should never be parsed or relied on for automation, and it is intended for human reading only. For any automation, the recommended way is using the formatted output as *json*

The `conan list ... --format=json` will return a json output in `stdout` (which can be redirected to a file) with the following structure:

```

# Make sure to quote the argument
$ conan list "zlib/1.2.11:*#" --format=json
{
  "Local Cache": {
    "zli/1.0.0": {
      "revisions": {
        "b58eeddfe2fd25ac3a105f72836b3360": {
          "timestamp": "2023-01-10 16:30:27 UTC",
          "packages": {
            "9a4eb3c8701508aa9458b1a73d0633783ecc2270": {
              "revisions": {
                "d9b1e9044ee265092e81db7028ae10e0": {
                  "timestamp": "2023-01-10 22:45:49 UTC"
                }
              }
            }
          }
        }
      }
    }
  }
}

```

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```

    },
    "info": {
      "settings": {
        "os": "Linux"
      }
    }
  },
  "ebec3dc6d7f6b907b3ada0c3d3cdc83613a2b715": {
    "revisions": {
      "d9b1e9044ee265092e81db7028ae10e0": {
        "timestamp": "2023-01-10 22:45:49 UTC"
      }
    },
    "info": {
      "settings": {
        "os": "Windows"
      }
    }
  }
}

```

```
$ conan list "zlib/1.2.13#*.*#" --format=html -c > list.html
```

## conan list results

Local Cache

zlib/1.2.13

40e9a7 (10/14/2022, 14:06:41)

647c91 (10/19/2022, 11:19:10)

13c96f (11/02/2022, 14:46:53) 9

## Packages for revision 13c96f538b52e1600c40b88994de240f

24612164eb0760405fcd237df0102e554ed1cb2f

arch: x86\_64 build\_type: Release compiler: apple-clang compiler.version: 13 os: MacOS shared: True

Package revisions:

• 8b6a5d9c2a3818363724ebe499636396 (02/22/2023, 10:28:30)

41ad450120fdab2266b1185a967d298f7ae52595

arch: x86\_64 build\_type: Release compiler: msvc compiler.runtime: dynamic compiler.runtime\_type: Release compiler.version: 192 os: Windows shared: False

Package revisions:

• 6db1a955495ed79c7834d10a710a9882 (02/22/2023, 10:35:01)

76864d438e6a53828b8769476a7b57a241d91b69

arch: x86\_64 build\_type: Release compiler: msvc compiler.runtime: static compiler.runtime\_type: Release compiler.version: 192 os: Windows shared: False

Package revisions:

• 0daf13fb50d1a37d725419914af3a33e (02/22/2023, 10:35:03)

a3c9d80d887539fac38b81ff8cd4585fe42027e0

arch: armv8 build\_type: Release compiler: apple-clang compiler.version: 13 os: MacOS shared: True

Package revisions:

• 71f1ffe74c50b8d984818922644fd3f2 (02/22/2023, 10:32:06)

abe5e2b04ea92ce2ee91bc9834317dbe66628206

arch: x86\_64 build\_type: Release compiler: gcc compiler.version: 11 os: Linux shared: True

Package revisions:

• 441a647ceea3b3b1b0dbelbef7a807d (02/22/2023, 10:26:05)

ae9eaf478e918e6470fe64a4d8d4d9552b0b3606

arch: x86\_64 build\_type: Release compiler: msvc compiler.runtime: dynamic compiler.runtime\_type: Release compiler.version: 192 os: Windows shared: True

Package revisions:

• 0255fcf347dc3906fe9a1e471caaf387 (02/22/2023, 10:35:03)

b647c43bfefae3f830561ca202b6cfd935b56205

arch: x86\_64 build\_type: Release compiler: gcc compiler.version: 11 os: Linux FPIC: True shared: False

Package revisions:

## List compact output format

For developers, it can be convenient to use the `--format=compact` output, because it allows to copy and paste full references into other commands (like for example `conan cache path`):

```
$ conan list "zlib/1.2.13:*" -r=conancenter --format=compact
conancenter
zlib/1.2.13
  zlib/1.2.13#97d5730b529b4224045fe7090592d4c1%1692672717.68 (2023-08-22 02:51:57 UTC)
  zlib/1.2.13
    ↪#97d5730b529b4224045fe7090592d4c1:d62dff20d86436b9c58ddc0162499d197be9de1e
      settings: MacOS, x86_64, Release, apple-clang, 13
      options(diff): fPIC=True, shared=False
  zlib/1.2.13
    ↪#97d5730b529b4224045fe7090592d4c1:abe5e2b04ea92ce2ee91bc9834317dbe66628206
      settings: Linux, x86_64, Release, gcc, 11
      options(diff): shared=True
  zlib/1.2.13
    ↪#97d5730b529b4224045fe7090592d4c1:ae9eaf478e918e6470fe64a4d8d4d9552b0b3606
      settings: Windows, x86_64, Release, msvc, dynamic, Release, 192
      options(diff): shared=True
  ...
```

The `--format=compact` will show the list of values for settings, and it will only show the differences (“diff”) for



options, that is, it will compute the common denominator of options for all displayed packages, and will print only those values that deviate from that common denominator.

## 9.1.7 conan lock

The `conan lock` command contains several subcommands. In addition to these commands, most of the Conan commands that compute a graph, like `create`, `install`, `graph`, can both receive lockfiles as input and produce lockfiles as output.

### conan lock add

```
$ conan lock add -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan lock add [-h] [-v [V]] [-cc CORE_CONF] [--requires REQUIRES]
                    [--build-requires BUILD_REQUIRES]
                    [--python-requires PYTHON_REQUIRES]
                    [--config-requires CONFIG_REQUIRES]
                    [--lockfile-out LOCKFILE_OUT] [--lockfile LOCKFILE]

Add requires, build-requires or python-requires to an existing or new
lockfile. The resulting lockfile will be ordered, newer versions/revisions
first. References can be supplied with and without revisions like "--
requires=pkg/version", but they must be package references, including at least
the version, and they cannot contain a version range.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --requires REQUIRES   Add references to lockfile.
  --build-requires BUILD_REQUIRES
                        Add build-requires to lockfile
  --python-requires PYTHON_REQUIRES
                        Add python-requires to lockfile
  --config-requires CONFIG_REQUIRES
                        Add config-requires to lockfile
  --lockfile-out LOCKFILE_OUT
                        Filename of the created lockfile
  --lockfile LOCKFILE   Filename of the input lockfile
```

The `conan lock add` command is able to add a package version to an existing or new lockfile `requires`, `build_requires`, `python_requires` or `config_requires`.

For example, the following is able to create a lockfile (by default, named `conan.lock`):

```
$ conan lock add --requires=pkg/1.1 --build-requires=tool/2.2 --python-requires=mypytool/
↪ 3.3
```

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Generated lockfile: ...conan.lock

```
$cat conan.lock
{
  "version": "0.5",
  "requires": [
    "pkg/1.1"
  ],
  "build_requires": [
    "tool/2.2"
  ],
  "python_requires": [
    "mypytool/3.3"
  ]
}
```

The `conan lock add` command also allows to provide an existing lockfile as an input, and it will add the arguments to the existing lockfile, maintaining the package versions sorted:

```
$ conan lock add --build-requires=tool/2.3 --lockfile=conan.lock
Using lockfile: '../conan.lock'
Generated lockfile: ../conan.lock
```

```
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "pkg/1.1"
  ],
  "build_requires": [
    "tool/2.3",
    "tool/2.2"
  ],
  "python_requires": [
    "mypytool/3.3"
  ]
}
```

The `conan lock add` command does not perform any checking on the lockfile, the packages, the existence of packages, the existence of package versions, or the existence of those packages in a given dependency graph, it is a basic manipulation of the json information. When that lockfile is applied to resolve a dependency graph, it is possible that the added versions do not exist, or do not resolve for the `conanfile.py` recipes defined version ranges.

Moreover, the list of versions is still sorted. Adding an older version like `tool/2.1` to the previous lockfile won't make that version being used automatically if the recipes contain the version range `tool/[>=2.0 <3]`, because the `tool/2.2` version is listed there and the range will resolve to it, not to the older `tool/2.1`.

Note that a lockfile created with `conan lock add` can be incomplete and not contain all necessary locked versions that a full dependency graph would need. For those cases, recall that the `--lockfile-partial` argument can be applied. Note also that if a `conan.lock` file exist in the current folder, Conan commands like `conan install` will automatically use it. Please have a look to the [lockfiles tutorial](#).

If explicitly adding revisions, please recall that the revisions are timestamp sorted. If more than one revision exists in the lockfile, it is mandatory to provide the timestamps of those revisions, so the sorting makes sense, which can be

done with:

```
$ conan lock add --requires=pkg/1.1#revision%timestamp
```

#### Warning:

- It is forbidden to manually manipulate a Conan lockfile, changing the strict sorting of references, and that could result in any arbitrary undefined behavior.
- Recall that it is not possible to `conan lock add` a version range. The version might be not fully complete (like not providing the revision), but it must be an exact version.

#### Note: Best practices

This command will not be necessary in many situations. The existing `conan install`, `conan create`, `conan lock`, `conan export`, `conan graph` commands can directly update or produce new lockfiles with the new information of the packages they are creating, and those new or updated lockfiles can be used to continue with the processing.

### conan lock create

```
$ conan lock create -h
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0
usage: conan lock create [-h] [-v [V]] [-cc CORE_CONF] [--name NAME]
                        [--version VERSION] [--user USER] [--channel CHANNEL]
                        [--requires REQUIRES] [--tool-requires TOOL_REQUIRES]
                        [-b BUILD] [-r REMOTE | -nr] [-u [UPDATE]]
                        [-pr PROFILE] [-pr:b PROFILE_BUILD]
                        [-pr:h PROFILE_HOST] [-pr:a PROFILE_ALL] [-o OPTIONS]
                        [-o:b OPTIONS_BUILD] [-o:h OPTIONS_HOST]
                        [-o:a OPTIONS_ALL] [-s SETTINGS]
                        [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                        [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                        [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                        [--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
                        [--lockfile-clean]
                        [--lockfile-overrides LOCKFILE_OVERRIDES]
                        [--build-require]
                        [path]
```

Create a lockfile from a conanfile or a reference.

#### positional arguments:

path	Path to a folder containing a recipe (conanfile.py or conanfile.txt) or to a recipe file. e.g., ./my_project/conanfile.txt.
------	--

#### options:

-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning,

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```

        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
        -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
    Define core configuration, overwriting global.conf
    values. E.g.: -cc core:non_interactive=True
--name NAME
    Provide a package name if not specified in conanfile
--version VERSION
    Provide a package version if not specified in
    conanfile
--user USER
    Provide a user if not specified in conanfile
--channel CHANNEL
    Provide a channel if not specified in conanfile
--requires REQUIRES
    Directly provide requires instead of a conanfile
--tool-requires TOOL_REQUIRES
    Directly provide tool-requires instead of a conanfile
-b BUILD, --build BUILD
    Optional, specify which packages to build from source.
    Combining multiple '--build' options on one command
    line is allowed. Possible values: --build="*" Force
    build from source for all packages. --build=never
    Disallow build for all packages, use binary packages
    or fail if a binary package is not found, it cannot be
    combined with other '--build' options. --build=missing
    Build packages from source whose binary package is not
    found. --build=cascade Build packages from source that
    have at least one dependency being built from source.
    --build=[pattern] Build packages from source whose
    package reference matches the pattern. The pattern
    uses 'fnmatch' style wildcards. --build=~[pattern]
    Excluded packages, which will not be built from the
    source, whose package reference matches the pattern.
    The pattern uses 'fnmatch' style wildcards.
    --build=missing:[pattern] Build from source if a
    compatible binary does not exist, only for packages
    matching pattern.
-r REMOTE, --remote REMOTE
    Look in the specified remote or remotes server
-nr, --no-remote
    Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
    Will install newer versions and/or revisions in the
    local cache for the given reference name, or all
    references in the graph if no argument is supplied.
    When using version ranges, it will install the latest
    version that satisfies the range. It will update to
    the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
    Apply the specified profile. By default, or if
    specifying -pr:h (--profile:host), it applies to the
    host context. Use -pr:b (--profile:build) to specify
    the build context, or -pr:a (--profile:all) to specify
    both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL

```

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```

-o OPTIONS, --options OPTIONS
    Apply the specified options. By default, or if
    specifying -o:h (--options:host), it applies to the
    host context. Use -o:b (--options:build) to specify
    the build context, or -o:a (--options:all) to specify
    both contexts at once. Example:
    -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF Apply the specified conf. By default, or if specifying
    -c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain:generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
    Path to a lockfile. Use --lockfile="" to avoid
    automatic use of existing 'conan.lock' file
--lockfile-partial Do not raise an error if some dependency is not found
    in lockfile
--lockfile-out LOCKFILE_OUT
    Filename of the updated lockfile
--lockfile-clean Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
    Overwrite lockfile overrides
--build-require Whether the provided reference is a build-require

```

The `conan lock create` command creates a lockfile for the recipe or reference specified in `path` or `--requires`. This command will compute the dependency graph, evaluate which binaries do exist or need to be built, but it will not try to install or build from source those binaries. In that regard, it is equivalent to the `conan graph info` command. Most of the arguments accepted by this command are the same as `conan graph info` (and `conan install`, `conan create`), because the `conan lock create` creates or update a lockfile for a given configuration.

A lockfile can be created from scratch, computing a new dependency graph from a local conanfile, or from `requires`, for example for this `conanfile.txt`:

Listing 15: conanfile.txt

```

[requires]
fmt/9.0.0

```

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```
[tool_requires]
cmake/3.23.5
```

We can run:

```
$ conan lock create .

$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "fmt/9.0.0#ca4ae2047ef0ccd7d2210d8d91bd0e02%1675126491.773"
  ],
  "build_requires": [
    "cmake/3.23.5#5f184bc602682bcea668356d75e7563b%1676913225.027"
  ],
  "python_requires": []
}
```

`conan lock create` accepts a `--lockfile` input lockfile (if a `conan.lock` default one is found, it will be automatically used), and then it will add new information in the `--lockfile-out` (by default, also `conan.lock`). For example if we change the above `conanfile.txt`, removing the `tool_requires`, updating `fmt` to 9.1.0 and adding a new dependency to `zlib/1.2.13`:

Listing 16: `conanfile.txt`

```
[requires]
fmt/9.1.0
zlib/1.2.13

[tool_requires]
```

We will see how `conan lock create` **extends** the existing lockfile with the new configuration, but it doesn't remove unused versions or packages from it:

```
$ conan lock create . # will use the existing conan.lock as base, and rewrite it
# use --lockfile and --lockfile-out to change that behavior

$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "zlib/1.2.13#13c96f538b52e1600c40b88994de240f%1667396813.733",
    "fmt/9.1.0#e747928f85b03f48aaf227ff897d9634%1675126490.952",
    "fmt/9.0.0#ca4ae2047ef0ccd7d2210d8d91bd0e02%1675126491.773"
  ],
  "build_requires": [
    "cmake/3.23.5#5f184bc602682bcea668356d75e7563b%1676913225.027"
  ],
  "python_requires": []
}
```

This behavior is very important to be able to capture multiple different configurations (Linux/Windows, shared/static,

Debug/Release, etc) that might have different dependency graphs. See the [lockfiles tutorial](#), to read more about lockfiles for multiple configurations.

If we want to trim unused versions and packages we can force it with the `--lockfile-clean` argument:

```
$ conan lock create . --lockfile-clean
# will use the existing conan.lock as base, and rewrite it, cleaning unused versions
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "zlib/1.2.13#13c96f538b52e1600c40b88994de240f%1667396813.733",
    "fmt/9.1.0#e747928f85b03f48aaf227ff897d9634%1675126490.952"
  ],
  "build_requires": [],
  "python_requires": []
}
```

See also:

The [lockfiles tutorial section](#) has more examples and hands on explanations of lockfiles.

## conan lock merge

```
$ conan lock merge -h
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
usage: conan lock merge [-h] [-v [V]] [-cc CORE_CONF] [--lockfile LOCKFILE]
                        [--lockfile-out LOCKFILE_OUT]

Merge 2 or more lockfiles.

options:
  -h, --help                show this help message and exit
  -v [V]                    Level of detail of the output. Valid options from less
                           verbose to more verbose: -vquiet, -verror, -vwarning,
                           -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                           -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                           Define core configuration, overwriting global.conf
                           values. E.g.: -cc core:non_interactive=True
  --lockfile LOCKFILE       Path to lockfile to be merged
  --lockfile-out LOCKFILE_OUT
                           Filename of the created lockfile
```

The `conan lock merge` command takes 2 or more lockfiles and aggregate them, producing one final lockfile. For example, if we have 2 lockfiles `lock1.lock` and `lock2.lock`, we can merge both in a final `conan.lock` one:

```
# we have 2 lockfiles lock1.lock and lock2.lock
$ conan lock add --requires=pkg/1.1 --lockfile-out=lock1.lock
$ cat lock1.lock
{
  "version": "0.5",
  "requires": [
    "pkg/1.1",
```

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```

    ],
    "build_requires": [],
    "python_requires": []
}

$ conan lock add --requires=other/2.1 --build-requires=tool/3.2 --lockfile-out=lock2.lock
$ cat lock2.lock
{
  "version": "0.5",
  "requires": [
    "other/2.1"
  ],
  "build_requires": [
    "tool/3.2"
  ],
  "python_requires": []
}

# we can merge both
$ conan lock merge --lockfile=lock1.lock --lockfile=lock2.lock
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "pkg/1.1",
    "other/2.1"
  ],
  "build_requires": [
    "tool/3.2"
  ],
  "python_requires": []
}

```

Similar to the `conan lock add` command, the `conan lock merge`:

- Does keep strict sorting of the lists of versions
- It does not perform any kind of validation if the packages or versions exist or not, or if they belong to a given dependency graph
- It is a basic processing of the json files, aggregating them.
- It doesn't guarantee that the lockfile will be complete, might require `--lockfile-partial` if not
- Recipe revisions, if defined, must contain the timestamp to be sorted correctly.

**Warning:**

- It is forbidden to manually manipulate a Conan lockfile, changing the strict sorting of references, and that could result in any arbitrary undefined behavior.
- Recall that it is not possible to `conan lock add` a version range. The version might be not fully complete (like not providing the revision), but it must be an exact version.



**See also:**

To better understand `conan lock merge`, it is recommended to first understand lockfiles in general, visit the [lockfiles tutorial](#) for a practical introduction to lockfiles.

This `conan lock merge` command can be useful to consolidate in a single lockfile when for some reasons there are several lockfiles that have diverged. A use case would be to create a multi-configuration lockfile that contains all necessary locked versions for all OSs (Linux, Windows, etc), even if there are conditional dependencies in the graph for the different OSs. At some point when testing a new dependency version, for example, `pkg/3.4` new version, when previously `pkg/3.3` was already in the graph, we might want to have such a new lockfile cleaning the previous `pkg/3.3`. If we apply the `--lockfile-clean` argument that will remove the non-used versions in the lockfile, but that will also remove the OS-dependant dependencies. So something like this could be done: lets say that we have this lockfile (simplified, removed revisions for simplicity) as the result of testing a new `pkgb/0.2` version for our main product `app1/0.1`:

Listing 17: app.lock

```
{
  "version": "0.5",
  "requires": [
    "pkgb/0.2",
    "pkgb/0.1",
    "pkgawin/0.1",
    "pkganix/0.1",
    "app1/0.1"
  ]
}
```

The `pkgawin` and `pkganix` are dependencies that exist exclusively in Windows and Linux respectively. Everything looks good, `pkgb/0.2` new version works fine with our app, and we want to clean the unused things from the lockfile:

```
$ conan lock create --requires=app1/0.1 --lockfile=app.lock --lockfile-out=win.lock -s_
↪os=Windows --lockfile-clean
# Note how both pkgb/0.1 and pkganix are gone
$ cat win.lock
{
  "version": "0.5",
  "requires": [
    "pkgb/0.2",
    "pkgawin/0.1",
    "app1/0.1"
  ]
}
$ conan lock create --requires=app1/0.1 --lockfile=app.lock --lockfile-out=nix.lock -s_
↪os=Linux --lockfile-clean
# Note how both pkgb/0.1 and pkgawin are gone
$ cat win.lock
{
  "version": "0.5",
  "requires": [
    "pkgb/0.2",
    "pkganix/0.1",
    "app1/0.1"
  ]
}
```

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```

# Finally, merge the 2 clean lockfiles, for keeping just 1 for next iteration
$ conan lock merge --lockfile=win.lock --lockfile=nix.lock --lockfile-out=final.lock
$ cat final.lock
{
  "version": "0.5",
  "requires": [
    "pkgb/0.2",
    "pkgawin/0.1",
    "pkganix/0.1",
    "app1/0.1"
  ]
}

```

### conan lock remove

```

$ conan lock remove -h
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0
usage: conan lock remove [-h] [-v [V]] [-cc CORE_CONF] [--requires REQUIRES]
                        [--build-requires BUILD_REQUIRES]
                        [--python-requires PYTHON_REQUIRES]
                        [--config-requires CONFIG_REQUIRES]
                        [--lockfile-out LOCKFILE_OUT] [--lockfile LOCKFILE]

Remove requires, build-requires or python-requires from an existing lockfile.
References can be supplied with and without revisions like "--requires=pkg/version",

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --requires REQUIRES  Remove references to lockfile.
  --build-requires BUILD_REQUIRES
                        Remove build-requires from lockfile
  --python-requires PYTHON_REQUIRES
                        Remove python-requires from lockfile
  --config-requires CONFIG_REQUIRES
                        Remove config-requires from lockfile
  --lockfile-out LOCKFILE_OUT
                        Filename of the created lockfile
  --lockfile LOCKFILE  Filename of the input lockfile

```

The `conan lock remove` command is able to remove `requires`, `build_requires`, `python_requires` or `config_requires` items from an existing lockfile.

For example, if we have the following `conan.lock`:

```
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "math/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "engine/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "build_requires": [
    "cmake/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "ninja/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "python_requires": [
    "mytool/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "othertool/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ]
}
```

The `conan lock remove` command:

```
$ conan lock remove --requires="math/*" --build-requires=cmake/1.0 --python-requires=
↳ ".*tool/*"
```

Will result in the following `conan.lock`:

```
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "engine/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "build_requires": [
    "ninja/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "python_requires": [
  ]
}
```

It is possible to specify different patterns:

- Remove by version-ranges with expressions like `--requires="math/[>=1.0 <2]"`, and also
- Remove a specific revision: `--requires=math/1.0#revision`
- Remove locked dependencies for a given “team” user `--requires=/*@team*`

The `conan lock remove` can be useful for:

- In combination with `conan lock add`, it can be used to force the downgrade of a locked version to an older one. As `conan lock add` always adds and sorts the order, resulting in newer versions with high priority, it is not possible to force going back to an older version with just `add`. But first using `conan lock remove`, then `conan lock add`, it is possible to do so.
- `conan lock remove` can unlock certain dependencies, resulting in an incomplete lockfile, that can be used with `--lockfile-partial` to resolve to the latest available versions for the unlocked dependencies, while keeping locked the rest.

**conan lock update**

```
$ conan lock update -h
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0
usage: conan lock update [-h] [-v [V]] [-cc CORE_CONF] [--requires REQUIRES]
                        [--build-requires BUILD_REQUIRES]
                        [--python-requires PYTHON_REQUIRES]
                        [--config-requires CONFIG_REQUIRES]
                        [--lockfile-out LOCKFILE_OUT] [--lockfile LOCKFILE]
```

Update requires, build-requires or python-requires from an existing lockfile. References that matches the arguments package names will be replaced by the arguments. References can be supplied with and without revisions like "--requires=pkg/version",

**options:**

```
-h, --help            show this help message and exit
-v [V]               Level of detail of the output. Valid options from less
                    verbose to more verbose: -vquiet, -verror, -vwarning,
                    -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                    -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                    Define core configuration, overwriting global.conf
                    values. E.g.: -cc core:non_interactive=True
--requires REQUIRES  Update references to lockfile.
--build-requires BUILD_REQUIRES
                    Update build-requires from lockfile
--python-requires PYTHON_REQUIRES
                    Update python-requires from lockfile
--config-requires CONFIG_REQUIRES
                    Update config-requires from lockfile
--lockfile-out LOCKFILE_OUT
                    Filename of the created lockfile
--lockfile LOCKFILE  Filename of the input lockfile
```

The conan lock update command is able to update requires, build\_requires, python\_requires or config\_requires items from an existing lockfile.

For example, if we have the following conan.lock:

```
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "math/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "engine/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "build_requires": [
    "cmake/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "ninja/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "python_requires": [
    "mytool/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "othertool/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
```

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```
]
}
```

The `conan lock update` command:

```
$ conan lock update --requires=math/1.1 --build-requires=cmake/1.1
```

Will result in the following `conan.lock`:

```
$ cat conan.lock
{
  "version": "0.5",
  "requires": [
    "math/1.1",
    "engine/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "build_requires": [
    "cmake/1.1",
    "ninja/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ],
  "python_requires": [
    "mytool/1.0#85d927a4a067a531b1a9c7619522c015%1702683583.3411012",
    "othertool/1.0#fd2b006646a54397c16a1478ac4111ac%1702683583.3544693"
  ]
}
```

The command will replace existing locked references that matches the same package name with the provided argument values. If the provided references does not exist in the lockfile, they will be added (same as `conan lock add` command).

This command is similar to do a `conan lock remove` followed by a `conan lock add` command.

- *conan lock add*: Manually add items to a lockfile
- *conan lock remove*: Manually remove items from a lockfile
- *conan lock create*: Evaluates a dependency graph and save a lockfile
- *conan lock merge*: Merge several existing lockfiles into one.
- *conan lock update*: Manually update items from a lockfile

```
$ conan lock -h
WARN: Downgrading cache from Conan 2.15.1 to 2.11.0
usage: conan lock [-h] [-v [V]] [-cc CORE_CONF]
               {add,create,merge,remove,update} ...
```

Create or manage lockfiles.

positional arguments:

{add,create,merge,remove,update}

sub-command help

**add** Add requires, build-requires or python-requires to an existing or new lockfile. The resulting lockfile will be ordered, newer versions/revisions first. References can be supplied with and without revisions like "--

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	requires=pkg/version", but they must be package references, including at least the version, and they cannot contain a version range.
create	Create a lockfile from a conanfile or a reference.
merge	Merge 2 or more lockfiles.
remove	Remove requires, build-requires or python-requires from an existing lockfile. References can be supplied with and without revisions like "--requires=pkg/version",
update	Update requires, build-requires or python-requires from an existing lockfile. References that matches the arguments package names will be replaced by the arguments. References can be supplied with and without revisions like "--requires=pkg/version",
options:	
-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF	Define core configuration, overwriting global.conf values. E.g.: -cc core:non_interactive=True

## 9.1.8 conan pkglist

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Perform different operations over package lists:

- Merge multiple package lists (deep merge) into a single one: `conan pkglist merge`
- Find in which remotes packages from the cache can be found: `conan pkglist find-remote`

### conan pkglist merge

```
$ conan pkglist merge -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan pkglist merge [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] [-l LIST]
```

(Experimental) Merge several package lists into a single one

options:

```
-h, --help          show this help message and exit
-f FORMAT, --format FORMAT
                    Select the output format: json, html
-v [V]              Level of detail of the output. Valid options from less
```

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```

        verbose to more verbose: -vquiet, -verror, -vwarning,
        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
        -vvv or -vtrace
    -cc CORE_CONF, --core-conf CORE_CONF
        Define core configuration, overwriting global.conf
        values. E.g.: -cc core:non_interactive=True
    -l LIST, --list LIST    Package list file

```

The `conan pkglist merge` command can merge multiple package lists into a single one:

```
$ conan pkglist merge --list=list1.json --list=list2.json --format=json > result.json
```

The merge will be a deep merge, different versions can be added, and within versions multiple revisions can be added, and for every recipe revision multiple package\_ids can be also accumulated.

### conan pkglist find-remote

```

$ conan pkglist find-remote -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan pkglist find-remote [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                                [-r REMOTE]
                                list

(Experimental) Find the remotes of a list of packages in the cache

positional arguments:
  list                  Input package list

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json, html
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -r REMOTE, --remote REMOTE
                        Remote names. Accepts wildcards ('*' means all the
                        remotes available)

```

The `conan pkglist find-remote` command will take a package list of packages in the cache (key "Local Cache") and look for them in the defined remotes. For every exact occurrence in a remote matching the recipe, version, recipe-revision, etc, an entry in the resulting "package lists" will be added for that specific remote.

## 9.1.9 conan profile

Manage profiles

### conan profile detect

```
$ conan profile detect -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan profile detect [-h] [-v [V]] [-cc CORE_CONF] [--name NAME] [-f]
                             [-e]

Generate a profile using auto-detected values.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --name NAME           Profile name, 'default' if not specified
  -f, --force           Overwrite if exists
  -e, --exist-ok       If the profile already exist, do not detect a new one
```

**Warning:** The output of `conan profile detect` is **not stable**. It can change at any time in future Conan releases to adapt to latest tools, latest versions, or other changes in the environment. See [the Conan stability](#) section for more information.

You can create a new auto-detected profile for your configuration using:

Listing 18: *auto-detected profile*

```
$ conan profile detect
Found apple-clang 14.0
apple-clang>=13, using the major as version
Detected profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos

WARN: This profile is a guess of your environment, please check it.
WARN: Defaulted to cppstd='gnu17' for apple-clang.
WARN: The output of this command is not guaranteed to be stable and can change in future.
↪ Conan versions.
```

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```
WARN: Use your own profile files for stability.
Saving detected profile to /Users/barbarians/.conan2/profiles/default
```

Be aware that if the profile already exists you have to use `--force` to overwrite it. Otherwise it will fail

Listing 19: *force overwriting already existing default profile*

```
$ conan profile detect
ERROR: Profile '/Users/carlosz/.conan2/profiles/default' already exists
$ conan profile detect --force
Found apple-clang 14.0
...
Saving detected profile to /Users/carlosz/.conan2/profiles/default
```

**Note: Best practices** It is not recommended to use `conan profile detect` in production. To guarantee reproducibility, it is recommended to define your own profiles, store them in a git repo or in a zip in a server, and distribute it to your team and CI machines with `conan config install`, together with other configuration like custom settings, custom remotes definition, etc.

## conan profile list

```
$ conan profile list -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan profile list [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]

List all profiles in the cache.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

Listing 20: *force overwriting already existing default profile*

```
$ conan profile list
Profiles found in the cache:
default
ios_base
ios_simulator
clang_15
```

## conan profile path

```
$ conan
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0

Consumer commands
cache      Perform file operations in the local cache (of recipes and/or packages).
config     Manage the Conan configuration in the Conan home.
graph      Compute a dependency graph, without installing or building the binaries.
inspect    Inspect a conanfile.py to return its public fields.
install    Install the requirements specified in a recipe (conanfile.py or conanfile.
↳txt).
list       List existing recipes, revisions, or packages in the cache (by default) or the
remotes.
lock       Create or manage lockfiles.
pkglist    Several operations over package lists
profile    Manage profiles.
remote     Manage the remote list and the users authenticated on them.
remove     Remove recipes or packages from local cache or a remote.
search     Search for package recipes in all the remotes (by default), or a remote.
version    Give information about the Conan client version.
workspace  Manage Conan workspaces (group of packages in editable mode)

Creator commands
build      Install dependencies and call the build() method.
create     Create a package.
download   Download (without installing) a single conan package from a remote server.
editable   Allow working with a package that resides in user folder.
export     Export a recipe to the Conan package cache.
export-pkg Create a package directly from pre-compiled binaries.
new        Create a new example recipe and source files from a template.
source     Call the source() method.
test       Test a package from a test_package folder.
upload     Upload packages to a remote.

Type "conan <command> -h" for help
```

Use to get the profile location in your [CONAN\_HOME] folder:

```
$ conan profile path default
/Users/barbarians/.conan2/profiles/default
```

**conan profile show**

```
$ conan profile show -h
WARN: Downgrading cache from Conan 2.16.1 to 2.11.0
usage: conan profile show [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                        [-pr PROFILE] [-pr:b PROFILE_BUILD]
                        [-pr:h PROFILE_HOST] [-pr:a PROFILE_ALL]
                        [-o OPTIONS] [-o:b OPTIONS_BUILD]
                        [-o:h OPTIONS_HOST] [-o:a OPTIONS_ALL] [-s SETTINGS]
                        [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                        [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                        [-c:h CONF_HOST] [-c:a CONF_ALL]
```

Show aggregated profiles from the passed arguments.

options:

```
-h, --help            show this help message and exit
-f FORMAT, --format FORMAT
                        Select the output format: json
-v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
-pr PROFILE, --profile PROFILE
                        Apply the specified profile. By default, or if
                        specifying -pr:h (--profile:host), it applies to the
                        host context. Use -pr:b (--profile:build) to specify
                        the build context, or -pr:a (--profile:all) to specify
                        both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
                        Apply the specified options. By default, or if
                        specifying -o:h (--options:host), it applies to the
                        host context. Use -o:b (--options:build) to specify
                        the build context, or -o:a (--options:all) to specify
                        both contexts at once. Example:
                        -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
                        Apply the specified settings. By default, or if
                        specifying -s:h (--settings:host), it applies to the
                        host context. Use -s:b (--settings:build) to specify
                        the build context, or -s:a (--settings:all) to specify
                        both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
```

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```

-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF Apply the specified conf. By default, or if specifying
    -c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain.generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL

```

Use **conan profile show** to compute the resulting build and host profiles from the command line arguments. For example, combining different options and settings with the default profile or with any other profile using the **pr:b** or **pr:h** arguments:

```

$ conan profile show -s:h build_type=Debug -o:h shared=False
Host profile:
[settings]
arch=x86_64
build_type=Debug
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos
[options]
shared=False
[conf]

Build profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos
[conf]

```

It's also useful to show the result of the evaluation of *jinj2 templates in the profiles*. For example, a profile like this:

Listing 21: myprofile

```

[settings]
os = {{ {"Darwin": "Macos"}.get(platform.system(), platform.system()) }}

```

Check the evaluated profile:

```

$ conan profile show -pr:h=myprofile
Host profile:
[settings]

```

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```
os=Macos
[conf]
...
```

The command can also output a json with the results:

```
$ conan profile show --format=json

{
  "host": {
    "settings": {
      "arch": "armv8",
      "build_type": "Release",
      "compiler": "apple-clang",
      "compiler.cppstd": "gnu17",
      "compiler.libcxx": "libc++",
      "compiler.version": "15",
      "os": "Macos"
    },
    "package_settings": {},
    "options": {},
    "tool_requires": {},
    "conf": {},
    "build_env": ""
  },
  "build": {
    "settings": {
      "arch": "armv8",
      "build_type": "Release",
      "compiler": "apple-clang",
      "compiler.cppstd": "gnu17",
      "compiler.libcxx": "libc++",
      "compiler.version": "15",
      "os": "Macos"
    },
    "package_settings": {},
    "options": {},
    "tool_requires": {},
    "conf": {},
    "build_env": ""
  }
}
```

See also:

- Read more about [profiles](#)

### 9.1.10 conan remove

```
$ conan remove -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan remove [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [-c]
                  [-p PACKAGE_QUERY] [-r REMOTE] [-l LIST] [--lru LRU]
                  [--dry-run]
                  [pattern]

Remove recipes or packages from local cache or a remote.

- If no remote is specified (-r), the removal will be done in the local conan cache.
- If a recipe reference is specified, it will remove the recipe and all the packages,
  unless -p
  is specified, in that case, only the packages matching the specified query (and not
  the recipe)
  will be removed.
- If a package reference is specified, it will remove only the package.

positional arguments:
  pattern                A pattern in the form
                        'pkg/version#revision:package_id#revision', e.g:
                        "zlib/1.2.13:*" means all binaries for zlib/1.2.13. If
                        revision is not specified, it is assumed latest one.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -c, --confirm          Remove without requesting a confirmation
  -p PACKAGE_QUERY, --package-query PACKAGE_QUERY
                        Remove all packages (empty) or provide a query:
                        os=Windows AND (arch=x86 OR compiler=gcc)
  -r REMOTE, --remote REMOTE
                        Will remove from the specified remote
  -l LIST, --list LIST  Package list file
  --lru LRU             Remove recipes and binaries that have not been
                        recently used. Use a time limit like --lru=5d (days)
                        or --lru=4w (weeks), h (hours), m(minutes)
  --dry-run            Do not remove any items, only print those which would
                        be removed
```

The `conan remove` command removes recipes and packages from the local cache or from a specified remote. Depending on the patterns specified as argument, it is possible to remove a complete package, or just remove the binaries, leaving still the recipe available. You can also use the keyword `!latest` in the revision part of the pattern to avoid removing the latest recipe or package revision of a certain Conan package.

Use `--dry-run` to avoid performing actual deletions, and instead get a list of the elements that would have been removed.

It has 2 possible and mutually exclusive inputs:

- The `conan remove <pattern>` pattern-based matching of recipes.
- The `conan remove --list=<pkglist>` that will remove the artifacts specified in the `pkglist.json` file

There are other commands like **conan list** (see the patterns documentation there [conan list](#)), **conan upload** and **conan download**, that take the same patterns.

To remove recipes and their associated package binaries from the local cache:

```
$ conan remove "*"
# Removes everything from the cache

$ conan remove "zlib/*"
# Remove all possible versions of zlib, including all recipes, revisions and packages

$ conan remove zlib/1.2.11
# Remove zlib/1.2.11, all its revisions and package binaries. Leave other zlib versions

$ conan remove "zlib/[*<1.2.13]"
# Remove zlib/1.2.11 and zlib/1.2.12, all its revisions and package binaries.

$ conan remove zlib/1.2.11#latest
# Remove zlib/1.2.11, only its latest recipe revision and binaries of that revision
# Leave the other zlib/1.2.11 revisions intact

$ conan remove zlib/1.2.11#!latest
# Remove all the recipe revisions from zlib/1.2.11 but the latest one
# Leave the latest zlib/1.2.11 revision intact

$ conan remove zlib/1.2.11#<revision>
# Remove zlib/1.2.11, only its exact <revision> and binaries of that revision
# Leave the other zlib/1.2.11 revisions intact
```

To remove only package binaries, but leaving the recipes, it is necessary to specify the pattern including the `:` separator of the `package_id`:

```
$ conan remove "zlib/1.2.11:*"
# Removes all the zlib/1.2.11 package binaries from all the recipe revisions

$ conan remove "zlib/*:*"
# Removes all the binaries from all the recipe revisions from all zlib versions

$ conan remove "zlib/1.2.11#latest:*"
# Removes all the zlib/1.2.11 package binaries only from the latest zlib/1.2.11 recipe_
↳ revision

$ conan remove "zlib/1.2.11#!latest:*"
# Removes all the zlib/1.2.11 package binaries from all the recipe revisions but the_
↳ latest one

$ conan remove zlib/1.2.11:<package_id>
```

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```
# Removes the package binary <package_id> from all the zlib/1.2.11 recipe revisions

$ conan remove zlib/1.2.11:#latest<package_id>#latest
# Removes only the latest package revision of the binary identified with <package_id>
# from the latest recipe revision of zlib/1.2.11
# WARNING: Recall that having more than 1 package revision is a smell and shouldn't
↳ happen
# in normal situations
```

Note that you can filter which packages will be removed using the `--package-query` argument:

```
$ conan remove zlib/1.2.11:* -p compiler=clang
# Removes all the zlib/1.2.11 packages built with Clang compiler
```

You can query packages by both their settings and options, including custom ones. To query for options you need to explicitly add the *options.* prefix, so that `-p options.shared=False` will work but `-p shared=False` won't.

All the above commands, by default, operate in the Conan cache. To remove artifacts from a server, use the `-r=myremote` argument:

```
$ conan remove zlib/1.2.11:* -r=myremote
# Removes all the zlib/1.2.11 package binaries from all the recipe revisions in
# the remote <myremote>
```

## 9.1.11 conan remote

Use this command to add, edit and remove Conan repositories from the Conan remote registry and also manage authentication to those remotes. For more information on how to work with Conan repositories, please check the [dedicated section](#).

```
$ conan remote -h
WARN: Downgrading cache from Conan 2.15.1 to 2.11.0
usage: conan remote [-h] [-v [V]] [-cc CORE_CONF]
                    {add,auth,disable,enable,list,list-users,login,logout,remove,rename,
↳ set-user,update}
                    ...
```

Manage the remote list and the users authenticated on them.

positional arguments:

```
{add,auth,disable,enable,list,list-users,login,logout,remove,rename,set-user,update}
    sub-command help
    add                Add a remote.
    auth               Authenticate in the defined remotes. Use CONAN_LOGIN*
                        and CONAN_PASSWORD* variables if available. Ask for
                        username and password interactively in case
                        (re-)authentication is required and there are no
                        CONAN_LOGIN* and CONAN_PASSWORD* variables available
                        which could be used. Usually you'd use this method
                        over conan remote login for scripting which needs to
                        run in CI and locally.
    disable            Disable all the remotes matching a pattern.
```

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enable	Enable all the remotes matching a pattern.
list	List current remotes.
list-users	List the users logged into all the remotes.
login	Login into the specified remotes matching a pattern.
logout	Clear the existing credentials for the specified remotes matching a pattern.
remove	Remove remotes.
rename	Rename a remote.
set-user	Associate a username with a remote matching a pattern without performing the authentication.
update	Update a remote.
options:	
-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF	Define core configuration, overwriting global.conf values. E.g.: -cc core:non_interactive=True

## conan remote add

\$ conan remote add -h	
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0	
usage: conan remote add [-h] [-v [V]] [-cc CORE_CONF] [--insecure] [--index INDEX] [-f] [-ap ALLOWED_PACKAGES] [-t {local-recipes-index}] name url	
Add a remote.	
positional arguments:	
name	Name of the remote to add
url	Url of the remote
options:	
-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF	Define core configuration, overwriting global.conf values. E.g.: -cc core:non_interactive=True
--insecure	Allow insecure server connections when using SSL
--index INDEX	Insert the remote at a specific position in the remote list
-f, --force	Force the definition of the remote even if duplicated

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```
-ap ALLOWED_PACKAGES, --allowed-packages ALLOWED_PACKAGES
    Add recipe reference pattern to list of allowed
    packages for this remote
-t {local-recipes-index}, --type {local-recipes-index}
    Define the remote type
```

## conan remote auth

```
$ conan remote auth -h
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0
usage: conan remote auth [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                        [--with-user] [--force]
                        remote

Authenticate in the defined remotes. Use CONAN_LOGIN* and CONAN_PASSWORD*
variables if available. Ask for username and password interactively in case
(re-)authentication is required and there are no CONAN_LOGIN* and
CONAN_PASSWORD* variables available which could be used. Usually you'd use
this method over conan remote login for scripting which needs to run in CI and
locally.

positional arguments:
  remote                Pattern or name of the remote/s to authenticate
                        against. The pattern uses 'fnmatch' style wildcards.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --with-user           Only try to auth in those remotes that already have a
                        username or a CONAN_LOGIN_ env-var defined
  --force               Force authentication for anonymous-enabled
                        repositories. Can be used for force authentication in
                        case your Artifactory instance has anonymous access
                        enabled and Conan would not ask for username and
                        password even for non-anonymous repositories if not
                        yet authenticated.
```

---

**Note:** If a remote which allows anonymous access matches the pattern given to the command, Conan won't try to authenticate with it by default. If you want to authenticate with a remote that allows anonymous access, you can use the `--force` option.

---

## conan remote disable

```
$ conan remote disable -h
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0
usage: conan remote disable [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] remote

Disable all the remotes matching a pattern.

positional arguments:
  remote                Pattern of the remote/s to disable. The pattern uses
                        'fnmatch' style wildcards.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

## conan remote enable

```
$ conan remote enable -h
WARN: Downgrading cache from Conan 2.17.1 to 2.11.0
usage: conan remote enable [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] remote

Enable all the remotes matching a pattern.

positional arguments:
  remote                Pattern of the remote/s to enable. The pattern uses
                        'fnmatch' style wildcards.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote list

```
$ conan remote list -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan remote list [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]

List current remotes.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote list-users

```
$ conan remote list-users -h
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
usage: conan remote list-users [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]

List the users logged into all the remotes.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote login

```
$ conan remote login -h
WARN: Downgrading cache from Conan 2.15.1 to 2.11.0
usage: conan remote login [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                        [-p [PASSWORD]]
                        remote [username]

Login into the specified remotes matching a pattern.
```

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```
positional arguments:
  remote                Pattern or name of the remote to login into. The
                        pattern uses 'fnmatch' style wildcards.
  username              Username

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -p [PASSWORD], --password [PASSWORD]
                        User password. Use double quotes if password with
                        spacing, and escape quotes if existing. If empty, the
                        password is requested interactively (not exposed)
```

## conan remote logout

```
$ conan remote logout -h
WARN: Downgrading cache from Conan 2.15.1 to 2.11.0
usage: conan remote logout [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF] remote

Clear the existing credentials for the specified remotes matching a pattern.

positional arguments:
  remote                Pattern or name of the remote to logout. The pattern
                        uses 'fnmatch' style wildcards.

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote remove

```
$ conan remote remove -h
WARN: Downgrading cache from Conan 2.15.1 to 2.11.0
usage: conan remote remove [-h] [-v [V]] [-cc CORE_CONF] remote

Remove remotes.

positional arguments:
  remote                Name of the remote to remove. Accepts 'fnmatch' style
                        wildcards.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote rename

```
$ conan remote rename -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan remote rename [-h] [-v [V]] [-cc CORE_CONF] remote new_name

Rename a remote.

positional arguments:
  remote                Current name of the remote
  new_name              New name for the remote

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote set-user

```
$ conan remote set-user -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan remote set-user [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
                             remote username

Associate a username with a remote matching a pattern without performing the
authentication.

positional arguments:
  remote                Pattern or name of the remote. The pattern uses
                        'fnmatch' style wildcards.
  username              Username

options:
  -h, --help            show this help message and exit
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
```

### conan remote update

```
$ conan remote update -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan remote update [-h] [-v [V]] [-cc CORE_CONF] [--url URL]
                           [--secure] [--insecure] [--index INDEX]
                           [-ap ALLOWED_PACKAGES]
                           remote

Update a remote.

positional arguments:
  remote                Name of the remote to update

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --url URL              New url for the remote
```

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```
--secure          Don't allow insecure server connections when using SSL
--insecure        Allow insecure server connections when using SSL
--index INDEX     Insert the remote at a specific position in the remote
                  list
-ap ALLOWED_PACKAGES, --allowed-packages ALLOWED_PACKAGES
                  Add recipe reference pattern to the list of allowed
                  packages for this remote
```

**See also:**

- [Uploading packages tutorial](#)
- [Working with Conan repositories](#)
- [Upload Conan packages to remotes using conan upload command](#)

**9.1.12 conan search**

Search existing recipes in remotes. This command is equivalent to `conan list <query> -r=*`, and is provided for simpler UX.

```
$ conan search -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan search [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [-r REMOTE]
                  reference

Search for package recipes in all the remotes (by default), or a remote.

positional arguments:
  reference             Recipe reference to search for. It can contain * as
                        wildcard at any reference field.

options:
  -h, --help           show this help message and exit
  -v [V]               Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -f FORMAT, --format FORMAT
                        Select the output format: json
  -r REMOTE, --remote REMOTE
                        Remote names. Accepts wildcards. If not specified it
                        searches in all the remotes
```

```
$ conan search zlib
conancenter
zlib
  zlib/1.2.8
  zlib/1.2.11
```

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```

zlib/1.2.12
zlib/1.2.13

$ conan search zlib -r=conancenter
conancenter
  zlib
    zlib/1.2.8
    zlib/1.2.11
    zlib/1.2.12
    zlib/1.2.13

$ conan search zlib/1.2.1* -r=conancenter
conancenter
  zlib
    zlib/1.2.11
    zlib/1.2.12
    zlib/1.2.13

$ conan search zlib/1.2.1* -r=conancenter --format=json
{
  "conancenter": {
    "zlib/1.2.11": {},
    "zlib/1.2.12": {},
    "zlib/1.2.13": {}
  }
}

```

### 9.1.13 conan version

**Note:** This feature is in **preview**. It means that it is very unlikely to be removed and unlikely to have breaking changes. Maintainers will try as much as possible to not break it, and only do it if very necessary. See [the Conan stability](#) section for more information.

```

$ conan version -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan version [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT]

Give information about the Conan client version.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -f FORMAT, --format FORMAT

```

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Select the output format: json

The **conan version** command shows information about the system and Python environment, including Conan version, Python version, system platform, architecture, release, CPU, and more:

- **version:** The Conan version.
- **conan\_path:** The path to the Conan script.
- **python:** A sub-dictionary containing information about the Python environment, including:
  - **version:** The version of Python being used.
  - **sys\_version:** The full Python system version.
  - **sys\_executable:** The path to the Python executable.
  - **is\_frozen:** An indicator of whether the Python script is being run as a frozen file (e.g., using py2exe or PyInstaller).
  - **architecture:** The architecture detected by Python.
- **system:** A sub-dictionary containing information about the operating system, including:
  - **version:** The version of the operating system.
  - **platform:** The platform of the system.
  - **system:** The name of the operating system.
  - **release:** The release version of the operating system.
  - **cpu:** Information about the system's CPU.

```
$ conan version
version: 2.0.6
conan_path: /conan/venv/bin/conan
python
  version: 3.10.4
  sys_version: 3.10.4 (main, May 17 2022, 10:53:07) [Clang 13.1.6 (clang-1316.0.21.2.3)]
  sys_executable: /conan/venv/bin/python
  is_frozen: False
  architecture: arm64
system
  version: Darwin Kernel Version 23.4.0: Fri Mar 15 00:12:37 PDT 2024; root:xnu-10063.
  ↪101.17~1/RELEASE_ARM64_T6031
  platform: macOS-14.4.1-arm64-arm-64bit
  system: Darwin
  release: 23.4.0
  cpu: arm
```

The **conan version --format=json** returns a JSON output format in stdout (which can be redirected to a file) with the following structure:

```
$ conan version --format=json
{
  "version": "2.0.6",
  "conan_path": "/Users/myUser/Documents/GitHub/conan/venv/bin/conan",
  "python": {
```

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```

    "version": "3.10.4",
    "sys_version": "3.10.4 (main, May 17 2022, 10:53:07) [Clang 13.1.6 (clang-1316.0.
↪ 21.2.3)]",
    "sys_executable": "/conan/venv/bin/python",
    "is_frozen": false,
    "architecture": "arm64"
  },
  "system": {
    "version": "Darwin Kernel Version 23.4.0: Fri Mar 15 00:12:37 PDT 2024; root:xnu-
↪ 10063.101.17~1/RELEASE_ARM64_T6031",
    "platform": "macOS-14.4.1-arm64-arm-64bit",
    "system": "Darwin",
    "release": "23.4.0",
    "cpu": "arm"
  }
}

```

- *conan cache*: Return the path of recipes and packages in the cache
- *conan config*: Manage Conan configuration (remotes, settings, plugins, etc)
- *conan graph*: Obtain information about the dependency graph without fetching binaries
- *conan inspect*: Inspect a conanfile.py to return the public fields
- *conan install*: Install dependencies
- *conan list*: List recipes, revisions and packages in the local cache or in remotes
- *conan lock*: Create and manage lockfiles
- *conan pkglist*: Manipulate package lists, merge them or find packages in remotes.
- *conan profile*: Display and manage profile files
- *conan remove*: Remove packages from the local cache or from remotes
- *conan remote*: Add, remove, login/logout and manage remote server
- *conan search*: Search packages matching a name
- *conan version*: Give information about the Conan client version

#### Creator commands:

### 9.1.14 conan build

```

$ conan build -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan build [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [--name NAME]
                  [--version VERSION] [--user USER] [--channel CHANNEL]
                  [-g GENERATOR] [-of OUTPUT_FOLDER] [-d DEPLOYER]
                  [--deployer-folder DEPLOYER_FOLDER] [--build-require]
                  [--envs-generation {false}] [-b BUILD] [-r REMOTE | -nr]
                  [-u [UPDATE]] [-pr PROFILE] [-pr:b PROFILE_BUILD]
                  [-pr:h PROFILE_HOST] [-pr:a PROFILE_ALL] [-o OPTIONS]
                  [-o:b OPTIONS_BUILD] [-o:h OPTIONS_HOST] [-o:a OPTIONS_ALL]

```

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```

[-s SETTINGS] [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
[-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
[-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
[--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
[--lockfile-clean]
[--lockfile-overrides LOCKFILE_OVERRIDES]
path

```

Install dependencies and call the build() method.

positional arguments:

path Path to a python-based recipe file or a folder containing a conanfile.py recipe. conanfile.txt cannot be used with conan build.

options:

```

-h, --help          show this help message and exit
-v [V]             Level of detail of the output. Valid options from less
                  verbose to more verbose: -vquiet, -verror, -vwarning,
                  -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                  -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                  Define core configuration, overwriting global.conf
                  values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT
                  Select the output format: json
--name NAME         Provide a package name if not specified in conanfile
--version VERSION   Provide a package version if not specified in
                  conanfile
--user USER        Provide a user if not specified in conanfile
--channel CHANNEL   Provide a channel if not specified in conanfile
-g GENERATOR, --generator GENERATOR
                  Generators to use
-of OUTPUT_FOLDER, --output-folder OUTPUT_FOLDER
                  The root output folder for generated and build files
-d DEPLOYER, --deployer DEPLOYER
                  Deploy using the provided deployer to the output
                  folder. Built-in deployers: 'full_deploy',
                  'direct_deploy', 'runtime_deploy'
--deployer-folder DEPLOYER_FOLDER
                  Deployer output folder, base build folder by default
                  if not set
--build-require     Whether the provided path is a build-require
--envs-generation {false}
                  Generation strategy for virtual environment files for
                  the root
-b BUILD, --build BUILD
                  Optional, specify which packages to build from source.
                  Combining multiple '--build' options on one command
                  line is allowed. Possible values: --build="*" Force
                  build from source for all packages. --build=never
                  Disallow build for all packages, use binary packages

```

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```

or fail if a binary package is not found, it cannot be
combined with other '--build' options. --build=missing
Build packages from source whose binary package is not
found. --build=cascade Build packages from source that
have at least one dependency being built from source.
--build=[pattern] Build packages from source whose
package reference matches the pattern. The pattern
uses 'fnmatch' style wildcards. --build=~[pattern]
Excluded packages, which will not be built from the
source, whose package reference matches the pattern.
The pattern uses 'fnmatch' style wildcards.
--build=missing:[pattern] Build from source if a
compatible binary does not exist, only for packages
matching pattern.
-r REMOTE, --remote REMOTE
    Look in the specified remote or remotes server
-nr, --no-remote
    Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
    Will install newer versions and/or revisions in the
    local cache for the given reference name, or all
    references in the graph if no argument is supplied.
    When using version ranges, it will install the latest
    version that satisfies the range. It will update to
    the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
    Apply the specified profile. By default, or if
    specifying -pr:h (--profile:host), it applies to the
    host context. Use -pr:b (--profile:build) to specify
    the build context, or -pr:a (--profile:all) to specify
    both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
    Apply the specified options. By default, or if
    specifying -o:h (--options:host), it applies to the
    host context. Use -o:b (--options:build) to specify
    the build context, or -o:a (--options:all) to specify
    both contexts at once. Example:
    -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL

```

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```

-c CONF, --conf CONF    Apply the specified conf. By default, or if specifying
                        -c:h (--conf:host), it applies to the host context.
                        Use -c:b (--conf:build) to specify the build context,
                        or -c:a (--conf:all) to specify both contexts at once.
                        Example:
                        -c="tools.cmake.cmaketoolchain:generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
                        Path to a lockfile. Use --lockfile="" to avoid
                        automatic use of existing 'conan.lock' file
--lockfile-partial      Do not raise an error if some dependency is not found
                        in lockfile
--lockfile-out LOCKFILE_OUT
                        Filename of the updated lockfile
--lockfile-clean        Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
                        Overwrite lockfile overrides

```

The `conan build` command installs the recipe specified in `path` and calls its `build()` method.

#### See also:

- Read the tutorial about the [local package development flow](#).

## 9.1.15 conan create

```

$ conan create -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan create [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [--name NAME]
                  [--version VERSION] [--user USER] [--channel CHANNEL]
                  [-l LOCKFILE] [--lockfile-partial]
                  [--lockfile-out LOCKFILE_OUT] [--lockfile-clean]
                  [--lockfile-overrides LOCKFILE_OVERRIDES] [-b BUILD]
                  [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                  [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                  [-pr:a PROFILE_ALL] [-o OPTIONS] [-o:b OPTIONS_BUILD]
                  [-o:h OPTIONS_HOST] [-o:a OPTIONS_ALL] [-s SETTINGS]
                  [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                  [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                  [-c:h CONF_HOST] [-c:a CONF_ALL] [--build-require]
                  [-tf TEST_FOLDER] [-tm] [-bt BUILD_TEST]
                  path

```

Create a package.

positional arguments:

`path` Path to a folder containing a recipe (`conanfile.py`)

options:

`-h, --help` show this help message and exit

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```

-v [V]                Level of detail of the output. Valid options from less
                      verbose to more verbose: -vquiet, -verror, -vwarning,
                      -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                      -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                      Define core configuration, overwriting global.conf
                      values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT
                      Select the output format: json
--name NAME            Provide a package name if not specified in conanfile
--version VERSION      Provide a package version if not specified in
                      conanfile
--user USER           Provide a user if not specified in conanfile
--channel CHANNEL      Provide a channel if not specified in conanfile
-l LOCKFILE, --lockfile LOCKFILE
                      Path to a lockfile. Use --lockfile="" to avoid
                      automatic use of existing 'conan.lock' file
--lockfile-partial     Do not raise an error if some dependency is not found
                      in lockfile
--lockfile-out LOCKFILE_OUT
                      Filename of the updated lockfile
--lockfile-clean       Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
                      Overwrite lockfile overrides
-b BUILD, --build BUILD
                      Optional, specify which packages to build from source.
                      Combining multiple '--build' options on one command
                      line is allowed. Possible values: --build="*" Force
                      build from source for all packages. --build=never
                      Disallow build for all packages, use binary packages
                      or fail if a binary package is not found, it cannot be
                      combined with other '--build' options. --build=missing
                      Build packages from source whose binary package is not
                      found. --build=cascade Build packages from source that
                      have at least one dependency being built from source.
                      --build=[pattern] Build packages from source whose
                      package reference matches the pattern. The pattern
                      uses 'fnmatch' style wildcards. --build=~[pattern]
                      Excluded packages, which will not be built from the
                      source, whose package reference matches the pattern.
                      The pattern uses 'fnmatch' style wildcards.
                      --build=missing:[pattern] Build from source if a
                      compatible binary does not exist, only for packages
                      matching pattern.
-r REMOTE, --remote REMOTE
                      Look in the specified remote or remotes server
-nr, --no-remote       Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
                      Will install newer versions and/or revisions in the
                      local cache for the given reference name, or all
                      references in the graph if no argument is supplied.
                      When using version ranges, it will install the latest

```

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```

        version that satisfies the range. It will update to
        the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
    Apply the specified profile. By default, or if
    specifying -pr:h (--profile:host), it applies to the
    host context. Use -pr:b (--profile:build) to specify
    the build context, or -pr:a (--profile:all) to specify
    both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST
-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
    Apply the specified options. By default, or if
    specifying -o:h (--options:host), it applies to the
    host context. Use -o:b (--options:build) to specify
    the build context, or -o:a (--options:all) to specify
    both contexts at once. Example:
    -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF
    Apply the specified conf. By default, or if specifying
    -c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain:generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
--build-require
    Whether the package being created is a build-require
    (to be used as tool_requires() by other packages)
-tf TEST_FOLDER, --test-folder TEST_FOLDER
    Alternative test folder name. By default it is
    "test_package". Use "" to skip the test stage
-tm, --test-missing
    Run the test_package checks only if the package is
    built from source but not if it already existed (using
    --build=missing)
-bt BUILD_TEST, --build-test BUILD_TEST
    Same as '--build' but only for the test_package
    requires. By default if not specified it will take the
    '--build' value if specified

```

The `conan create` command creates a package from the recipe specified in path.



This command will first **export** the recipe to the local cache and then build and create the package. If a `test_package` folder (you can change the folder name with the `-tf` argument or with the `test_package_folder` recipe attribute) is found, the command will run the consumer project to ensure that the package has been created correctly. Check [testing Conan packages](#) section to know more about how to test your Conan packages.

**Tip:** Sometimes you want to **skip/disable the test stage**. In that case you can skip/disable the test package stage by passing an empty value as the `-tf` argument:

```
$ conan create . --test-folder=""
```

You might also want to do `conan create . --build=missing` so the package is not built if a binary already exists in the servers. If you want to also avoid the `test_package` step when the binary already exists, you can apply the `conan create . --build=missing --test=missing`, and it will only launch the test-package when the binary is built from source.

### Using conan create with build requirements

The `--build-require` argument allows to create the package using the configuration and settings of the “build” context, as it was a `build_require`. This feature allows to create packages in a way that is consistent with the way they will be used later.

```
$ conan create . --name=cmake --version=3.23.1 --build-require
```

### Conan create output

The `conan create ... --format=json` creates a json output containing the full dependency graph information. This json is the same as the one created with `conan graph info` (see the [graph info json format](#)) with extended information about the binaries, like a more complete `cpp_info` field. This resulting json is the dependency graph of the package recipe being created, excluding all the `test_package` and other possible dependencies of the `test_package/conanfile.py`. These dependencies only exist in the `test_package` functionality, and as such, are not part of the “main” product or package. If you are interested in capturing the dependency graph including the `test_package` (most likely not necessary in most cases), then you can do it running the `conan test` command separately.

The same happens for lockfiles created with `--lockfile-out` argument. The lockfile will only contain the created package and its transitive dependencies versions, but it will not contain the `test_package` or the transitive dependencies of the `test_package/conanfile.py`. It is possible to capture a lockfile which includes those with the `conan test` command (though again, this might not be really necessary)

#### Note: Best practice

In general, having `test_package/conanfile.py` with dependencies other than the tested one should be avoided. The `test_package` functionality should serve as a simple check to ensure the package is correctly created. Adding extra dependencies to `test_package` might indicate that the check is not straightforward or that its functionality is being misused. If, for any reason, your `test_package` has additional dependencies, you can control their build using the `--build-test` argument.

## Methods execution order

The `conan create` executes *methods* of a `conanfile.py` in the following order:

### 1. Export recipe to the cache

1. `init()`
2. `set_name()`
3. `set_version()`
4. `export()`
5. `export_sources()`

### 2. Compute dependency graph

1. `init()`
2. `config_options()`
3. `configure()`
4. `requirements()`
5. `build_requirements()`

### 3. Compute necessary packages

1. `validate_build()`
2. `validate()`
3. `package_id()`
4. `layout()`
5. `system_requirements()`

### 4. Install packages

1. `source()`
2. `build_id()`
3. `generate()`
4. `build()`
5. `package()`
6. `package_info()`

Steps `generate()`, `build()`, `package()` from *Install packages* step will not be called if the package is not being built from sources.

After that, if you have a folder named `test_package` in your project or you call the `conan create` command with the `--test-folder` flag, the command will invoke the methods of the `conanfile.py` file inside the folder in the following order:

### 1. Launch test\_package

1. (test package) `init()`
2. (test package) `set_name()`
3. (test package) `set_version()`

### 2. Compute dependency graph

1. (test package) config\_options()
  2. (test package) configure()
  3. (test package) requirements()
  4. (test package) build\_requirements()
  5. init()
  6. config\_options()
  7. configure()
  8. requirements()
  9. build\_requirements()
3. **Compute necessary packages**
1. validate\_build()
  2. validate()
  3. package\_id()
  4. layout()
  5. (test package) validate\_build()
  6. (test package) validate()
  7. (test package) package\_id()
  8. (test package) layout()
  9. system\_requirements()
  10. (test package) system\_requirements()
4. **Install packages**
1. build\_id()
  2. generate()
  3. build()
  4. package\_info()
5. **Test the package**
1. (test package) build()
  2. (test package) test()

The functions with *(test package)* belong to the *conanfile.py* in the *test\_package* folder. The steps *build\_id()*, *generate()*, *build()* inside the *Install packages* step will be skipped if the project is already installed. Typically, it should be installed just as it was installed in the previous “install packages” step.

**See also:**

- Read more about creating packages in the [dedicated tutorial](#)
- Read more about [testing Conan packages](#)

### 9.1.16 conan download

```
$ conan download -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan download [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT]
                    [--only-recipe] [-p PACKAGE_QUERY] -r REMOTE
                    [-m METADATA] [-l LIST]
                    [pattern]
```

Download (without installing) a single conan package from a remote server.

It downloads just the package, but not its transitive dependencies, and it will not call any generate, generators or deployers.

It can download multiple packages if patterns are used, and also works with queries over the package binaries.

positional arguments:

pattern	A pattern in the form 'pkg/version#revision:package_id#revision', e.g: 'zlib/1.2.13:*' means all binaries for zlib/1.2.13. If revision is not specified, it is assumed latest one.
---------	---

options:

-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF	Define core configuration, overwriting global.conf values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT	Select the output format: json
--only-recipe	Download only the recipe/s, not the binary packages.
-p PACKAGE_QUERY, --package-query PACKAGE_QUERY	Only download packages matching a specific query. e.g: os=Windows AND (arch=x86 OR compiler=gcc)
-r REMOTE, --remote REMOTE	Download from this specific remote
-m METADATA, --metadata METADATA	Download the metadata matching the pattern, even if the package is already in the cache and not downloaded
-l LIST, --list LIST	Package list file

Downloads recipe and binaries to the local cache from the specified remote.

---

**Note:** Please, be aware that **conan download** unlike **conan install**, will not download any of the transitive dependencies of the downloaded package.

---

The **conan download** command can download packages to 1 server repository specified by the **-r=myremote** argument.

It has 2 possible and mutually exclusive inputs:

- The `conan download <pattern>` pattern-based matching of recipes, with a pattern similar to the `conan list <pattern>`.
- The `conan download --list=<pkglist>` that will upload the artifacts specified in the `pkglist` json file

You can use patterns to download specific references just like in other commands like **conan list** (see the patterns documentation there [conan list](#)) or **conan upload**:

```
# download latest revision and packages for all openssl versions in foo remote
$ conan download "openssl/*" -r foo
```

**Note:** **conan download** will download only the latest revision by default. If you want to download more revisions other than the latest one you can use wildcards in the revisions part of the reference pattern argument

You may also just download recipes (in this case selecting all the revisions in the pattern, not just the latest one):

```
# download all recipe revisions for zlib/1.2.13
$ conan download "zlib/1.2.13#" -r foo --only-recipe
```

If you just want to download the packages belonging to a specific setting, use the `--package-query` argument:

```
$ conan download "zlib/1.2.13#" -r foo --package-query="os=Linux and arch=x86"
```

If the `--format=json` formatter is specified, the result will be a “PackageList”, compatible with other Conan commands, for example the `conan upload` command, so it is possible to concatenate a `download` + `upload`, using the generated json file. See the [Packages Lists examples](#).

## Downloading metadata

The metadata files of the recipes and packages are not downloaded by default. It is possible to explicitly retrieve them with the `conan download --metadata=xxx` argument. The main arguments are the same as above, and Conan will download the specified packages, or skip them if they are already in the cache:

```
$ conan download pkg/0.1 -r=default --metadata="*"
# will download pkg/0.1 recipe with all the recipe metadata
# And also all package binaries (latest package revision)
# with all the binaries metadata
```

If only one or several metadata folders or sets of files are desired, it can also be specified:

```
$ conan download pkg/0.1 -r=default --metadata="logs/*" --metadata="tests/*"
# Will download only the logs and tests metadata, but not other potential metadata files
```

For more information see the [metadata section](#).

### 9.1.17 conan editable

Allow working with a package that resides in user folder.

#### conan editable add

```
$ conan editable add -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan editable add [-h] [-v [V]] [-cc CORE_CONF] [--name NAME]
                        [--version VERSION] [--user USER]
                        [--channel CHANNEL] [-of OUTPUT_FOLDER]
                        [-r REMOTE | -nr]
                        path

Define the given <path> location as the package <reference>, so when this
package is required, it is used from this <path> location instead of the
cache.

positional arguments:
  path                  Path to the package folder in the user workspace

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --name NAME           Provide a package name if not specified in conanfile
  --version VERSION     Provide a package version if not specified in
                        conanfile
  --user USER          Provide a user if not specified in conanfile
  --channel CHANNEL     Provide a channel if not specified in conanfile
  -of OUTPUT_FOLDER, --output-folder OUTPUT_FOLDER
                        The root output folder for generated and build files
  -r REMOTE, --remote REMOTE
                        Look in the specified remote or remotes server
  -nr, --no-remote      Do not use remote, resolve exclusively in the cache
```

#### conan editable remove

```
$ conan editable remove -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan editable remove [-h] [-v [V]] [-cc CORE_CONF] [-r REFS] [path]

Remove the "editable" mode for this reference.

positional arguments:
  path                  Path to a folder containing a recipe (conanfile.py or
```

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```
conanfile.txt) or to a recipe file. e.g.,
./my_project/conanfile.txt.
```

## options:

```
-h, --help          show this help message and exit
-v [V]             Level of detail of the output. Valid options from less
                  verbose to more verbose: -vquiet, -verror, -vwarning,
                  -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                  -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                  Define core configuration, overwriting global.conf
                  values. E.g.: -cc core:non_interactive=True
-r REFS, --refs REFS Directly provide reference patterns
```

**conan editable list**

```
$ conan editable list -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan editable list [-h] [-f FORMAT] [-v [V]] [-cc CORE_CONF]
```

List all the packages in editable mode.

## options:

```
-h, --help          show this help message and exit
-f FORMAT, --format FORMAT
                  Select the output format: json
-v [V]             Level of detail of the output. Valid options from less
                  verbose to more verbose: -vquiet, -verror, -vwarning,
                  -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                  -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                  Define core configuration, overwriting global.conf
                  values. E.g.: -cc core:non_interactive=True
```

**See also:**

- Read the tutorial about editable packages [editable package](#).

**9.1.18 conan export**

```
$ conan export -h
WARN: Downgrading cache from Conan 2.13.0 to 2.11.0
usage: conan export [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [--name NAME]
                  [--version VERSION] [--user USER] [--channel CHANNEL]
                  [-r REMOTE | -nr] [-l LOCKFILE]
                  [--lockfile-out LOCKFILE_OUT] [--lockfile-partial]
                  [--build-require]
                  path
```

Export a recipe to the Conan package cache.

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```
positional arguments:
  path                Path to a folder containing a recipe (conanfile.py)

options:
  -h, --help          show this help message and exit
  -v [V]              Level of detail of the output. Valid options from less
                      verbose to more verbose: -vquiet, -verror, -vwarning,
                      -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                      -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                      Define core configuration, overwriting global.conf
                      values. E.g.: -cc core:non_interactive=True
  -f FORMAT, --format FORMAT
                      Select the output format: json, pkglist
  --name NAME          Provide a package name if not specified in conanfile
  --version VERSION    Provide a package version if not specified in
                      conanfile
  --user USER          Provide a user if not specified in conanfile
  --channel CHANNEL    Provide a channel if not specified in conanfile
  -r REMOTE, --remote REMOTE
                      Look in the specified remote or remotes server
  -nr, --no-remote     Do not use remote, resolve exclusively in the cache
  -l LOCKFILE, --lockfile LOCKFILE
                      Path to a lockfile.
  --lockfile-out LOCKFILE_OUT
                      Filename of the updated lockfile
  --lockfile-partial   Do not raise an error if some dependency is not found
                      in lockfile
  --build-require       Whether the provided reference is a build-require
```

The `conan export` command exports the recipe specified in `path` to the Conan package cache.

## Output Formats

The `conan export` command accepts two types of formats for the `--format` argument:

- `json`: Creates a JSON file containing the information of the exported recipe reference.
- `pkglist`: Generates a JSON file in the `pkglist` format, which can be utilized as input for various commands such as `upload`, `download`, and `remove`.

### 9.1.19 conan export-pkg

```
$ conan export-pkg -h
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
usage: conan export-pkg [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT]
                        [-of OUTPUT_FOLDER] [--build-require]
                        [-tf TEST_FOLDER] [-sb] [-r REMOTE | -nr]
                        [--name NAME] [--version VERSION] [--user USER]
                        [--channel CHANNEL] [-l LOCKFILE] [--lockfile-partial]
```

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```

[--lockfile-out LOCKFILE_OUT] [--lockfile-clean]
[--lockfile-overrides LOCKFILE_OVERRIDES]
[-pr PROFILE] [-pr:b PROFILE_BUILD]
[-pr:h PROFILE_HOST] [-pr:a PROFILE_ALL] [-o OPTIONS]
[-o:b OPTIONS_BUILD] [-o:h OPTIONS_HOST]
[-o:a OPTIONS_ALL] [-s SETTINGS] [-s:b SETTINGS_BUILD]
[-s:h SETTINGS_HOST] [-s:a SETTINGS_ALL] [-c CONF]
[-c:b CONF_BUILD] [-c:h CONF_HOST] [-c:a CONF_ALL]
path

```

Create a package directly from pre-compiled binaries.

positional arguments:

path Path to a folder containing a recipe (conanfile.py)

options:

```

-h, --help          show this help message and exit
-v [V]             Level of detail of the output. Valid options from less
                  verbose to more verbose: -vquiet, -verror, -vwarning,
                  -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                  -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                  Define core configuration, overwriting global.conf
                  values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT
                  Select the output format: json
-of OUTPUT_FOLDER, --output-folder OUTPUT_FOLDER
                  The root output folder for generated and build files
--build-require     Whether the provided reference is a build-require
-tf TEST_FOLDER, --test-folder TEST_FOLDER
                  Alternative test folder name. By default it is
                  "test_package". Use "" to skip the test stage
-sb, --skip-binaries Skip installing dependencies binaries
-r REMOTE, --remote REMOTE
                  Look in the specified remote or remotes server
-nr, --no-remote    Do not use remote, resolve exclusively in the cache
--name NAME         Provide a package name if not specified in conanfile
--version VERSION   Provide a package version if not specified in
                  conanfile
--user USER         Provide a user if not specified in conanfile
--channel CHANNEL   Provide a channel if not specified in conanfile
-l LOCKFILE, --lockfile LOCKFILE
                  Path to a lockfile. Use --lockfile="" to avoid
                  automatic use of existing 'conan.lock' file
--lockfile-partial  Do not raise an error if some dependency is not found
                  in lockfile
--lockfile-out LOCKFILE_OUT
                  Filename of the updated lockfile
--lockfile-clean    Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
                  Overwrite lockfile overrides
-pr PROFILE, --profile PROFILE

```

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```

        Apply the specified profile. By default, or if
        specifying -pr:h (--profile:host), it applies to the
        host context. Use -pr:b (--profile:build) to specify
        the build context, or -pr:a (--profile:all) to specify
        both contexts at once
    -pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
    -pr:h PROFILE_HOST, --profile:host PROFILE_HOST
    -pr:a PROFILE_ALL, --profile:all PROFILE_ALL
    -o OPTIONS, --options OPTIONS
        Apply the specified options. By default, or if
        specifying -o:h (--options:host), it applies to the
        host context. Use -o:b (--options:build) to specify
        the build context, or -o:a (--options:all) to specify
        both contexts at once. Example:
        -o="pkg/*:with_qt=True"
    -o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
    -o:h OPTIONS_HOST, --options:host OPTIONS_HOST
    -o:a OPTIONS_ALL, --options:all OPTIONS_ALL
    -s SETTINGS, --settings SETTINGS
        Apply the specified settings. By default, or if
        specifying -s:h (--settings:host), it applies to the
        host context. Use -s:b (--settings:build) to specify
        the build context, or -s:a (--settings:all) to specify
        both contexts at once. Example: -s="compiler=gcc"
    -s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
    -s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
    -s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
    -c CONF, --conf CONF Apply the specified conf. By default, or if specifying
        -c:h (--conf:host), it applies to the host context.
        Use -c:b (--conf:build) to specify the build context,
        or -c:a (--conf:all) to specify both contexts at once.
        Example:
        -c="tools.cmake.cmaketoolchain.generator=Xcode"
    -c:b CONF_BUILD, --conf:build CONF_BUILD
    -c:h CONF_HOST, --conf:host CONF_HOST
    -c:a CONF_ALL, --conf:all CONF_ALL

```

The `conan export-pkg` command creates a package binary directly from pre-compiled binaries in a user folder. This command can be useful in different cases:

- When creating a package for some closed source or pre-compiled binaries provided by a vendor. In this case, it is not necessary that the `conanfile.py` recipe contains a `build()` method, and providing the `package()` and `package_info()` method are enough to package those pre-compiled binaries. In this case the `build_policy = "never"` could make sense to indicate it is not possible to `conan install --build=this_pkg`, as it doesn't know how to build from sources when it is a dependency.
- When testing some recipe locally in the *local development flow*, it can be used to quickly put the locally built binaries in the cache to make them available to other packages for testing, without needing to go through a full `conan create` that would be slower.

In general, it is expected that when `conan export-pkg` executes, the possible Conan dependencies that were necessary to build this package had already been installed via `conan install`, so it is not necessary to download dependencies at `export-pkg` time. But if for some reason this is not the case, the command defines `--remote` and `--no-remote` arguments, similar to other commands, as well as the `--skip-binaries` optimization that could save some time installing

dependencies binaries if they are not strictly necessary for the current `export-pkg`. But this is the responsibility of the user, as it is possible that such binaries are actually necessary, for example, if a `tool_requires = "cmake/x.y"` is used and the `package()` method implements a `cmake.install()` call, this will definitely need the binaries for the dependencies installed in the current machine to execute.

See also:

- Check the *JSON format output* for this command.
- Read the tutorial about the *local package development flow*.

## 9.1.20 conan new

Create a new recipe (with a `conanfile.py` and other associated files) from either a predefined or a user-defined template.

### conan new

```
$ conan new -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan new [-h] [-v [V]] [-cc CORE_CONF] [-d DEFINE] [-f] [-o OUTPUT]
               template

Create a new example recipe and source files from a template.

positional arguments:
  template              Template name, either a predefined built-in or a user-
                        provided one. Available built-in templates: basic,
                        cmake_lib, cmake_exe, meson_lib, meson_exe,
                        msbuild_lib, msbuild_exe, bazel_lib, bazel_exe,
                        autotools_lib, autotools_exe, local_recipes_index.
                        E.g. 'conan new cmake_lib -d name=hello -d
                        version=0.1'. You can define your own templates too by
                        inputting an absolute path as your template, or a path
                        relative to your conan home folder.

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  -d DEFINE, --define DEFINE
                        Define a template argument as key=value, e.g., -d
                        name=mypkg
  -f, --force            Overwrite file if it already exists
  -o OUTPUT, --output OUTPUT
                        Output folder for the generated files
```

The `conan new` command creates a new recipe in the current working directory, plus extra example files such as `CMakeLists.txt` or the `test_package` folder (as necessary), to either be used as a basis for your own project or aiding in the debugging process.

Note that each template has some required and some [optional] user-defined variables used to customize the resulting files.

The available templates are:

- **basic**: Creates a simple recipe with some example code and helpful comments, and is a good starting point to avoid writing boilerplate code.

Its variables are: [name], [version], [description], [requires1, requires2, ...], [tool\_requires1, tool\_requires2, ...]

- **alias**: Creates the minimal recipe needed to define an alias to a target recipe

Its variables are: name, [version], target

- **cmake\_lib**: Creates a cmake library target that defines a function called `name`, which will print some information about the compilation environment to stdout. You can add requirements to this template in the form of

```
conan new cmake_lib -d name=ai -d version=1.0 -d requires=math/3.14 -d
requires=magic/0.0
```

This will add requirements for both `math/3.14` and `magic/0.0` to the `requirements()` method, will add the necessary `find_package``s` in CMake, and add a call to ```math()` and `magic()` inside the generated `ai()` function.

Its variables are: name, version, [requires1, requires2, ...], [tool\_requires1, tool\_requires2, ...]

- **cmake\_exe**: Creates a cmake executable target that defines a function called `name`, which will print some information about the compilation environment to stdout. You can add requirements to this template in the form of

```
conan new cmake_exe -d name=game -d version=1.0 -d requires=math/3.14 -d
requires=ai/1.0
```

This will add requirements for both `math/3.14` and `ai/1.0` to the `requirements()` method, will add the necessary `find_package``s` in CMake, and add a call to ```math()` and `ai()` inside the generated `game()` function.

Its variables are: name, version, [requires1, requires2, ...], [tool\_requires1, tool\_requires2, ...]

- **autotools\_lib**: Creates an Autotools library.

Its variables are: name, version

- **autotools\_exe**: Creates an Autotools executable

Its variables are: name, version

- **bazel\_lib**: **Bazel integration BazelDeps, BazelToolchain, Bazel is experimental.** Creates a Bazel library.

Its variables are: name, version

- **bazel\_exe**: **Bazel integration BazelDeps, BazelToolchain, Bazel is experimental.** Creates a Bazel executable

Its variables are: name, version

- **meson\_lib**: Creates a Meson library.

Its variables are: name, version

- **meson\_exe**: Creates a Meson executable

Its variables are: name, version

- **msbuild\_lib**: Creates a MSBuild library.

Its variables are: name, version

- **msbuild\_exe**: Creates a MSBuild executable

Its variables are: `name`, `version`

By default, all `name` and `version` variables are set to `mypkg` and `0.1`, respectively, if not provided by the user.

**Warning:** The output of the predefined built-in templates is **not stable**. It might change in future releases to adapt to the latest tools or good practices.

## Examples

```
$ conan new basic
```

Generates a basic *conanfile.py* that does not implement any custom functionality

```
$ conan new basic -d name=mygame -d requires=math/1.0 -d requires=ai/1.3
```

Generates a *conanfile.py* for *mygame* that depends on the packages *math/1.0* and *ai/1.3*

```
$ conan new cmake_lib
```

Creates a basic CMake library with default package name = "mypkg" and default package version version = "0.1"

```
$ conan new cmake_exe -d name=game -d version=1.0 -d requires=math/3.14 -d requires=ai/1.0
```

Generates the necessary files for a CMake executable target. This will add requirements for both *math/3.14* and *ai/1.0* to the `requirements()` method, will add the necessary `find_package` in CMake, and add a call to `math()` and `ai()` inside the generated `game()` function.

## Custom templates

There's also the possibility of creating your templates. Templates in the Conan home should be located in the `templates/command/new` folder, and each template should have a folder named like the template one. If we create the `templates/command/new/mytemplate` folder, the command will be called with the following:

```
$ conan new mytemplate
```

As with other files in the Conan home, you can manage these templates with `conan config install <url>`, putting them in a git repo or an http server and sharing them with your team. It is also possible to use templates from any folder, just passing the full path to the template in the `conan new <full_path>`, but in general it is more convenient to manage them in the Conan home.

The folder can contain as many files as desired. Both the filenames and the contents of the files can be templated using Jinja2 syntax. The command `-d/--define` arguments will define the `key=value` inputs to the templates.

The file contents will be like (Jinja2 syntax):

```
# File "templates/command/new/mytemplate/conanfile.py"
from conan import ConanFile

class Conan(ConanFile):
    name = "{{name}}"
```

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```
version = "{{version}}"
license = "{{license}}"
```

And it will require passing these values:

```
$ conan new mytemplate -d name=pkg -d version=0.1 -d license=MIT
```

and it will generate in the current folder a file:

```
# File "<cwd>/conanfile.py"
from conan import ConanFile

class Conan(ConanFile):
    name = "pkg"
    version = "0.1"
    license = "MIT"
```

There are some special `-d/--defines` names. The `name` one is always mandatory. The `conan_version` definition will always be automatically defined. The `requires` and `tool_requires` definitions, if existing, will be automatically converted to lists. The `package_name` will always be defined, by default equals to `name`.

For parametrized filenames, the filenames themselves support Jinja2 syntax. For example if we store a file named literally `{{name}}` with the brackets in the template folder `templates/command/new/mytemplate/`, instead of the `conanfile.py` above:

Listing 22: File: “`templates/command/new/mytemplate/{{name}}`”

```
{{contents}}
```

Then, executing

```
$ conan new mytemplate -d name=file.txt -d contents=hello!
```

will create a file called `file.txt` in the current dir containing the string `hello!`.

If there are files in the template not to be rendered with Jinja2, like image files, then their names should be added to a file called `not_templates` inside the template directory, one filename per line. So we could have a folder with:

```
templates/command/new/mytemplate
    |- not_templates
    |- conanfile.py
    |- image.png
    |- image2.png
```

And the `not_templates` contains the string `*.png`, then `conan new mytemplate ...` will only render the `conanfile.py` through Jinja2, but both images will be copied as-is.

### 9.1.21 conan source

```
$ conan source -h
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
usage: conan source [-h] [-v [V]] [-cc CORE_CONF] [--name NAME]
                  [--version VERSION] [--user USER] [--channel CHANNEL]
                  path

Call the source() method.

positional arguments:
  path                  Path to a folder containing a conanfile.py

options:
  -h, --help            show this help message and exit
  -v [V]                Level of detail of the output. Valid options from less
                        verbose to more verbose: -vquiet, -verror, -vwarning,
                        -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                        -vvv or -vtrace
  -cc CORE_CONF, --core-conf CORE_CONF
                        Define core configuration, overwriting global.conf
                        values. E.g.: -cc core:non_interactive=True
  --name NAME           Provide a package name if not specified in conanfile
  --version VERSION     Provide a package version if not specified in
                        conanfile
  --user USER          Provide a user if not specified in conanfile
  --channel CHANNEL     Provide a channel if not specified in conanfile
```

See also:

- Read the tutorial about the *local package development flow*.

### 9.1.22 conan test

```
$ conan test -h
WARN: Downgrading cache from Conan 2.12.2 to 2.11.0
usage: conan test [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT] [-b BUILD]
                 [-r REMOTE | -nr] [-u [UPDATE]] [-pr PROFILE]
                 [-pr:b PROFILE_BUILD] [-pr:h PROFILE_HOST]
                 [-pr:a PROFILE_ALL] [-o OPTIONS] [-o:b OPTIONS_BUILD]
                 [-o:h OPTIONS_HOST] [-o:a OPTIONS_ALL] [-s SETTINGS]
                 [-s:b SETTINGS_BUILD] [-s:h SETTINGS_HOST]
                 [-s:a SETTINGS_ALL] [-c CONF] [-c:b CONF_BUILD]
                 [-c:h CONF_HOST] [-c:a CONF_ALL] [-l LOCKFILE]
                 [--lockfile-partial] [--lockfile-out LOCKFILE_OUT]
                 [--lockfile-clean] [--lockfile-overrides LOCKFILE_OVERRIDES]
                 path reference
```

Test a package from a test\_package folder.

positional arguments:

path Path to a test\_package folder containing a

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```

conanfile.py
reference      Provide a package reference to test

options:
-h, --help      show this help message and exit
-v [V]          Level of detail of the output. Valid options from less
                verbose to more verbose: -vquiet, -verror, -vwarning,
                -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug,
                -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF
                Define core configuration, overwriting global.conf
                values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT
                Select the output format: json
-b BUILD, --build BUILD
                Optional, specify which packages to build from source.
                Combining multiple '--build' options on one command
                line is allowed. Possible values: --build="*" Force
                build from source for all packages. --build=never
                Disallow build for all packages, use binary packages
                or fail if a binary package is not found, it cannot be
                combined with other '--build' options. --build=missing
                Build packages from source whose binary package is not
                found. --build=cascade Build packages from source that
                have at least one dependency being built from source.
                --build=[pattern] Build packages from source whose
                package reference matches the pattern. The pattern
                uses 'fnmatch' style wildcards. --build=~[pattern]
                Excluded packages, which will not be built from the
                source, whose package reference matches the pattern.
                The pattern uses 'fnmatch' style wildcards.
                --build=missing:[pattern] Build from source if a
                compatible binary does not exist, only for packages
                matching pattern.
-r REMOTE, --remote REMOTE
                Look in the specified remote or remotes server
-nr, --no-remote
                Do not use remote, resolve exclusively in the cache
-u [UPDATE], --update [UPDATE]
                Will install newer versions and/or revisions in the
                local cache for the given reference name, or all
                references in the graph if no argument is supplied.
                When using version ranges, it will install the latest
                version that satisfies the range. It will update to
                the latest revision for the resolved version range.
-pr PROFILE, --profile PROFILE
                Apply the specified profile. By default, or if
                specifying -pr:h (--profile:host), it applies to the
                host context. Use -pr:b (--profile:build) to specify
                the build context, or -pr:a (--profile:all) to specify
                both contexts at once
-pr:b PROFILE_BUILD, --profile:build PROFILE_BUILD
-pr:h PROFILE_HOST, --profile:host PROFILE_HOST

```

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```

-pr:a PROFILE_ALL, --profile:all PROFILE_ALL
-o OPTIONS, --options OPTIONS
    Apply the specified options. By default, or if
    specifying -o:h (--options:host), it applies to the
    host context. Use -o:b (--options:build) to specify
    the build context, or -o:a (--options:all) to specify
    both contexts at once. Example:
    -o="pkg/*:with_qt=True"
-o:b OPTIONS_BUILD, --options:build OPTIONS_BUILD
-o:h OPTIONS_HOST, --options:host OPTIONS_HOST
-o:a OPTIONS_ALL, --options:all OPTIONS_ALL
-s SETTINGS, --settings SETTINGS
    Apply the specified settings. By default, or if
    specifying -s:h (--settings:host), it applies to the
    host context. Use -s:b (--settings:build) to specify
    the build context, or -s:a (--settings:all) to specify
    both contexts at once. Example: -s="compiler=gcc"
-s:b SETTINGS_BUILD, --settings:build SETTINGS_BUILD
-s:h SETTINGS_HOST, --settings:host SETTINGS_HOST
-s:a SETTINGS_ALL, --settings:all SETTINGS_ALL
-c CONF, --conf CONF Apply the specified conf. By default, or if specifying
    -c:h (--conf:host), it applies to the host context.
    Use -c:b (--conf:build) to specify the build context,
    or -c:a (--conf:all) to specify both contexts at once.
    Example:
    -c="tools.cmake.cmaketoolchain.generator=Xcode"
-c:b CONF_BUILD, --conf:build CONF_BUILD
-c:h CONF_HOST, --conf:host CONF_HOST
-c:a CONF_ALL, --conf:all CONF_ALL
-l LOCKFILE, --lockfile LOCKFILE
    Path to a lockfile. Use --lockfile="" to avoid
    automatic use of existing 'conan.lock' file
--lockfile-partial Do not raise an error if some dependency is not found
    in lockfile
--lockfile-out LOCKFILE_OUT
    Filename of the updated lockfile
--lockfile-clean Remove unused entries from the lockfile
--lockfile-overrides LOCKFILE_OVERRIDES
    Overwrite lockfile overrides

```

The `conan test` command uses the `test_package` folder specified in `path` to tests the package reference specified in `reference`.

#### See also:

- Read the tutorial about [testing Conan packages](#).

### 9.1.23 conan upload

Use this command to upload recipes and binaries to Conan repositories. For more information on how to work with Conan repositories, please check the [dedicated section](#).

```
$ conan upload -h
WARN: Downgrading cache from Conan 2.14.0 to 2.11.0
usage: conan upload [-h] [-v [V]] [-cc CORE_CONF] [-f FORMAT]
                  [-p PACKAGE_QUERY] -r REMOTE [--only-recipe] [--force]
                  [--check] [-c] [--dry-run] [-l LIST] [-m METADATA]
                  [pattern]
```

Upload packages to a remote.

By default, all the matching references are uploaded (all revisions).  
By default, if a recipe reference is specified, it will upload all the revisions for all the binary packages, unless `--only-recipe` is specified. You can use the "latest" placeholder at the "reference" argument to specify the latest revision of the recipe or the package.

positional arguments:

pattern	A pattern in the form 'pkg/version#revision:package_id#revision', e.g: 'zlib/1.2.13:*' means all binaries for zlib/1.2.13. If revision is not specified, it is assumed latest one.
---------	--

options:

-h, --help	show this help message and exit
-v [V]	Level of detail of the output. Valid options from less verbose to more verbose: -vquiet, -verror, -vwarning, -vnotice, -vstatus, -v or -vverbose, -vv or -vdebug, -vvv or -vtrace
-cc CORE_CONF, --core-conf CORE_CONF	Define core configuration, overwriting global.conf values. E.g.: -cc core:non_interactive=True
-f FORMAT, --format FORMAT	Select the output format: json
-p PACKAGE_QUERY, --package-query PACKAGE_QUERY	Only upload packages matching a specific query. e.g: os=Windows AND (arch=x86 OR compiler=gcc)
-r REMOTE, --remote REMOTE	Upload to this specific remote
--only-recipe	Upload only the recipe/s, not the binary packages.
--force	Force the upload of the artifacts even if the revision already exists in the server
--check	Perform an integrity check, using the manifests, before upload
-c, --confirm	Upload all matching recipes without confirmation
--dry-run	Do not execute the real upload (experimental)
-l LIST, --list LIST	Package list file
-m METADATA, --metadata METADATA	Upload the metadata, even if the package is already in the server and not uploaded

The `conan upload` command can upload packages to 1 server repository specified by the `-r=myremote` argument.

It has 2 possible and mutually exclusive inputs: - The `conan upload <pattern>` pattern-based matching of recipes, with a pattern similar to the `conan list <pattern>`. - The `conan upload --list=<pkglist>` that will upload the artifacts specified in the `pkglist` json file

If the `--format=json` formatter is specified, the result will be a “PackageList”, compatible with other Conan commands, for example the `conan remove` command, so it is possible to concatenate different commands using the generated json file. See the [Packages Lists examples](#).

The `--dry-run` argument will prepare the packages for upload, zip files if necessary, check in the server to see what needs to be uploaded and what is already in the server, but it will not execute the actual upload.

Using the `core.upload:parallel` conf, it is possible to upload packages in parallel. By default, or when set to a value less than 2, no parallelization will take place, and any other value will be the number of parallel threads to utilize.

See also:

- [Uploading packages tutorial](#)
- [Working with Conan repositories](#)
- [Managing remotes with conan remote command](#)
- [Uploading metadata files](#).
- `conan build`: Install package and call its build method
- `conan create`: Create a package from a recipe
- `conan download`: Download (without install) a single conan package from a remote server.
- `conan editable`: Allows working with a package in user folder
- `conan export`: Export a recipe to the Conan package cache
- `conan export-pkg`: Create a package directly from pre-compiled binaries
- `conan new`: Create a new recipe from a predefined template
- `conan source`: Calls the `source()` method
- `conan test`: Test a package
- `conan upload`: Upload packages from the local cache to a specified remote

## 9.1.24 Command formatters

Almost all the commands have the parameter `--format xxxx` which is used to apply an output conversion. The command formatters help users see the command output in a different way that could fit better with their needs. Here, there are only some of the most important ones whose details are worthy of having a separate section.

## Formatter: Graph-info JSON

This section is aimed to show one example of the JSON format output when using any of these commands:

- `conan graph info xxxx --format=json`
- `conan create xxxx --format=json`
- `conan install xxxx --format=json`
- `conan export-pkg xxxx --format=json`

The output shows the graph information processed by Conan in each command.

---

**Note:** This feature is in **preview**. It means that it is very unlikely to be removed and unlikely to have breaking changes. Maintainers will try as much as possible to not break it, and only do it if very necessary. See [the Conan stability](#) section for more information.

---

The JSON output generated by `conan graph info --require=zlib/1.2.11 -r=conancenter --format=json > graph.json` for instance:

Listing 23: `graph.json`

```
{
  "graph": {
    "nodes": {
      "0": {
        "ref": "conanfile",
        "id": "0",
        "recipe": "Cli",
        "package_id": null,
        "prev": null,
        "rrev": null,
        "rrev_timestamp": null,
        "prev_timestamp": null,
        "remote": null,
        "binary_remote": null,
        "build_id": null,
        "binary": null,
        "invalid_build": false,
        "info_invalid": null,
        "name": null,
        "user": null,
        "channel": null,
        "url": null,
        "license": null,
        "author": null,
        "description": null,
        "homepage": null,
        "build_policy": null,
        "upload_policy": null,
        "revision_mode": "hash",
        "provides": null,
        "deprecated": null,
        "win_bash": null,
```

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```

"win_bash_run": null,
"default_options": null,
"options_description": null,
"version": null,
"topics": null,
"package_type": "unknown",
"settings": {
    "os": "Macos",
    "arch": "x86_64",
    "compiler": "apple-clang",
    "compiler.cppstd": "gnu17",
    "compiler.libcxx": "libc++",
    "compiler.version": "12.0",
    "build_type": "Release"
},
"options": {},
"options_definitions": {},
"generators": [],
"python_requires": null,
"system_requires": {},
"recipe_folder": null,
"source_folder": null,
"build_folder": null,
"generators_folder": null,
"package_folder": null,
"cpp_info": {
    "root": {
        "includedirs": [
            "include"
        ],
        "srcdirs": null,
        "libdirs": [
            "lib"
        ],
        "resdirs": null,
        "bindirs": [
            "bin"
        ],
        "builddirs": null,
        "frameworkdirs": null,
        "system_libs": null,
        "frameworks": null,
        "libs": null,
        "defines": null,
        "cflags": null,
        "cxxflags": null,
        "sharedlinkflags": null,
        "exelinkflags": null,
        "objects": null,
        "sysroot": null,
        "requires": null,
        "properties": null
    }
}

```

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```

    }
  },
  "conf_info": {},
  "label": "cli",
  "dependencies": {
    "1": {
      "ref": "zlib/1.2.11",
      "run": false,
      "libs": true,
      "skip": false,
      "test": false,
      "force": false,
      "direct": true,
      "build": false,
      "transitive_headers": null,
      "transitive_libs": null,
      "headers": true,
      "package_id_mode": null,
      "visible": true
    }
  },
  "context": "host",
  "test": false
},
"1": {
  "ref": "zlib/1.2.11#ffa77daf83a57094149707928bdce823",
  "id": "1",
  "recipe": "Cache",
  "package_id": "d0599452a426a161e02a297c6e0c5070f99b4909",
  "prev": "1440f4f447208c8e6808936b4c6ff282",
  "rrev": "dc0e384f0551386cd76dc29cc964c95e",
  "rrev_timestamp": 1703667991.3458598,
  "prev_timestamp": 1703668372.8517942,
  "remote": null,
  "binary_remote": null,
  "build_id": null,
  "binary": "Missing",
  "invalid_build": false,
  "info_invalid": null,
  "name": "zlib",
  "user": null,
  "channel": null,
  "url": "https://github.com/conan-io/conan-center-index",
  "license": "Zlib",
  "author": null,
  "description": "A Massively Spiffy Yet Delicately Unobtrusive_
↳ Compression Library (Also Free, Not to Mention Unencumbered by Patents)",
  "homepage": "https://zlib.net",
  "build_policy": null,
  "upload_policy": null,
  "revision_mode": "hash",
  "provides": null,

```

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```

"deprecated": null,
"win_bash": null,
"win_bash_run": null,
"default_options": {
    "shared": false,
    "fPIC": true
},
"options_description": null,
"version": "1.2.11",
"topics": [
    "zlib",
    "compression"
],
"package_type": "static-library",
"settings": {
    "os": "Macos",
    "arch": "x86_64",
    "compiler": "apple-clang",
    "compiler.cppstd": "gnu17",
    "compiler.libcxx": "libc++",
    "compiler.version": "12.0",
    "build_type": "Release"
},
"options": {
    "fPIC": "True",
    "shared": "False"
},
"options_definitions": {
    "shared": [
        "True",
        "False"
    ],
    "fPIC": [
        "True",
        "False"
    ]
},
"generators": [],
"python_requires": null,
"system_requires": {},
"recipe_folder": "/Users/franchuti/.conan2/p/zlib774aa77541f8b/e",
"source_folder": null,
"build_folder": null,
"generators_folder": null,
"package_folder": null,
"cpp_info": {
    "root": {
        "includedirs": [
            "include"
        ],
        "srcdirs": null,
        "libdirs": [

```

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```

        "lib"
    ],
    "resdirs": null,
    "bindirs": [
        "bin"
    ],
    "builddirs": null,
    "frameworkdirs": null,
    "system_libs": null,
    "frameworks": null,
    "libs": null,
    "defines": null,
    "cflags": null,
    "cxxflags": null,
    "sharedlinkflags": null,
    "exelinkflags": null,
    "objects": null,
    "sysroot": null,
    "requires": null,
    "properties": null
    }
},
"conf_info": {},
"label": "zlib/1.2.11",
"info": {
    "settings": {
        "os": "Macos",
        "arch": "x86_64",
        "compiler": "apple-clang",
        "compiler.cppstd": "gnu17",
        "compiler.libcxx": "libc++",
        "compiler.version": "12.0",
        "build_type": "Release"
    },
    "options": {
        "fPIC": "True",
        "shared": "False"
    }
},
"dependencies": {},
"context": "host",
"test": false
}
},
"root": {
    "0": "None"
},
"overrides": {},
"resolved_ranges": {},
"replaced_requires": {}
}
}

```



- *graph-info formatter*: Show the graph information in JSON format. It's used by several commands.

## 9.2 conanfile.py

The `conanfile.py` is the recipe file of a package, responsible for defining how to build it and consume it.

```
from conan import ConanFile

class HelloConan(ConanFile):
    ...
```

**Important:** *conanfile.py* recipes use a variety of attributes and methods to operate. In order to avoid collisions and conflicts, follow these rules:

- Public attributes and methods, like `build()`, `self.package_folder`, are reserved for Conan. Don't use public members for custom fields or methods in the recipes.
- Use “protected” access for your own members, like `self._my_data` or `def _my_helper(self):`. Conan only reserves “protected” members starting with `_conan`.

Contents:

### 9.2.1 Attributes

- *Package reference*
  - *name*
  - *version*
  - *user*
  - *channel*
- *Metadata*
  - *description*
  - *license*
  - *author*
  - *topics*
  - *homepage*
  - *url*
- *Requirements*
  - *requires*
  - *tool\_requires*
  - *build\_requires*
  - *test\_requires*

- *python\_requires*
  - *python\_requires\_extend*
- *Sources*
  - *exports*
  - *exports\_sources*
  - *conan\_data*
  - *source\_buildenv*
- *Binary model*
  - *package\_type*
  - *settings*
  - *options*
  - *default\_options*
  - *default\_build\_options*
  - *options\_description*
  - *languages*
  - *info*
  - *package\_id\_{embed,non\_embed,python,unknown}\_mode*
- *Build*
  - *generators*
  - *build\_policy*
  - *win\_bash*
  - *win\_bash\_run*
- *Folders and layout*
  - *source\_folder*
  - *export\_sources\_folder*
  - *build\_folder*
  - *package\_folder*
  - *recipe\_folder*
  - *recipe\_metadata\_folder*
  - *package\_metadata\_folder*
  - *no\_copy\_source*
  - *test\_package\_folder*
- *Layout*
  - *folders*
  - *cpp*

- *layouts*
- *Package information for consumers*
  - *cpp\_info*
  - *buildenv\_info*
  - *runenv\_info*
  - *conf\_info*
  - *generator\_info*
  - *deprecated*
  - *provides*
- *Other*
  - *dependencies*
  - *conf*
  - *Output*
  - *Output contents*
  - *revision\_mode*
  - *upload\_policy*
  - *required\_conan\_version*
  - *implements*
  - *alias*
  - *extension\_properties*

## Package reference

Recipe attributes that can define the main `pkg/version@user/channel` package reference.

### name

The name of the package. A valid name is all lowercase and has:

- A minimum of 2 and a maximum of 101 characters (though shorter names are recommended).
- **Matches the following regex `^[a-z0-9_][a-z0-9+.-]{1,100}$`:** so starts with alphanumeric or `_`, then from 1 to 100 characters between alphanumeric, `_`, `+`, `.` or `-`.

**The name is only necessary for export-ing the recipe into the local cache (`export`, `export-pkg` and `create` commands), if they are not defined in the command line with `--name=<pkgname>`.**

## version

The version of the package. A valid version follows the same rules than the `name` attribute. In case the version follows semantic versioning in the form `X.Y.Z-pre1+build2`, that value might be used for requiring this package through version ranges instead of exact versions.

The version is only strictly necessary for `export`-ing the recipe into the local cache (`export`, `export-pkg` and `create` commands), if they are not defined in the command line with `--version=<pkgversion>`

The `version` can be dynamically defined in the command line, and also programmatically in the recipe with the *`set_version()` method*.

## user

A valid string for the `user` field follows the same rules than the `name` attribute. This is an optional attribute. It can be used to identify your own packages with `pkg/version@user/channel`, where `user` could be the name of your team, org or company. ConanCenter recipes don't have `user/channel`, so they are in the form of `pkg/version` only. You can also name your packages without user and channel, or using only the user as `pkg/version@user`.

The user can be specified in the command line with `--user=<myuser>`

## channel

A valid string for the `channel` field follows the same rules than the `name` attribute. This is an optional attribute. It is sometimes used to identify a maturity of the package ("stable", "testing"...), but in general this is not necessary, and the maturity of packages is better managed by putting them in different server repositories.

The channel can be specified in the command line with `--channel=<mychannel>`

## Metadata

Optional metadata, like license, description, author, etc. Not necessary for most cases, but can be useful to have.

## description

This is an optional, but recommended text field, containing the description of the package, and any information that might be useful for the consumers. The first line might be used as a short description of the package.

```
class HelloConan(ConanFile):
    name = "hello"
    version = "0.1"
    description = """This is a Hello World library.
                    A fully featured, portable, C++ library to say Hello World in the_
↪ stdout,
                    with incredible iostreams performance"""
```

## license

License of the **target** source code and binaries, i.e. the code that is being packaged, not the `conanfile.py` itself. Can contain several, comma separated licenses. It is a text string, so it can contain any text, but it is strongly recommended that recipes of Open Source projects use [SPDX](#) identifiers from the [SPDX license list](#)

This will help people wanting to automate license compatibility checks, like consumers of your package, or you if your package has Open-Source dependencies.

```
class Pkg(ConanFile):  
    license = "MIT"
```

## author

Main maintainer/responsible for the package, any format. This is an optional attribute.

```
class HelloConan(ConanFile):  
    author = "John J. Smith (john.smith@company.com)"
```

## topics

Tags to group related packages together and describe what the code is about. Used as a search filter in ConanCenter. Optional attribute. It should be a tuple of strings.

```
class ProtocInstallerConan(ConanFile):  
    name = "protoc_installer"  
    version = "0.1"  
    topics = ("protocol-buffers", "protocol-compiler", "serialization", "rpc")
```

## homepage

The home web page of the library being packaged.

Used to link the recipe to further explanations of the library itself like an overview of its features, documentation, FAQ as well as other related information.

```
class EigenConan(ConanFile):  
    name = "eigen"  
    version = "3.3.4"  
    homepage = "http://eigen.tuxfamily.org"
```

## url

URL of the package repository, i.e. not necessarily of the original source code. Recommended, but not mandatory attribute.

```
class HelloConan(ConanFile):
    name = "hello"
    version = "0.1"
    url = "https://github.com/conan-io/libhello.git"
```

## Requirements

Attribute form of the dependencies simple declarations, like `requires`, `tool_requires`. For more advanced way to define requirements, use the `requirements()`, `build_requirements()` methods instead.

## requires

List or tuple of strings for regular dependencies in the host context, like a library.

```
class MyLibConan(ConanFile):
    requires = "hello/1.0", "otherlib/2.1@otheruser/testing"
```

You can specify version ranges, the syntax is using brackets:

```
class HelloConan(ConanFile):
    requires = "pkg/[>1.0 <1.8]"
```

Accepted expressions would be:

Expression	Versions in range	Versions outside of range
[>=1.0 <2]	1.0.0, 1.0.1, 1.1, 1.2.3	0.2, 2.0, 2.1, 3.0
[<3.2.1]	0.1, 1.2, 2.4, 3.1.1	3.2.2
[>2.0]	2.1, 2.2, 3.1, 14.2	1.1, 1.2, 2.0

If pre-releases are activated, like defining configuration `core.version_ranges:resolve_prereleases=True`:

Expression	Versions in range	Versions outside of range
[>=1.0 <2]	1.0.0-pre.1, 1.0.0, 1.0.1, 1.1, 1.2.3	0.2, 2.0-pre.1, 2.0, 2.1, 3.0
[<3.2.1]	0.1, 1.2, 1.8-beta.1, 2.0-alpha.2, 2.4, 3.1.1	3.2.1-pre.1, 3.2.1, 3.2.2, 3.3
[>2.0]	2.1-pre.1, 2.1, 2.2, 3.1, 14.2	1.1, 1.2, 2.0-pre.1, 2.0

## See also:

- Check *Range expressions* `version_ranges` tutorial section

## tool\_requires

List or tuple of strings for dependencies. Represents a build tool like “cmake”. If there is an existing pre-compiled binary for the current package, the binaries for the tool\_require won’t be retrieved. They cannot conflict.

```
class MyPkg(ConanFile):
    tool_requires = "tool_a/0.2", "tool_b/0.2@user/testing"
```

This is the declarative way to add tool\_requires. Check the *tool\_requires()* conanfile.py method to learn a more flexible way to add them.

## build\_requires

*build\_requires* are used in Conan 2 to provide compatibility with the Conan 1.X syntax, but their use is discouraged in Conan 2 and will be deprecated in future 2.X releases. Please use *tool\_requires* instead of *build\_requires* in your Conan 2 recipes.

## test\_requires

List or tuple of strings for dependencies in the host context only. Represents a test tool like “gtest”. Used when the current package is built from sources. They don’t propagate information to the downstream consumers. If there is an existing pre-compiled binary for the current package, the binaries for the test\_require won’t be retrieved. They cannot conflict.

```
class MyPkg(ConanFile):
    test_requires = "gtest/1.11.0", "other_test_tool/0.2@user/testing"
```

This is the declarative way to add test\_requires. Check the *test\_requires()* method to learn a more flexible way to add them.

## python\_requires

This class attribute allows to define a dependency to another Conan recipe and reuse its code. Its basic syntax is:

```
from conan import ConanFile

class Pkg(ConanFile):
    python_requires = "pyreq/0.1@user/channel" # recipe to reuse code from

    def build(self):
        self.python_requires["pyreq"].module # access to the whole conanfile.py module
        self.python_requires["pyreq"].module.myvar # access to a variable
        self.python_requires["pyreq"].module.myfunct() # access to a global function
        self.python_requires["pyreq"].path # access to the folder where the reused file_
→ is
```

Read more about this attribute in *Python requires*

## python\_requires\_extend

This class attribute defines one or more classes that will be injected in runtime as base classes of the recipe class. Syntax for each of these classes should be a string like `pyreq.MyConanfileBase` where the `pyreq` is the name of a `python_requires` and `MyConanfileBase` is the name of the class to use.

```
from conan import ConanFile

class Pkg(ConanFile):
    python_requires = "pyreq/0.1@user/channel", "utils/0.1@user/channel"
    python_requires_extend = "pyreq.MyConanfileBase", "utils.UtilsBase" # class/es to_
    ↪inject
```

## Sources

### exports

List or tuple of strings with *file names* or `fnmatch` patterns that should be exported and stored side by side with the `conanfile.py` file to make the recipe work: other python files that the recipe will import, some text file with data to read,...

For example, if we have some python code that we want the recipe to use in a `helpers.py` file, and have some text file `info.txt` we want to read and display during the recipe evaluation we would do something like:

```
exports = "helpers.py", "info.txt"
```

Exclude patterns are also possible, with the `!` prefix:

```
exports = "*.py", "!*tmp.py"
```

### See also:

- *Check the `export()` `conanfile.py` method.*

### exports\_sources

List or tuple of strings with file names or `fnmatch` patterns that should be exported and will be available to generate the package. Unlike the `exports` attribute, these files shouldn't be used by the `conanfile.py` Python code, but to compile the library or generate the final package. And, due to its purpose, these files will only be retrieved if requested binaries are not available or the user forces Conan to compile from sources.

This is an alternative to getting the sources with the `source()` method. Used when we are not packaging a third party library and we have together the recipe and the C/C++ project:

```
exports_sources = "include*", "src"
```

Exclude patterns are also possible, with the `!` prefix:

```
exports_sources = "include*", "src", "!src/build/*"
```

Note, if the recipe defines the `layout()` method and specifies a `self.folders.source = "src"` it won't affect where the files (from the `exports_sources`) are copied. They will be copied to the base source folder. So, if you want to replace some file that got into the `source()` method, you need to explicitly copy it from the parent folder or even better, from `self.export_sources_folder`.



```
import os, shutil
from conan import ConanFile
from conan.tools.files import save, load

class Pkg(ConanFile):
    ...
    exports_sources = "CMakeLists.txt"

    def layout(self):
        self.folders.source = "src"
        self.folders.build = "build"

    def source(self):
        # emulate a download from web site
        save(self, "CMakeLists.txt", "MISTAKE: Very old CMakeLists to be replaced")
        # Now I fix it with one of the exported files
        shutil.copy("../CMakeLists.txt", ".")
        shutil.copy(os.path.join(self.export_sources_folder, "CMakeLists.txt", "."))
```

## conan\_data

Read only attribute with a dictionary with the keys and values provided in a *conandata.yml* file format placed next to the *conanfile.py*. This YAML file is automatically exported with the recipe and automatically loaded with it too.

You can declare information in the *conandata.yml* file and then access it inside any of the methods of the recipe. For example, a *conandata.yml* with information about sources that looks like this:

```
sources:
  "1.1.0":
    url: "https://www.url.org/source/mylib-1.0.0.tar.gz"
    sha256: "8c48baf3babe0d505d16cfc0cf272589c66d3624264098213db0fb00034728e9"
  "1.1.1":
    url: "https://www.url.org/source/mylib-1.0.1.tar.gz"
    sha256: "15b6393c20030aab02c8e2fe0243cb1d1d18062f6c095d67bca91871dc7f324a"
```

```
def source(self):
    get(self, **self.conan_data["sources"][self.version])
```

## source\_buildenv

Boolean attribute to opt-in injecting the *VirtualBuildEnv* generated environment while running the *source()* method.

Setting this attribute to *True* (default value *False*) will inject the *VirtualBuildEnv* generated environment from tool requires when executing the *source()* method.

```
class MyConan:
    name = "mylib"
    version = "1.0.0"
    source_buildenv = True
    tool_requires = "7zip/1.2.0"
```

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```
def source(self):
    get(self, **self.conan_data["sources"][self.version])
    self.run("7z x *.zip -o*")  ## Can run 7z in the source method
```

## Binary model

Important attributes that define the package binaries model, which settings, options, package type, etc. affect the final packaged binaries.

## package\_type

Optional. Declaring the `package_type` will help Conan:

- To choose better the default `package_id_mode` for each dependency, that is, how a change in a dependency should affect the `package_id` to the current package.
- Which information from the dependencies should be propagated to the consumers, like headers, libraries, runtime information. See [here](#) to see what traits are propagated based on the `package_type` information.

The valid values are:

- **application**: The package is an application.
- **library**: The package is a generic library. It will try to determine the type of library (from `shared-library`, `static-library`, `header-library`) reading the `self.options.shared` (if declared) and the `self.options.header_only`
- **shared-library**: The package is a shared library.
- **static-library**: The package is a static library.
- **header-library**: The package is a header only library.
- **build-scripts**: The package only contains build scripts.
- **python-require**: The package is a python require.
- **unknown**: The type of the package is unknown.

## settings

List of strings with the first level settings (from [settings.yml](#)) that the recipe needs, because: - They are read for building (e.g: `if self.settings.compiler == "gcc"`) - They affect the `package_id`. If a value of the declared setting changes, the `package_id` has to be different.

The most common is to declare:

```
settings = "os", "compiler", "build_type", "arch"
```

Once the recipe is loaded by Conan, the `settings` are processed and they can be read in the recipe, also the sub-settings:

```
settings = "os", "arch"

def build(self):
    if self.settings.compiler == "gcc":
```

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```
if self.settings.compiler.cppstd == "gnu20":
    # do some special build commands
```

If you try to access some setting that doesn't exist, like `self.settings.compiler.libcxx` for the `msvc` setting, Conan will fail telling that `libcxx` does not exist for that compiler.

If you want to do a safe check of settings values, you could use the `get_safe()` method:

```
def build(self):
    # Will be None if doesn't exist (not declared)
    arch = self.settings.get_safe("arch")
    # Will be None if doesn't exist (doesn't exist for the current compiler)
    compiler_version = self.settings.get_safe("compiler.version")
    # Will be the default version if the return is None
    build_type = self.settings.get_safe("build_type", default="Release")
```

The `get_safe()` method returns `None` if that setting or sub-setting doesn't exist and there is no default value assigned.

It's also feasible to check the possible values defined in `settings.yml` using the `possible_values()` method:

```
def generate(self):
    # Print if Android exists as OS in the whole settings.yml
    is_android = "Android" in self.settings.possible_values()["os"]
    self.output.info(f"Android in settings.yml: {is_android}")
    # Print the available versions for the compiler used by the HOST profile
    compiler_versions = self.settings.compiler.version.possible_values()
    self.output.info(f"[HOST] Versions for {str(self.settings.compiler)}: {' ', ' '.join(compiler_versions)}")
    # Print the available versions for the compiler used by the BUILD profile
    compiler_versions = self.settings_build.compiler.version.possible_values()
    self.output.info(f"[BUILD] Versions for {str(self.settings.compiler)}: {' ', ' '.join(compiler_versions)}")
```

As you can see above, doing `self.settings.possible_values()` returns the whole `settings.yml` as a Python dict-like object, and doing `self.settings.compiler.version.possible_values()` for instance returns the available versions for the compiler used by the consumer.

If you want to do a safe deletion of settings, you could use the `rm_safe()` method. For example, in the `configure()` method a typical pattern for a C library would be:

```
def configure(self):
    self.settings.rm_safe("compiler.libcxx")
    self.settings.rm_safe("compiler.cppstd")
```

See also:

- `settings.yml`.
- `Removing settings in the package_id() method`.
- `Creating universal binaries using CMakeToolchain`.

## options

Dictionary with traits that affects only the current recipe, where the key is the option name and the value is a list of different values that the option can take. By default any value change in an option, changes the `package_id`. Check the `default_options` and `default_build_options` fields to define default values for the options.

Values for each option can be typed or plain strings ("value", True, 42,...).

There are two special values:

- None: Allow the option to have a None value (not specified) without erroring.
- "ANY": For options that can take any value, not restricted to a set.

```
class MyPkg(ConanFile):
    ...
    options = {
        "shared": [True, False],
        "option1": ["value1", "value2"],
        "option2": ["ANY"],
        "option3": [None, "value1", "value2"],
        "option4": [True, False, "value"],
    }
```

Once the recipe is loaded by Conan, the options are processed and they can be read in the recipe. You can also use the method `.get_safe()` (see *settings attribute*) to avoid Conan raising an Exception if the option doesn't exist:

```
class MyPkg(ConanFile):
    options = {"shared": [True, False]}

    def build(self):
        if self.options.shared:
            # build the shared library
        if self.options.get_safe("foo", True):
            pass
```

In boolean expressions, like `if self.options.shared`:

- equals True for the values True, "True" and "true", and any other value that would be evaluated the same way in Python code.
- equals False for the values False, "False" and "false", also for the empty string and for 0 and "0" as expected.

Notice that a comparison using `is` is always False because the types would be different as it is encapsulated inside a Python class.

If you want to do a safe deletion of options, you could use the `rm_safe()` method. For example, in the `config_options()` method a typical pattern for Windows library would be:

```
def config_options(self):
    if self.settings.os == "Windows":
        self.options.rm_safe("fPIC")
```

See also:

- Read the *Getting started, creating packages* to know how to declare and how to define a value to an option.
- Removing options in the `package_id()` method. <MISSING PAGE>

- About the `package_type` and how it plays when a shared option is declared. <MISSING PAGE>

## default\_options

The attribute `default_options` defines the default values for the options, both for the current recipe and for any requirement. This attribute should be defined as a python dictionary.

```
class MyPkg(ConanFile):
    ...
    requires = "zlib/1.2.8", "zwave/2.0"
    options = {"build_tests": [True, False],
              "option2": "ANY"}
    default_options = {"build_tests": True,
                      "option1": 42,
                      "z*:shared": True}
```

You can also assign default values for options of your requirements using “<reference\_pattern>: option\_name”, being a valid `reference_pattern` a name/version or any pattern with \* like the example above.

**Warning:** Defining options values in recipes does not have strong guarantees, please check [this FAQ about options values for dependencies](#). The recommended way to define options values is in profile files.

You can also set the options conditionally to a final value with `configure()` instead of using `default_options`:

```
class OtherPkg(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    options = {"some_option": [True, False]}
    # Do NOT declare 'default_options', use 'config_options()'

    def configure(self):
        if self.options.some_option == None:
            if self.settings.os == 'Android':
                self.options.some_option = True
            else:
                self.options.some_option = False
```

Take into account that if a value is assigned in the `configure()` method it cannot be overridden.

See also:

- [config\\_options\(\) method](#).

There are 2 different ways that a recipe can try to define options values for its dependencies. Using `default_options = {"mypkg/*:myoption", 123}` the current recipe can define the 123 value to the dependency mypkg myoption. This way of defining options for dependencies has some limitations:

- Any other downstream user of the current recipe that defines the same option for mypkg will have precedence, overwriting the current recipe 123 value. Also any definition in the profile or command line will also have precedence. The recipe `default_options` have the least precedence. If a recipe will not work at all with some dependencies options, then recipes can check and raise `ConanInvalidConfiguration` errors accordingly.
- Any *sibling* package that depends on mypkg will also define its options and it will be the only one being taken into account. In other words, the first time mypkg is required by any other package will “freeze” its currently assigned options values. Any other package that depends later on mypkg, closing the diamond structures in the dependency graph will not have any influence on the mypkg options. Only the first one requiring it will.

The second way to define the options values is defining them as `important!`.

**Warning:** The `important!` syntax is experimental and can be changed or removed at any time.

A recipe can define its dependencies options as `important!` with the syntax `default_options = {"mypkg/*:myoption!", 123}`. That means that the `mypkg myoption` will not be overridden by other downstream packages, profile or command line doing regular definition of options (like `-o *:myoption=234`).

But there are 2 cases in which this will still not define the final value of the dependency:

- If any downstream recipe, command line or profile also uses the `myoption!` syntax, that will also have precedence and override the value upstream
- If there is any other package that requires first `mypkg`, the values defined at that moment will still have precedence.

In general the recommendation for defining options values is to do it in `profile` files, not in `recipes`, as in-recipe definition can be more complicated specially for complex dependency graphs.

### default\_build\_options

The attribute `default_build_options` defines the default values for the options in the build context and is typically used for defining options for `tool_requires`.

```
from conan import ConanFile
class Consumer(ConanFile):
    default_options = {"protobuf/*:shared": True}
    default_build_options = {"protobuf/*:shared": False}
    def requirements(self):
        self.requires("protobuf/1.0")
    def build_requirements(self):
        self.tool_requires("protobuf/1.0")
```

### options\_description

The `options_description` attribute is an optional attribute that can be defined in the form of a dictionary where the key is the option name and the value is a description of the option in text format. This attribute is useful for providing additional information about the functionality and purpose of each option, particularly when the option is not self-explanatory or has complex or special behavior.

The format for each dictionary entry should be:

- Key: Option name. Must be a string and must match one of the keys in the `options` dictionary.
- Value: Description of the option. Must be a string and can be as long as necessary.

For example:

```
class MyPkg(ConanFile):
    ...
    options = {"option1": [True, False],
               "option2": "ANY"}

    options_description = {
        "option1": "Describe the purpose and functionality of 'option1'. ",
```

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```

    "option2": "Describe the purpose and functionality of 'option2'. ",
}

```

## languages

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

From Conan 2.4, the `conanfile.py` recipe attribute `languages` can be used to define the programming languages involved in this package. At the moment the C and C++ languages are the possible values. For example a pure C package would define something as:

```

class ZLib(ConanFile):
    languages = "C"

```

It is possible to define more than one language, for example `languages = "C", "C++"` is the correct definition when a package is built from both C and C++ sources.

Regarding languages definition, the following will happen:

- If no `languages` is defined or C is not a declared language, `compiler.cstd` subsetting will be automatically removed at package `configure()` time (to achieve backward compatibility).
- If `languages` is defined, but it doesn't contain C++, `compiler.cppstd` and `compiler.libcxx` subsettings will be automatically removed at package `configure()` time.

## info

Object used exclusively in `package_id()` method:

- The `:ref:package_id method<reference_conanfile_methods_package_id>` to control the unique ID for a package:

```

def package_id(self):
    self.info.clear()

```

The `self.info.clear()` method removes all the settings, options, requirements (`requires`, `tool_requires`, `python_requires`) and configuration (`conf`) from the `package_id` computation, so the `package_id` will always result in the same binary, irrespective of all those things. This would be the typical case of a header-only library, in which the packaged artifacts (files) are always identical.

## package\_id\_{embed,non\_embed,python,unknown}\_mode

The `package_id_embed_mode`, `package_id_non_embed_mode`, `package_id_python_mode`, `package_id_unknown_mode` are class attributes that can be defined in recipes to define the effect they have on their consumers `package_id`. Can be declared as:

```

from conan import ConanFile

class Pkg(ConanFile):

```

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```

name = "pkg"
version = "1.0.0"
# They are not mandatory, and it is not necessary to define all
package_id_embed_mode = "full_mode"
package_id_non_embed_mode = "patch_mode"
package_id_unknown_mode = "minor_mode"
package_id_python_mode = "major_mode"

```

In general, the Conan defaults are good ones, and allow providing users good control over when the consumers need to be re-built from source or not. Also, the Conan defaults can be changed globally in the `global.conf` file (they should be changed globally for all users, CI, etc.) via the `core.package_id:xxxx` configurations. The in-recipe attribute definition is useful to define behavior that deviates from the defaults.

Possible values are (following the semver definition of MAJOR.MINOR.PATCH):

- **patch\_mode:** New patches, minors, and major releases of the package will require a new binary (new `package_id`) of the consumers. New recipe revisions will not require new binaries of the consumers. For example if we create a new `pkg/1.0.1` version and some consumer has `requires = "pkg/[>=1.0 <2.0]"`, such a consumer will build a new binary against this specific new `1.0.1` version. But if we just change the recipe, producing a new `recipe_revision`, the consumers will not require building a new binary.
- **minor\_mode:** New minor and major releases of this package will require a new binary of the consumers. New patches and new revisions will not require new binaries of the consumers. This is the default for the “non-embed-mode”, as it allows fine control by the users to decide when to rebuild things or not.
- **major\_mode:** Only new major releases will require new binaries. Any other modifications and new versions will not require new binaries from the consumers.
- **full\_mode:** The full identifier of this package, including `pkgname/version@user/channel#recipe_revision:package_id` will be used in the consumers `package_id`, then requiring to build a new binary of the consumer for every change of this package (as any change either in source or configuration will produce a different `recipe_revision` or `package_id` respectively). This is the default for the “embed-mode”.
- **unrelated\_mode:** No change in this package will ever produce a new binary in the consumer.
- **revision\_mode:** Uses the `pkgname/version@user/channel#recipe_revision` in the consumers’ `package_id`, that is the full reference except the `package_id` of the dependency.

The 4 different attributes are:

- **package\_id\_embed\_mode:** Define the mode for “embedding” cases, that is, a shared library linking a static library, an application linking a static library, an application or a library linking a header-only library. The default for this mode is `full_mode`.
- **package\_id\_non\_embed\_mode.** Define the mode for “non-embedding” cases, that is, a shared library linking another shared library, a static library linking another static library, an application executable linking a shared library. The default for this mode is `minor_mode`.
- **package\_id\_unknown\_mode:** Define the mode when the relationship between packages is unknown. If it is not possible to deduce the package type, because there are no `shared` or `header_only` options defined, or because `package_type` is not defined, then, this mode will be used. The default for this mode is `semver_mode` (similar to Conan 1.X behavior).
- **package\_id\_python\_mode:** Define the mode for consumers of `python_requires`. By default it will be `minor_mode`, and it is strongly recommended to use this default, and not define the `package_id_python_mode`. This attribute is provided for completeness and exceptional cases like temporary migrations.



**See also:**

Read the [binary model reference](#) for a full view of the Conan binary model.

**Build****generators**

List or tuple of strings with names of generators.

```
class MyLibConan(ConanFile):
    generators = "CMakeDeps", "CMakeToolchain"
```

The generators can also be instantiated explicitly in the *generate()* method.

```
from conan.tools.cmake import CMakeToolchain

class MyLibConan(ConanFile):
    ...

    def generate(self):
        tc = CMakeToolchain(self)
        tc.generate()
```

**build\_policy**

Controls when the current package is built during a `conan install`. The allowed values are:

- "missing": Conan builds it from source if there is no binary available.
- "never": This package cannot be built from sources, it is always created with `conan export-pkg`
- None (default value): This package won't be built unless the policy is specified in the command line (e.g `--build=foo*`)

```
class PocoTimerConan(ConanFile):
    build_policy = "missing"
```

**win\_bash**

When True it enables the new run in a subsystem bash in Windows mechanism.

```
from conan import ConanFile

class FooRecipe(ConanFile):
    ...
    win_bash = True
```

It can also be declared as a property based on any condition:

```
from conan import ConanFile

class FooRecipe(ConanFile):
    ...

    @property
    def win_bash(self):
        return self.settings.arch == "armv8"
```

### win\_bash\_run

When True it enables running commands in the "run" scope, to run them inside a bash shell.

```
from conan import ConanFile

class FooRecipe(ConanFile):
    ...

    win_bash_run = True
    def build(self):
        self.run(cmd, scope="run") # will run <cmd> inside bash
```

## Folders and layout

### source\_folder

The folder in which the source code lives. The path is built joining the base directory (a cache directory when running in the cache or the output folder when running locally) with the value of `folders.source` if declared in the `layout()` method.

Note that the base directory for the `source_folder` when running in the cache will point to the base folder of the build unless `no_copy_source` is set to True. But anyway it will always point to the correct folder where the source code is.

### export\_sources\_folder

The value depends on the method you access it:

- At `source(self)`: Points to the base source folder (that means `self.source_folder` but without taking into account the `folders.source` declared in the `layout()` method). The declared `exports_sources` are copied to that base source folder always.
- At `exports_sources(self)`: Points to the folder in the cache where the export sources have to be copied.

See also:

- *Read about the `export_sources()` method.*
- *Read about the `source()` method.*

## build\_folder

The folder used to build the source code. The path is built joining the base directory (a cache directory when running in the cache or the output folder when running locally) with the value of `folders.build` if declared in the `layout()` method.

## package\_folder

The folder to copy the final artifacts for the binary package. In the local cache a package folder is created for every different package ID.

The most common usage of `self.package_folder` is to copy the files at the *package()* method:

```
import os
from conan import ConanFile
from conan.tools.files import copy

class MyRecipe(ConanFile):
    ...

    def package(self):
        copy(self, "*.so", self.build_folder, os.path.join(self.package_folder, "lib"))
        ...
```

## recipe\_folder

The folder where the recipe *conanfile.py* is stored, either in the local folder or in the cache. This is useful in order to access files that are exported along with the recipe, or the origin folder when exporting files in `export(self)` and `export_sources(self)` methods.

The most common usage of `self.recipe_folder` is in the `export(self)` and `export_sources(self)` methods, as the folder from where we copy the files:

```
from conan import ConanFile
from conan.tools.files import copy

class MethodConan(ConanFile):
    exports = "file.txt"
    def export(self):
        copy(self, "LICENSE.md", self.recipe_folder, self.export_folder)
```

## recipe\_metadata\_folder

The `self.recipe_metadata_folder` (**experimental**) can be used in the `export()` and `export_sources()` and `source()` methods to save or copy **recipe** metadata files. See *metadata section* for more information.

### package\_metadata\_folder

The `self.package_metadata_folder` (**experimental**) can be used in the `generate()`, `build()` and `package()` methods to save or copy **package** metadata files. See [metadata section](#) for more information.

### no\_copy\_source

The attribute `no_copy_source` tells the recipe that the source code will not be copied from the `source_folder` to the `build_folder`. This is mostly an optimization for packages with large source codebases or header-only, to avoid extra copies.

If you activate `no_copy_source=True`, it is **mandatory** that the source code must not be modified at all by the configure or build scripts, as the source code will be shared among all builds.

The recipes should always use `self.source_folder` attribute, which will point to the build folder when `no_copy_source=False` and will point to the source folder when `no_copy_source=True`.

#### See also:

Read [header-only packages section](#) for an example using `no_copy_source` attribute.

### test\_package\_folder

The `test_package_folder` class attribute allows defining in recipe a different default `test_package` folder for `conan create` commands. When a `conan create` runs, after the package is created in the cache, it will look for a `test_package` folder, or for the folder specified in the `--test-folder=xxx` argument, and launch the package test.

This attribute allows to change that default name:

```
import os
from conan import ConanFile

class Pkg(ConanFile):
    test_package_folder = "my/test/folder"
```

It allows to define any folder, always relative to the location of the `conanfile.py`.

## Layout

### folders

The `folders` attribute has to be set only in the `layout()` method. Please check the [layout\(\) method documentation](#) to learn more about this attribute.

## cpp

Object storing all the information needed by the consumers of a package: include directories, library names, library paths... Both for editable and regular packages in the cache. It is only available at the `layout()` method.

- `self.cpp.package`: For a regular package being used from the Conan cache. Same as declaring `self.cpp_info` at the `package_info()` method.
- `self.cpp.source`: For “editable” packages, to describe the artifacts under `self.source_folder`
- `self.cpp.build`: For “editable” packages, to describe the artifacts under `self.build_folder`.

The `cpp` attribute has to be set only in the `layout()` method. Please check the [layout\(\) method documentation](#) to learn more about this attribute.

## layouts

The `layouts` attribute has to be set only in the `layout()` method. Please check the [layout\(\) method documentation](#) to learn more about this attribute.

The `layouts` attribute contains information about environment variables and `conf` that would be path-dependent, and as a result it would contain a different value when the package is in editable mode, or when the package is in the cache. The `layouts` sub-attributes are:

- `self.layouts.build`: information related to the relative `self.folders.build`
- `self.layouts.source`: information related to the relative `self.folders.source`
- `self.layouts.package`: information related to the final `package_folder`

Each one of those will contain:

- `buildenv_info`: environment variables build information for consumers (equivalent to `self.buildenv_info` in `package_info()`)
- `runenv_info`: environment variables run information for consumers (equivalent to `self.runenv_info` in `package_info()`)
- `conf_info`: configuration information for consumers (equivalent to `self.conf_info` in `package_info()`). Note this is only automatically propagated to `self.conf` of consumers when this package is a direct `tool_require`.

For example, if we had an `androidndk` recipe that contains the `AndroidNDK`, and we want to have that recipe in “editable” mode, it is necessary where the `androidndk` will be locally, before being in the created package:

```
import os
from conan import ConanFile
from conan.tools.files import copy

class AndroidNDK(ConanFile):

    def layout(self):
        # When developing in user space it is in a "mybuild" folder (relative to current_
        ↪dir)
        self.layouts.build.conf_info.define_path("tools.android:ndk_path", "mybuild")
        # but when packaged it will be in a "mypkg" folder (inside the cache package_
        ↪folder)
        self.layouts.package.conf_info.define_path("tools.android:ndk_path", "mypkg")
```

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```
def package(self):
    copy(self, "*", src=os.path.join(self.build_folder, "mybuild"),
        dst=os.path.join(self.package_folder, "mypkg"))
```

## Package information for consumers

### cpp\_info

Same as using `self.cpp.package` in the `layout()` method. Use it if you need to read the `package_folder` to locate the already located artifacts.

See also:

- [CppInfo](#) model.

---

**Important:** This attribute is only defined inside `package_info()` method being *None* elsewhere.

---

### buildenv\_info

For the dependant recipes, the declared environment variables will be present during the build process. Should be only filled in the `package_info()` method.

---

**Important:** This attribute is only defined inside `package_info()` method being *None* elsewhere.

---

```
def package_info(self):
    self.buildenv_info.append_path("PATH", self.package_folder)
```

See also:

Check the reference of the [Environment](#) object to know how to fill the `self.buildenv_info`.

### runenv\_info

For the dependant recipes, the declared environment variables will be present at runtime. Should be only filled in the `package_info()` method.

---

**Important:** This attribute is only defined inside `package_info()` method being *None* elsewhere.

---

```
def package_info(self):
    self.runenv_info.define_path("RUNTIME_VAR", "c:/path/to/exe")
```

See also:

Check the reference of the [Environment](#) object to know how to fill the `self.runenv_info`.

## conf\_info

Configuration variables to be passed to the dependant recipes. Should be only filled in the `package_info()` method.

```
class Pkg(ConanFile):
    name = "pkg"

    def package_info(self):
        self.conf_info.define("tools.build:verbosity", "debug")
        self.conf_info.get("tools.build:verbosity") # == "debug"
        self.conf_info.append("user.myconf.build:ldflags", "--flag3") # == ["--flag1",
↳ "--flag2", "--flag3"]
        self.conf_info.update("tools.microsoft.msbuildtoolchain:compile_options", {
↳ "ExpandAttributedSource": "false"})
        self.conf_info.unset("tools.microsoft.msbuildtoolchain:compile_options")
        self.conf_info.remove("user.myconf.build:ldflags", "--flag1") # == ["--flag0",
↳ "--flag2", "--flag3"]
        self.conf_info.pop("tools.system.package_manager:sudo")
```

### See also:

Read here *the complete reference of self.conf\_info*.

## generator\_info

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

Generators to be passed to the dependant recipes. Should be only filled in the `package_info()` method.

### See also:

See *an example usage here* and *the complete reference of self.generator\_info*.

## deprecated

This attribute declares that the recipe is deprecated, causing a user-friendly warning message to be emitted whenever it is used

For example, the following code:

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "cpp-taskflow"
    version = "1.0"
    deprecated = True
```

may emit a warning like:

```
cpp-taskflow/1.0: WARN: Recipe 'cpp-taskflow/1.0' is deprecated. Please, consider_
↳ changing your requirements.
```

Optionally, the attribute may specify the name of the suggested replacement:

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "cpp-taskflow"
    version = "1.0"
    deprecated = "taskflow"
```

This will emit a warning like:

```
cpp-taskflow/1.0: WARN: Recipe 'cpp-taskflow/1.0' is deprecated in favor of 'taskflow'.
↳ Please, consider changing your requirements.
```

If the value of the attribute evaluates to False, no warning is printed.

## provides

This attribute declares that the recipe provides the same functionality as other recipe(s). The attribute is usually needed if two or more libraries implement the same API to prevent link-time and run-time conflicts (ODR violations). One typical situation is forked libraries. Some examples are:

- LibreSSL, BoringSSL and OpenSSL
- libav and ffmpeg
- MariaDB client and MySQL client

If Conan encounters two or more libraries providing the same functionality within a single graph, it raises an error:

```
At least two recipes provides the same functionality:
- 'libjpeg' provided by 'libjpeg/9d', 'libjpeg-turbo/2.0.5'
```

The attribute value should be a string with a recipe name or a tuple of such recipe names.

For example, to declare that libjpeg-turbo recipe offers the same functionality as libjpeg recipe, the following code could be used:

```
from conan import ConanFile

class LibJpegTurbo(ConanFile):
    name = "libjpeg-turbo"
    version = "1.0"
    provides = "libjpeg"
```

To declare that a recipe provides the functionality of several different recipes at the same time, the following code could be used:

```
from conan import ConanFile

class OpenBLAS(ConanFile):
    name = "openblas"
    version = "1.0"
    provides = "cblas", "lapack"
```

If the attribute is omitted, the value of the attribute is assumed to be equal to the current package name. Thus, it's redundant for libjpeg recipe to declare that it provides libjpeg, it's already implicitly assumed by Conan.



## Other

### dependencies

Conan recipes provide access to their dependencies via the `self.dependencies` attribute.

```
class Pkg(ConanFile):
    requires = "openssl/0.1"

    def generate(self):
        openssl = self.dependencies["openssl"]
        # access to members
        openssl.ref.version
        openssl.ref.revision # recipe revision
        openssl.options
        openssl.settings
```

#### See also:

Read here *the complete reference of self.dependencies*.

### conf

In the `self.conf` attribute we can find all the conf entries declared in the `[conf]` section of the profiles. in addition of the declared `self.conf_info` entries from the first level tool requirements. The profile entries have priority.

```
from conan import ConanFile

class MyConsumer(ConanFile):

    tool_requires = "my_android_ndk/1.0"

    def generate(self):
        # This is declared in the tool_requires
        self.output.info("NDK host: %s" % self.conf.get("tools.android.ndk_path"))
        # This is declared in the profile at [conf] section
        self.output.info("Custom var1: %s" % self.conf.get("user.custom.var1"))
```

**Note:** The `conf` attribute is a **read-only** attribute. It can only be defined in profiles and command lines, but it should never be set by recipes. Recipes can only read its value via `self.conf.get()` method.

## Output

### Output contents

Use the `self.output` to print contents to the output.

```
self.output.success("This is good, should be green")
self.output.info("This is neutral, should be white")
```

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```
self.output.warning("This is a warning, should be yellow")
self.output.error("Error, should be red")
```

Additional output methods are available and you can produce different outputs with different colors. See [the output documentation](#) for the list of available output methods.

## revision\_mode

This attribute allow each recipe to declare how the revision for the recipe itself should be computed. It can take three different values:

- "hash" (by default): Conan will use the checksum hash of the recipe manifest to compute the revision for the recipe.
- "scm": if the project is inside a Git repository the commit ID will be used as the recipe revision. If there is no repository it will raise an error.
- "scm\_folder": This configuration applies when you have a mono-repository project, but still want to use *scm* revisions. In this scenario, the revision of the exported *conanfile.py* will correspond to the commit ID of the folder where it's located. This approach allows multiple *conanfile.py* files to exist within the same Git repository, with each file exported under its distinct revision.

When *scm* or *scm\_folder* is selected, the Git commit will be used, but by default the repository must be clean, otherwise it would be very likely that there are uncommitted changes and the build wouldn't be reproducible. So if there are dirty files, Conan will raise an error. If there are files that can be dirty in the repo, but do not belong at all to the recipe or the package, then it is possible to exclude them from the check with the `core.scm:excluded` configuration, which is a list of patterns (fnmatch) to exclude.

## upload\_policy

Controls when the current package built binaries are uploaded or not

- "skip": The precompiled binaries are not uploaded. This is useful for "installer" packages that just download and unzip something heavy (e.g. android-ndk), and is useful together with the `build_policy = "missing"`

```
class Pkg(ConanFile):
    upload_policy = "skip"
```

## required\_conan\_version

Recipes can define a module level `required_conan_version` that defines a valid version range of Conan versions that can load and understand the current `conanfile.py`. The syntax is:

```
from conan import ConanFile

required_conan_version = ">=2.0"

class Pkg(ConanFile):
    pass
```

Version ranges as in `requires` are allowed. Also there is a `global.conf` file `core:required_conan_version` configuration that can define a global minimum, maximum or exact Conan version to run, which can be very convenient to maintain teams of developers and CI machines to use the desired range of versions.

## implements

A list is used to define a series of option configurations that Conan will handle automatically. This is especially handy for avoiding boilerplate code that tends to repeat in most of the recipes. The syntax is as follows:

```
from conan import ConanFile

class Pkg(ConanFile):
    implements = ["auto_shared_fpic", "auto_header_only", ...]
```

Currently these are the automatic implementations provided by Conan:

- `"auto_shared_fpic"`: automatically manages `fpic` and `shared` options. Adding this implementation will have both effect in the `configure` and `config_options` steps when those methods are not explicitly defined in the recipe.
- `"auto_header_only"`: automatically manages the package ID clearing settings. Adding this implementation will have effect in the `package_id` step when the method is not explicitly defined in the recipe.

**Warning:** This is a 2.0-only feature, and it will not work in 1.X

## alias

**Warning:** While aliases can technically still be used in Conan 2, their usage is not recommended and they may be fully removed in future releases. Users are encouraged to adapt to the *newer versioning features* for a more standardized and efficient package management experience.

In Conan 2, the `alias` attribute remains a part of the recipe, allowing users to define an alias for a package version. Normally, you would create one using the `conan new` command with the `alias` template and the exporting the recipe with `conan export`:

```
$ conan new alias -d name=mypkg -d version=latest -d target=1.0
$ conan export .
```

Note that when requiring the alias, you must place the version in parentheses `()` to explicitly declare the use of an alias as a requirement:

```
class Consumer(ConanFile):
    ...
    requires = "mypkg/(latest)"
    ...
```

## extension\_properties

The `extensions_properties` attribute is a dictionary intended to define and pass information from the recipes to the Conan extensions.

At the moment, the only defined properties are `compatibility_cppstd` and `compatibility_cstd`, that allows disabling the behavior of *the default compatibility.py extension*, that considers binaries built with different `compiler.cppstd` and `compiler.cstd` values ABI-compatible among them. To disable this behavior for the current package, it is possible to do it with:

```
class Pkg(ConanFile):
    extension_properties = {"compatibility_cppstd": False}
```

If it is necessary to do it conditionally, it is also possible to define its value inside recipe `compatibility()` method:

```
class Pkg(ConanFile):

    def compatibility(self):
        self.extension_properties = {"compatibility_cppstd": False}
```

## 9.2.2 Methods

What follows is a list of methods that you can define in your recipes to customize the package creation & consumption processes:

### build()

The `build()` method is used to define the build from source of the package. In practice this means calling some build system, which could be done explicitly or using any of the build helpers provided by Conan:

```
from conan.tools.cmake import CMake

class Pkg(ConanFile):

    def build(self):
        # Either using some of the Conan built-in helpers
        cmake = CMake(self)
        cmake.configure() # equivalent to self.run("cmake . <other args>")
        cmake.build() # equivalent to self.run("cmake --build . <other args>")
        cmake.test() # equivalent to self.run("cmake --target=RUN_TESTS")

        # Or it could run your own build system or scripts
        self.run("mybuildsystem . --configure")
        self.run("mybuildsystem . --build")
```

For more information about the existing built-in build system integrations, visit *Recipe tools*.

The `build()` method should be as simple as possible, just wrapping the command line invocations that a developer would do in the simplest possible way. The `generate()` method is the one responsible for preparing the build, creating toolchain files, CMake presets, or any other files which are necessary so developers could easily call the build system by hand. This allows for much better integrations with IDEs and improves the developer experience. The result is that in practice the `build()` method should be relatively simple.

The `build()` method runs once per unique configuration, so if there are some source operations like applying patches that are done conditionally to different configurations, they could be also applied in the `build()` method, before the actual build. It is important to note that in this case the `no_copy_source` attribute cannot be set to `True`.

The `build()` method is the right place to build and run unit tests, before packaging, and raising errors if those tests fail, interrupting the process, and not even packaging the final binaries. The built-in helpers will skip the unit tests if the `tools.build:skip_test` configuration is defined. For custom integrations, it is expected that the method checks this `conf` value in order to skip building and running tests, which can be useful for some CI scenarios.

**Running Tests in Cross-Building Scenarios:** There may be some cases where you want to build tests but cannot run them, such as in cross-building scenarios. For these rare situations, you can use the `conan.tools.build.can_run` tool as follows:

```
...

def build(self):
    cmake = CMake(self)
    cmake.configure()
    cmake.build()
    if can_run(self):
        cmake.test()
```

---

#### Note: Best practices

- The `build()` method should be as simple as possible, the heavy lifting of preparing the build should happen in the `generate()` method in order to achieve a good developer experience that can easily build locally with just `conan install .`, plus directly calling the build system or opening their IDE.
- 

#### See also:

Follow the [tutorial about building packages](#) for more information about building from sources.

### build\_id()

The `build_id()` method allows to re-use the same build to create different binary packages in the cache, potentially saving build time as it can avoid some unnecessary re-builds. It is therefore an optimization method.

In the general case, there is one build folder for each binary package, with the exact same `package_id` of the package. However this behavior can be changed, there are a couple of scenarios that this might be useful:

- The package build scripts generate several different configurations at once (like both debug and release artifacts) in the same run, without the possibility of building each configuration separately.
- The package build scripts generate one binary configuration, but different artifacts that can be packaged separately. For example if there are some test executables, you might want to create two packages: one just containing the library for general usage, and another one also containing the tests (for compliance, later reproducibility, debugging, etc).

In the first case, we could for example write:

```
settings = "os", "compiler", "arch", "build_type"

def build_id(self):
    self.info_build.settings.build_type = "Any"
```

This recipe will generate a final different package with a different `package_id` for debug and release configurations. But as the `build_id()` will generate the same `build_id` for any `build_type`, then just one folder and one `build()` will be done, building both debug and release artifacts, and then the `package()` method will be called for each configuration, and it should package the artifacts conditionally to the `self.settings.build_type` value. Different builds will still be executed if using different compilers or architectures.

Other information like custom package options can also be changed:

```
def build_id(self):
    self.info_build.options.myoption = 'MyValue' # any value possible
    self.info_build.options.fullsource = 'Always'
```

If the `build_id()` method does not modify the `info_build` data, and it still produces a different id than the `package_id`, then the standard behavior will be applied. Consider the following:

```
settings = "os", "compiler", "arch", "build_type"

def build_id(self):
    if self.settings.os == "Windows":
        self.info_build.settings.build_type = "Any"
```

This will only produce a different `build_id` if the package is for Windows, thus running `build()` just once for all `build_type` values. The behavior in any other OS will be the standard one, as if the `build_id()` method was not defined, running one different `build()` for each `build_type`.

---

#### Note: Best practices

Conan strongly recommends to use one package binary with its own `package_id` for each different configuration. The goal of the `build_id()` method is to deal with legacy build scripts that cannot easily be changed to do the build of one configuration each time.

---

### build\_requirements()

The `build_requirements()` method is functionally equivalent to the `requirements()` one, it is executed just after it. It is not strictly necessary, in theory everything that is inside this method, could be done in the end of the `requirements()` one. Still, `build_requirements()` is good for having a dedicated place to define `tool_requires` and `test_requires`:

```
def build_requirements(self):
    self.tool_requires("cmake/3.23.5")
    self.test_requires("gtest/1.13.0")
```

For simple cases the attribute syntax can be enough, like `tool_requires = "cmake/3.23.5"` and `test_requires = "gtest/1.13.0"`. The method form can be necessary for conditional or parameterized requirements.

The `tool_requires` and `test_requires` methods are just a specialized instance of `requires` with some predefined trait values. See the [requires\(\) reference](#) for more information about traits.

There are 2 **experimental** confs that can be used to avoid the expansion of these types of requirements:

- `tools.graph:skip_build` allows to skip `tool_requires` dependencies completely. This can be done if two conditions are met: the packages requiring these tools do not need to be built from sources, and the tool requirements do not affect the consumers `package_id`. If this happens, Conan will raise an error.

- `tools.graph:skip_test` allows to skip `test_requires` dependencies completely. If these dependencies are skipped, but then some package needs to be built from source and `tools.build:skip_test` was not activated, it will fail to locate the `test_requires`. So in most cases, the `tools.build:skip_test` should also be defined.

Note that if tool and/or test requirements are skipped they will not be part of the dependency graph, and they will not become part of possible generated lockfiles or package lists, with a potential impact on future reproducibility. Also, in most cases, Conan is able to mark tool and test requirements as unnecessary (Skip), avoiding the download of the heavy binaries, just downloading the recipe which is usually very fast. That means that in most cases these `confs` are not necessary and the Conan defaults are good, please use them being aware of the tradeoffs.

## tool\_requires()

The `tool_requires` is equivalent to `requires()` with the following traits:

- `build=True`. This dependency is in the “build” context, being necessary at build time, but not at application runtime, and will receive the “build” profile and configuration.
- `visible=False`. The dependency to a tool requirement is not propagated downstream. For example, one package can call `tool_requires("cmake/3.23.5")`, but that doesn’t mean that the consumer packages also use `cmake`, they could even use a different build system, or a different version, without causing conflicts.
- `run=True`. This dependency has some executables or runtime that needs to be ran at build time.
- `headers=False`. A tool requirement does not have headers.
- `libs=False`: A tool requirement does not have libraries to be linked by the consumer (if it had libraries they would be in the “build” context and could be incompatible with the “host” context of the consumer package).

Recall that `tool_requires` are intended exclusively for depending on tools like `cmake` or `ninja`, which run in the “build” context, but not for library-like dependencies that would be linked into binaries. For libraries or library-like dependencies, use `requires` or `test_requires`.

## <host\_version>

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

This syntax is useful when you’re using the same package recipe as a `requires` and as a `tool_requires` and you want to avoid conflicting downstream if any user decides to override the original `requires` version in the `host` context, i.e., the user could end up with two different versions in the `host` and `build` contexts of the same dependency.

In a nutshell, the `<host_version>` specifier allows us to ensure that the version resolved for the `tool_requires` always matches the one for the `host` requirement.

For instance, let’s show a simple recipe using `protobuf`:

```
from conan import ConanFile

class mylibRecipe(ConanFile):
    name = "mylib"
    version = "0.1"
    def requirements(self):
        self.requires("protobuf/3.18.1")
```

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```
def build_requirements(self):
    self.tool_requires("protobuf/<host_version>")
```

Then, if any user wants to use *mylib/0.1*, but another version of *protobuf*, there shouldn't be any problems overriding it:

```
from conan import ConanFile

class myappRecipe(ConanFile):
    name = "myapp"
    version = "0.1"
    def requirements(self):
        self.requires("mylib/0.1")
        self.requires("protobuf/3.21.9", override=True)
```

The `<host_version>` defined upstream is ensuring that the host and build contexts are using the same version of that requirement.

Additionally, the syntax `<host_version:mylib>` can be used to specify the name of the package to be tracked, should the *requires* and *tool\_requires* have different names. For instance:

```
from conan import ConanFile

class mylibRecipe(ConanFile):
    name = "mylib"
    version = "0.1"
    def requirements(self):
        self.requires("gettext/2.31")
    def build_requirements(self):
        self.tool_requires("libgettext/<host_version:gettext>")
```

See also:

- *Using the same requirement as a *requires* and as a *tool\_requires**

## test\_requires

The `test_requires` is equivalent to `requires()` with the following traits:

- `test=True`. This dependency is a “test” dependency, existing in the “host” context, but not aiming to be part of the final product.
- `visible=False`. The dependency to a test requirement is not propagated downstream. For example, one package can call `self.test_requires("gtest/1.13.0")`, but that doesn't mean that the consumer packages also use `gtest`, they could even use a different test framework, or the same `gtest` with a different version, without causing conflicts.

It is possible to further modify individual traits of `tool_requires()` and `test_requires()` if necessary, for example:

```
def build_requirements(self):
    self.tool_requires("cmake/3.23.5", options={"shared": False})
```



The `test_requires()` allows the `force=True` trait in case there are transitive test requirements with conflicting versions, and likewise `tool_requires()` support the `override=True` trait, for overriding possible transitive dependencies of the direct tool requirements.

---

#### Note: Best practices

- `tool_requires` are exclusively for build time **tools**, not for libraries that would be included and linked into the consumer package. For libraries with some special characteristics, use a `requires()` with custom trait values.
  - The `self.test_requires()` and `self.tool_requires()` methods should exclusively be used in the `build_requirements()` method, with the only possible exception being the `requirements()` method. Using them in any other method is forbidden. To access information about dependencies when necessary in some methods, the `self.dependencies` attribute should be used.
- 

#### See also:

- Follow the [tutorial about consuming Conan packages as tools](#).
- Read the [tutorial about creating tool\\_requires packages](#).
- [Using the same requirement as a requires and as a tool\\_requires](#)

## compatibility()

**Warning:** This is a **preview** feature

The `compatibility()` method implements the same binary compatibility mechanism than the [compatibility plugin](#), but at the recipe level. In general, the global compatibility plugin should be good for most cases, and only require the recipe method for exceptional cases.

This method can be used in a `conanfile.py` to define packages that are compatible between each other. If there are no binaries available for the requested settings and options, this mechanism will retrieve the compatible package's binaries if they exist. This method should return a list of compatible configurations.

For example, if we want that binaries built with gcc versions 4.8, 4.7 and 4.6 to be considered compatible with the ones compiled with 4.9 we could declare a `compatibility()` method like this:

```
def compatibility(self):
    if self.settings.compiler == "gcc" and self.settings.compiler.version == "4.9":
        return [{"settings": [("compiler.version", v)]}
                for v in ("4.8", "4.7", "4.6")]
```

The format of the list returned is as shown below:

```
[
  {
    "settings": [(<setting>, <value>), (<setting>, <value>), ...],
    "options": [(<option>, <value>), (<option>, <value>), ...]
  },
  {
    "settings": [(<setting>, <value>), (<setting>, <value>), ...],
    "options": [(<option>, <value>), (<option>, <value>), ...]
  },
]
```

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```
...
]
```

**See also:**

Read the [binary model reference](#) for a full view of the Conan binary model.

**configure()**

The `configure()` method should be used for the configuration of settings and options in the recipe for later use in the different methods like `generate()`, `build()` or `package()`. This method executes while building the dependency graph and expanding the packages dependencies, which means that when this method executes the dependencies are still not there, they do not exist, and it is not possible to access `self.dependencies`.

For example, for a C (not C++) library, the `compiler.libcxx` and `compiler.cppstd` settings shouldn't even exist during the `build()`. It is not only that they are not part of the `package_id`, but they shouldn't be used in the build process at all. They will be defined in the profile, because other packages in the graph can be C++ packages and need them, but it is the responsibility of this recipe to remove them so they are not used in the recipe:

```
settings = "os", "compiler", "build_type", "arch"

def configure(self):
    # Not all compilers have libcxx subsetting, so we use rm_safe
    # to avoid exceptions
    self.settings.rm_safe("compiler.libcxx")
    self.settings.rm_safe("compiler.cppstd")

def package_id(self):
    # No need to delete those settings here, they were already deleted
    pass
```

**Note:** From Conan 2.4, the above `configure()` is not necessary if defined `languages = "C"` recipe attribute (experimental).

For packages where you want to remove every subsetting of a setting, you can use the `rm_safe` method with a wildcard:

```
settings = "os", "compiler", "build_type", "arch"

def configure(self):
    self.settings.rm_safe("compiler.*")
```

This will remove all the subsettings of the `compiler` setting, like `compiler.libcxx` or `compiler.cppstd`, but keep the `compiler` setting itself (Which `self.settings.rm_safe("compiler")` would remove).

Likewise, for a package containing a library, the `fPIC` option really only applies when the library is compiled as a static library, but otherwise, the `fPIC` option doesn't make sense, so it should be removed:

```
options = {"shared": [True, False], "fPIC": [True, False]}
default_options = {"shared": False, "fPIC": True}

def configure(self):
    if self.options.shared:
```

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```
# fPIC might have been removed in config_options(), so we use rm_safe
self.options.rm_safe("fPIC")
```

## Available automatic implementations

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

When the `configure()` method is not defined, Conan can automatically manage some conventional options if specified in the *implements* ConanFile attribute:

### auto\_shared\_fpic

Options automatically managed:

- `fPIC` (True, False).
- `shared` (True, False).
- `header_only` (True, False).

It can be added to the recipe like this:

```
from conan import ConanFile

class Pkg(ConanFile):
    implements = ["auto_shared_fpic"]
    ...
```

Then, if no `configure()` method is specified in the recipe, Conan will automatically manage the `fPIC` setting in the `configure` step like this:

```
if conanfile.options.get_safe("header_only"):
    conanfile.options.rm_safe("fPIC")
    conanfile.options.rm_safe("shared")
elif conanfile.options.get_safe("shared"):
    conanfile.options.rm_safe("fPIC")
```

Be aware that adding this implementation to the recipe may also affect the *configure* step.

If you need to implement custom behaviors in your recipes but also need this logic, it must be explicitly declared:

```
def configure(self):
    if conanfile.options.get_safe("header_only"):
        conanfile.options.rm_safe("fPIC")
        conanfile.options.rm_safe("shared")
    elif conanfile.options.get_safe("shared"):
        conanfile.options.rm_safe("fPIC")
    self.settings.rm_safe("compiler.libcxx")
    self.settings.rm_safe("compiler.cppstd")
```

Recipes can suggest values for their dependencies options as `default_options = {"*:shared": True}`, but it is not possible to do that conditionally. For this purpose, it is also possible to use the `configure()` method:

```
def configure(self):
    if something:
        self.options["*"].shared = True
```

---

**Note: Best practices**

- Recall that it is **not** possible to define `settings` or `conf` values in recipes, they are read only.
  - The definition of `options` values is only a “suggestion”, depending on the graph computation, priorities, etc., the final value of `options` can be different from the one set by the recipe.
- 

**See also:**

- Follow the [tutorial about recipe configuration methods](#).

**config\_options()**

The `config_options()` method is used to configure or constrain the available options in a package **before** assigning them a value. A typical use case is to remove an option in a given platform. For example, the SSE2 flag doesn’t exist in architectures different than 32 bits, so it should be removed in this method like so:

```
def config_options(self):
    if self.settings.arch != "x86_64":
        del self.options.with_sse2
```

The `config_options()` method executes:

- Before calling the `configure()` method.
- Before assigning the `options` values.
- After `settings` are already defined.

**Available automatic implementations**

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

When the `config_options()` method is not defined, Conan can automatically manage some conventional options if specified in the [implements](#) ConanFile attribute:

## auto\_shared\_fpic

Options automatically managed:

- fPIC (True, False).

It can be added to the recipe like this:

```
from conan import ConanFile

class Pkg(ConanFile):
    implements = ["auto_shared_fpic"]
    ...
```

Then, if no `config_options()` method is specified in the recipe, Conan will automatically manage the fPIC setting in the `config_options` step like this:

```
if conanfile.settings.get_safe("os") == "Windows":
    conanfile.options.rm_safe("fPIC")
```

Be aware that adding this implementation to the recipe may also affect the *configure* step.

If you need to implement custom behaviors in your recipes but also need this logic, it must be explicitly declared:

```
def config_options(self):
    if conanfile.settings.get_safe("os") == "Windows":
        conanfile.options.rm_safe("fPIC")
    if self.settings.arch != "x86_64":
        del self.options.with_sse2
```

See also:

- Follow the *tutorial about recipe configuration methods*.

## deploy()

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

The `deploy()` method is intended to deploy (copy) artifacts from the current package. It only executes at conan install time, when the `--deployer-package` argument is provided, otherwise `deploy()` is ignored.

Artifacts should be deployed to the `self.deploy_folder`, by default the current folder. A custom destination can be defined with `--deployer-folder`. A basic `deploy()` method would copy all files from the package folder to the deploy folder:

```
from conan import ConanFile
from conan.tools.files import copy

class Pkg(ConanFile):

    def deploy(self):
        copy(self, "*", src=self.package_folder, dst=self.deploy_folder)
```

Refer to the documentation of the `conan install command` for more information.

---

**Note: Best practices**

- Only “binary” package artifacts can be deployed, copying from the `self.package_folder`. It is recommended to copy only from the package folder, not other folders.
  - The `deploy()` method is intended for final production deployments or the installation of binaries on the machine, as it extracts the files from the Conan cache. It is not intended for normal development operations, nor to build Conan packages against deployed binaries. The recommendation is to build against packages in the Conan cache.
  - The `self.deploy_folder` should only be used from within the `deploy()` method.
- 

**export()**

Equivalent to the `exports` attribute, but in method form. This method will be called at `export` time, which happens in the `conan export` and `conan create` commands, and it is intended to allow copying files from the user folder to the Conan cache folders, thus making files becoming part of the recipe. These sources will be uploaded to the servers together with the recipe, but are typically not downloaded unless the package is being built from source.

The current working directory will be `self.recipe_folder`, and it can use the `self.export_folder` as the destination folder for using `copy()` or your custom copy.

```
from conan import ConanFile
from conan.tools.files import copy

class Pkg(ConanFile):
    def export(self):
        # This LICENSE file is intended to be the license of the current conanfile.py_
↪recipe
        # and go with it. It is not intended to be the license of the final package (for_
↪that
        # purpose export_sources() would be recommended)
        copy(self, "LICENSE.md", self.recipe_folder, self.export_folder)
```

There are 2 files that are always exported to the cache, without being explicitly defined in the recipe: the `conanfile.py` recipe, and the `conandata.yml` file if it exists. The `conandata.yml` file is automatically loaded whenever the `conanfile.py` is loaded, becoming the `self.conan_data` attribute, so it is a intrinsic part of the recipe, so it is part of the “exported” recipe files, not of the “exported” source files.

---

**Note: Best practices**

- The recipe files must be configuration independent. Those files are common for all configurations, thus it is not possible to do conditional `export()` to different settings, options, or platforms. Do not try to do any kind of conditional export. If necessary export all the files necessary for all configurations at once.
- The `export()` method does not receive any information from profiles, not even `conf`. Only the `global.conf` will be available, and in any case it is not possible to use that `conf` to define conditionals.
- Keep the `export()` method simple. Its intention is to copy files from the user folder to the cache to store those files together with the recipe.
- The exported files must be small. Exporting big files with the recipe will make the resolution of dependencies much slower the resolution.

- Only files that are necessary for the evaluation of the `conanfile.py` recipe must be exported with this method. Files necessary for building from sources should be exported with the `exports_sources` attribute or the `export_source()` method.

## `export_sources()`

Equivalent to the `exports_sources` attribute, but in method form. This method will be called at `export` time, which happens in `conan export` and `conan create` commands, and it is intended to allow copying files from the user folder to the Conan cache folders, those files becoming part of the recipe sources. These sources will be uploaded to the servers together with the recipe, but are typically not downloaded unless the package is being built from source.

The current working directory will be `self.recipe_folder`, and it can use the `self.export_sources_folder` as the destination folder for using `copy()` or your custom copy.

```
from conan import ConanFile
from conan.tools.files import copy

class Pkg(ConanFile):
    def export_sources(self):
        # This LICENSE.md is a source file intended to be part of the final package
        # it is not the license of the current recipe
        copy(self, "LICENSE.md", self.recipe_folder, self.export_sources_folder)
```

The method might be able to read files in the recipe folder and do something with it:

```
import os
from conan import ConanFile
from conan.tools.files import load, save

class Pkg(ConanFile):

    def export_sources(self):
        content = load(self, os.path.join(self.recipe_folder, "data.txt"))
        save(self, os.path.join(self.export_sources_folder, "myfile.txt"), content)
```

The `export_conandata_patches()` is a high-level helper function that does the export of the patches defined in the `conandata.yml` file, which could be later applied with `apply_conandata_patches()` in the `source()` method.

```
from conan.tools.files import export_conandata_patches

class Pkg(ConanFile):

    def export_sources(self):
        export_conandata_patches(self)
```

## Note: Best practices

- The recipe sources must be configuration independent. Those sources are common for all configurations, thus it is not possible to do conditional `export_sources()` to different settings, options, or platforms. Do not try to do any kind of conditional export. If necessary export all the files necessary for all configurations at once.
- The `export_sources()` method does not receive any information from profiles, not even `conf`. Only the `global.conf` will be available, and in any case it is not possible to use that `conf` to define conditionals.

- Keep the `export_source()` method simple. Its intention is to copy files from the user folder to the cache to store those files together with the recipe.

## **finalize()**

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

Package immutability is an important concept in Conan. It ensures that the package is not modified after it has been built and packaged, so that the package id is consistent and the package can be reused in different machines.

This method is intended for customization of the package in the running machine, allowing modifications to the package that will be used by the consumers of the package, but not modifying the original package inside the Conan cache. This method is called after the package has been installed in the local cache and the modifications are not uploaded to any remote server, they are only local.

The main use-cases of this method include:

- Having different packages that get modified when they are run (Like python tools that generate pycache files as part of their execution)
- Modifying the package to be used in the local machine (Like creating a `conf` file with the necessary environment variables for the package to be used in the local machine)

These changes are transparent to the consumers of the package, they will use the customized package as if they were dealing with the original package, so changes made in this method should work.

## **finalize() example usage**

The most common use-case of this method is to avoid corrupting the immutability of the package.

For example, if a package generates some files during its execution, like a python package that generates pycache files, you can use this method to generate those files in the local machine, without affecting the original package. This is the case for tools like Meson.

```
from conan import ConanFile, conan_version
from conan.tools.files import copy

class MesonPackage(ConanFile):
    ...

    def package(self):
        copy(self, "*", src=self.source_folder, dst=os.path.join(self.package_folder,
↪ "bin"))
        ...

    def finalize(self):
        copy(self, "*", src=self.immutable_package_folder, dst=self.package_folder)
```

Here we are copying the files from the immutable package folder to the finalized package folder, which inside the `finalize` method (and everywhere after that point) will be the new package folder, so that any modifications done by the package are done in the local finalized folder, without affecting the original package.



For cases where it's necessary to access the original package, the `immutable_package_folder` attribute is available both in the same recipe's `self.immutable_package_folder` and thru the `self.dependencies[<package_name>].immutable_package_folder` attribute in the dependants' recipe. This info is also serialized as part of the graph information in **conan graph info** etc.

As this method must have a 1 to 1 correspondence to the generated package id, access to `self.settings`, `self.options` and `self.cpp_info` is forbidden inside the `finalize()` method, and **must** be done thru the `self.info` attribute.

**Note:** Without using this approach, the package would generate the pycache files in the package folder, and thus there would be a need to set `PYTHONDONTWRITEBYTECODE` to avoid mutating the package, but this would affect performance, and performing cache integrity checks either thru **conan cache check-integrity** or as part of the upload processes in **conan upload ... --check** would raise errors if the modified package was ever checked.

**Warning:** This is not a replacement for the `post_package` hook. The hook runs after the creation of the package for a chance to modify it before the `package_id` is computed, but it is not intended for modifications of the package for a particular running machine.

## generate()

This method will run after the computation and installation of the dependency graph. This means that it will run after a **conan install** command, or when a package is being built in the cache, it will be run before calling the `build()` method.

The purpose of `generate()` is to prepare the build, generating the necessary files. These files would typically be:

- Files containing information to locate the dependencies, as `xxxx-config.cmake` CMake config scripts, or `xxxx.props` Visual Studio property files.
- Environment activation scripts, like `conanbuild.bat` or `conanbuild.sh`, that define all the necessary environment variables necessary for the build.
- Toolchain files, like `conan_toolchain.cmake`, that contains a mapping between the current Conan settings and options, and the build system specific syntax. `CMakePresets.json` for CMake users using modern versions.
- General purpose build information, as a `conanbuild.conf` file that could contain information for some toolchains like autotools to be used in the `build()` method.
- Specific build system files, like `conanvcvars.bat`, that contains the necessary Visual Studio `vcvars.bat` call for certain build systems like Ninja when compiling with the Microsoft compiler.

The idea is that the `generate()` method implements all the necessary logic, making both the user manual builds after a **conan install** very straightforward, and also the `build()` method logic simpler. The build produced by a user in their local flow should result in exactly the same one as the build done in the cache with a `conan create` without effort.

Generation of files happens in the `generators_folder` as defined by the current layout.

In many cases, the `generate()` method might not be necessary, and declaring the `generators` attribute could be enough:

```
from conan import ConanFile

class Pkg(ConanFile):
    generators = "CMakeDeps", "CMakeToolchain"
```

But the `generate()` method can explicitly instantiate those generators, use them conditionally (like using one build system in Windows, and another build system integration in other platforms), customize them, or provide a complete custom generation.

```
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain

class Pkg(ConanFile):

    def generate(self):
        tc = CMakeToolchain(self)
        # customize toolchain "tc"
        tc.generate()
        # Or provide your own custom logic
```

The current working directory for the `generate()` method will be the `self.generators_folder` defined in the current layout.

For custom integrations, putting code in a common `python_require` would be a good way to avoid repetition in multiple recipes:

```
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain

class Pkg(ConanFile):

    python_requires = "mygenerator/1.0"

    def generate(self):
        mygen = self.python_requires["mygenerator"].module.MyGenerator(self)
        # customize mygen behavior, like mygen.something= True
        mygen.generate()
```

In case it is necessary to collect or copy some files from the dependencies, it is also possible to do it in the `generate()` method, accessing `self.dependencies`. Listing the different include directories, lib directories from a dependency “mydep” would be possible like this:

```
from conan import ConanFile

class Pkg(ConanFile):

    def generate(self):
        info = self.dependencies["mydep"].cpp_info
        self.output.info("**includedirs:**".format(info.includedirs))
        self.output.info("**libdirs:**".format(info.libdirs))
        self.output.info("**libs:**".format(info.libs))
```

And copying the shared libraries in Windows and OSX to the current build folder, could be done like:

```
from conan import ConanFile

class Pkg(ConanFile):

    def generate(self):
        # NOTE: In most cases it is not necessary to copy the shared libraries
```

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```

# of dependencies to use them. Conan environment generators that create
# environment scripts allow to use the shared dependencies without copying
# them to the current location
for dep in self.dependencies.values():
    # This code assumes dependencies will only have 1 libdir/bindir, if for some
    # reason they have more than one, it will fail. Use ``dep.cpp_info.libdirs``
    # and ``dep.cpp_info.bindirs`` lists for those cases.
    copy(self, "*.dylib", dep.cpp_info.libdir, self.build_folder)
    # In Windows, dlls are in the "bindir", not "libdir"
    copy(self, "*.dll", dep.cpp_info.bindir, self.build_folder)

```

**Note: Best practices**

- Copying shared libraries to the current project in `generate()` is not a necessary in most cases, and shouldn't be done as a general approach. Instead, the Conan environment generators, which are enabled by default, will automatically generate environment scripts like `conanbuild.bat | .sh` or `conanrun.bat | .sh` with the necessary environment variables (`PATH`, `LD_LIBRARY_PATH`, etc), to correctly locate and use the shared libraries of dependencies at runtime.
- Accessing dependencies `self.dependencies["mydep"].package_folder` is possible, but it will be `None` when the dependency “mydep” is in “editable” mode. If you plan to use editable packages, make sure to always reference the `cpp_info.xxxdirs` instead.

**See also:**

- Follow the [tutorial about preparing build from source in recipes](#).

**self.dependencies**

Conan recipes provide access to their dependencies via the `self.dependencies` attribute. This attribute is generally used by generators like `CMakeDeps` or `MSBuildDeps` to generate the necessary files for the build.

This section documents the `self.dependencies` attribute, as it might be used by users both directly in recipe or indirectly to create custom build integrations and generators.

**Dependencies interface**

It is possible to access each one of the individual dependencies of the current recipe, with the following syntax:

```

class Pkg(ConanFile):
    requires = "openssl/0.1"

    def generate(self):
        openssl = self.dependencies["openssl"]
        # access to members
        openssl.ref.version
        openssl.ref.revision # recipe revision
        openssl.options
        openssl.settings

```

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```
if "zlib" in self.dependencies:
    # do something
```

Some **important** points:

- All the information is **read only**. Any attempt to modify dependencies information is an error and can raise at any time, even if it doesn't raise yet.
- It is not possible either to call any methods or any attempt to reuse code from the dependencies via this mechanism.
- This information does not exist in some recipe methods, only in those methods that evaluate after the full dependency graph has been computed. It will not exist in `configure()`, `config_options`, `export()`, `export_source()`, `set_name()`, `set_version()`, `requirements()`, `build_requirements()`, `system_requirements()`, `source()`, `init()`, `layout()`. Any attempt to use it in these methods can raise an error at any time.
- At the moment, this information should only be used in `generate()` and `validate()` methods. For any other use, please submit a Github issue.

Not all fields of the dependency conanfile are exposed, the current fields are:

- **package\_folder**: The folder location of the dependency package binary
- **recipe\_folder**: The folder containing the `conanfile.py` (and other exported files) of the dependency
- **recipe\_metadata\_folder**: The folder containing optional recipe metadata files of the dependency
- **package\_metadata\_folder**: The folder containing optional package metadata files of the dependency
- **immutable\_package\_folder**: The folder containing the immutable artifacts when `finalize()` method exists
- **ref**: An object that contains `name`, `version`, `user`, `channel` and `revision` (recipe revision)
- **pref**: An object that contains `ref`, `package_id` and `revision` (package revision)
- **buildenv\_info**: Environment object with the information of the environment necessary to build
- **runenv\_info**: Environment object with the information of the environment necessary to run the app
- **cpp\_info**: `includedirs`, `libdirs`, etc for the dependency.
- **settings**: The actual settings values of this dependency
- **settings\_build**: The actual build settings values of this dependency
- **options**: The actual options values of this dependency
- **context**: The context (`build`, `host`) of this dependency
- **conf\_info**: Configuration information of this dependency, intended to be applied to consumers.
- **dependencies**: The transitive dependencies of this dependency
- **is\_build\_context**: Return `True` if `context == "build"`.
- **conan\_data**: The `conan_data` attribute of the dependency that comes from its `conandata.yml` file
- **license**: The `license` attribute of the dependency
- **description**: The `description` attribute of the dependency
- **homepage**: The `homepage` attribute of the dependency
- **url**: The `url` attribute of the dependency
- **package\_type**: The `package_type` of the dependency

- **languages:** The languages of the dependency.

## Iterating dependencies

It is possible to iterate in a dict-like fashion all dependencies of a recipe. Take into account that `self.dependencies` contains all the current dependencies, both direct and transitive. Every upstream dependency of the current one that has some effect on it, will have an entry in this `self.dependencies`.

Iterating the dependencies can be done as:

```
requires = "zlib/1.2.11", "poco/1.9.4"

def generate(self):
    for require, dependency in self.dependencies.items():
        self.output.info("Dependency is direct={}: {}".format(require.direct, dependency.
↪ref))
```

will output:

```
conanfile.py (hello/0.1): Dependency is direct=True: zlib/1.2.11
conanfile.py (hello/0.1): Dependency is direct=True: poco/1.9.4
conanfile.py (hello/0.1): Dependency is direct=False: pcre/8.44
conanfile.py (hello/0.1): Dependency is direct=False: expat/2.4.1
conanfile.py (hello/0.1): Dependency is direct=False: sqlite3/3.35.5
conanfile.py (hello/0.1): Dependency is direct=False: openssl/1.1.1k
conanfile.py (hello/0.1): Dependency is direct=False: bzip2/1.0.8
```

Where the `require` dictionary key is a “requirement”, and can contain specifiers of the relation between the current recipe and the dependency. At the moment they can be:

- `require.direct`: boolean, True if it is direct dependency or False if it is a transitive one.
- `require.build`: boolean, True if it is a `build_require` in the build context, as `cmake`.
- `require.test`: boolean, True if its a `build_require` in the host context (defined with `self.test_requires()`), as `gtest`.

The dependency dictionary value is the read-only object described above that access the dependency attributes.

The `self.dependencies` contains some helpers to filter based on some criteria:

- `self.dependencies.host`: Will filter out requires with `build=True`, leaving regular dependencies like `zlib` or `poco`.
- `self.dependencies.direct_host`: Will filter out requires with `build=True` or `direct=False`
- `self.dependencies.build`: Will filter out requires with `build=False`, leaving only `tool_requires` in the build context, as `cmake`.
- `self.dependencies.direct_build`: Will filter out requires with `build=False` or `direct=False`
- `self.dependencies.test`: Will filter out requires with `build=True` or with `test=False`, leaving only test requirements as `gtest` in the host context.

They can be used in the same way:

```
requires = "zlib/1.2.11", "poco/1.9.4"

def generate(self):
```

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```

cmake = self.dependencies.direct_build["cmake"]
for require, dependency in self.dependencies.build.items():
    # do something, only build deps here

```

## Dependencies `cpp_info` interface

The `cpp_info` interface is heavily used by build systems to access the data. This object defines global and per-component attributes to access information like the include folders:

```

def generate(self):
    cpp_info = self.dependencies["mydep"].cpp_info
    cpp_info.includedirs
    cpp_info.libdirs

    cpp_info.components["mycomp"].includedirs
    cpp_info.components["mycomp"].libdirs

```

All the paths declared in the `cppinfo` object (like `cpp_info.includedirs`) are absolute paths and works whether the dependency is in the cache or is an *editable package*.

See also:

- *CppInfo* model.

## `init()`

This is an optional method for initializing conanfile values, designed for inheritance from `python_requires`. Assuming we have a base/1.1 recipe:

Listing 24: base/conanfile.py

```

from conan import ConanFile

class MyConanfileBase:
    license = "MyLicense"
    settings = "os", # tuple!

class PyReq(ConanFile):
    name = "base"
    version = "1.1"
    package_type = "python-require"

```

We could reuse and inherit from it with:

Listing 25: pkg/conanfile.py

```

from conan import ConanFile

class Pkg(ConanFile):
    license = "MIT"
    settings = "arch", # tuple!

```

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```
python_requires = "base/1.1"
python_requires_extend = "base.MyConanfileBase"

def init(self):
    base = self.python_requires["base"].module.MyConanfileBase
    self.settings = base.settings + self.settings # Note, adding 2 tuples = tuple
    self.license = base.license # License is overwritten
```

The final Pkg conanfile will have both os and arch as settings, and MyLicense as license.

To extend the options of the base class, it is necessary to call the `self.options.update()` method:

Listing 26: base/conanfile.py

```
from conan import ConanFile

class BaseConan:
    options = {"base": [True, False]}
    default_options = {"base": True}

class PyReq(ConanFile):
    name = "base"
    version = "1.0.0"
    package_type = "python-require"
```

When the `init()` is called, the `self.options` object is already initialized. Then, updating the `self.default_options` is useless, and it is necessary to update the `self.options` with both the base class options and the base class default options values:

Listing 27: pkg/conanfile.py

```
from conan import ConanFile

class DerivedConan(ConanFile):
    name = "derived"
    python_requires = "base/1.0.0"
    python_requires_extend = "base.BaseConan"
    options = {"derived": [True, False]}
    default_options = {"derived": False}

    def init(self):
        base = self.python_requires["base"].module.BaseConan
        # Note we pass the base options and default_options
        self.options.update(base.options, base.default_options)
```

This method can also be useful if you need to unconditionally initialize class attributes like `license` or `description` or any other from datafiles other than `conandata.yml`. For example, you can have a `json` file containing the information about the license, description and author for the library:

Listing 28: data.json

```
{"license": "MIT", "description": "This is my awesome library.", "author": "Me"}
```

Then, you can load that information from the `init()` method:

```
import os
import json
from conan import ConanFile
from conan.tools.files import load

class Pkg(ConanFile):
    exports = "data.json" # Important that it is exported with the recipe

    def init(self):
        data = load(self, os.path.join(self.recipe_folder, "data.json"))
        d = json.loads(data)
        self.license = d["license"]
        self.description = d["description"]
        self.author = d["author"]
```

---

**Note: Best practices**

- Try to keep your `python_requires` as simple as possible, and do not reuse attributes from them (the main need for the `init()` method), trying to avoid the complexity of this `init()` method. In general inheritance can have more issues than composition (or in other words “use composition over inheritance” as a general programming good practice), so try to avoid it if possible.
  - Do not abuse `init()` for other purposes other than listed here, nor use the Python private `ConanFile.__init__` constructor.
  - The `init()` method executes at recipe load time. It cannot contain conditionals on settings, options, `conf`, or use any dependencies information other than the above `python_requires`.
- 

**layout()**

In the `layout()` method you can adjust `self.folders` and `self.cpp`.

**self.folders**

- **self.folders.source** (Defaulted to `""`): Specifies a subfolder where the sources are. The `self.source_folder` attribute inside the `source(self)` and `build(self)` methods will be set with this subfolder. The *current working directory* in the `source(self)` method will include this subfolder. The *export\_sources* and *exports* sources will also be copied to the root source directory. It is used in the cache when running **conan create** (relative to the cache source folder) as well as in a local folder when running **conan build** (relative to the local current folder).
- **self.folders.build** (Defaulted to `""`): Specifies a subfolder where the files from the build are. The `self.build_folder` attribute and the *current working directory* inside the `build(self)` method will be set with this subfolder. It is used in the cache when running **conan create** (relative to the cache source folder) as well as in a local folder when running **conan build** (relative to the local current folder).
- **self.folders.generators** (Defaulted to `""`): Specifies a subfolder in which to write the files from the generators and the toolchains. In the cache, when running **conan create**, this subfolder will be relative to the root build folder and when running the **conan install** command it will be relative to the current working directory.



- **self.folders.root** (Defaulted to None): Specifies a parent directory where the sources, generators, etc., are located specifically when the `conanfile.py` is located in a separated subdirectory. Check [this example](#) on how to use `self.folders.root`.
- **self.folders.subproject** (Defaulted to None): Specifies a subfolder where the `conanfile.py` is relative to the project root. This is particularly useful for [layouts with multiple subprojects](#)
- **self.folders.build\_folder\_vars** (Defaulted to None): Use settings, options and/or `self.name` and `self.version` to produce a different build folder and different CMake presets names.

## self.cpp

The `layout()` method allows to declare `cpp_info` objects not only for the final package (like the classic approach with the `self.cpp_info` in the `package_info(self)` method) but for the `self.source_folder` and `self.build_folder`.

The fields of the `cpp_info` objects at `self.cpp.build` and `self.cpp.source` are the same described [here](#). Components are also supported.

Properties to declare all the information needed by the consumers of a package: include directories, library names, library paths... Used both for [editable packages](#) and regular packages in the cache.

There are three objects available in the `layout()` method:

- **self.cpp.package**: For a regular package being used from the Conan cache. Describes the contents of the final package. Exactly the same as in the `package_info()` `self.cpp_info`, but in the `layout()` method.
- **self.cpp.source**: For “editable” packages, to describe the artifacts under `self.source_folder`. These can cover:
  - `self.cpp.source.includedirs`: To specify where the headers are at development time, like the typical `src` folder, before being packaged in the `include` package folder.
  - `self.cpp.source.libdirs` and `self.cpp.source.libs` could describe the case where libraries are committed to source control (hopefully exceptional case), so they are not part of the build results, but part of the source.
- **self.cpp.build**: For “editable” packages, to describe the artifacts under `self.build_folder`.
  - `self.cpp.build.libdirs` will express the location of the built libraries before being packaged. They can often be found in a folder like `x64/Release`, or `release64` or similar.
  - `self.cpp.build.includedirs` can define the location of headers that are generated at build time, like headers stubs generated by some tools.

```
def layout(self):
    ...
    self.folders.source = "src"
    self.folders.build = "build"

    # In the local folder (when the package is in development, or "editable") the
    ↪artifacts can be found:
    self.cpp.source.includedirs = ["my_includes"]
    self.cpp.build.libdirs = ["lib/x86_64"]
    self.cpp.build.libs = ["foo"]

    # In the Conan cache, we packaged everything at the default standard directories,
    ↪the library to link
```

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```
# is "foo"
self.cpp.package.libs = ["foo"]
```

**See also:**

- Read more about the usage of the `layout()` in [this tutorial](#) and Conan package layout
- [here](#).

**Environment variables and configuration**

There are some packages that might define some environment variables in their `package_info()` method via `self.buildenv_info`, `self.runenv_info`. Other packages can also use `self.conf_info` to pass configuration to their consumers.

This is not an issue as long as the value of those environment variables or configuration do not require using the `self.package_folder`. If they do, then their values will not be correct for the “source” and “build” layouts. Something like this will be **broken** when used in editable mode:

```
import os
from conan import ConanFile

class SayConan(ConanFile):
    ...
    def package_info(self):
        # This is BROKEN if we put this package in editable mode
        self.runenv_info.define_path("MYDATA_PATH",
                                     os.path.join(self.package_folder, "my/data/path"))
```

When the package is in editable mode, for example, `self.package_folder` is `None`, as obviously there is no package yet. The solution is to define it in the `layout()` method, in the same way the `cpp_info` can be defined there:

```
from conan import ConanFile

class SayConan(ConanFile):
    ...
    def layout(self):
        # The final path will be relative to the self.source_folder
        self.layouts.source.buildenv_info.define_path("MYDATA_PATH", "my/source/data/path")
        ↪")

        # The final path will be relative to the self.build_folder
        self.layouts.build.buildenv_info.define_path("MYDATA_PATH2", "my/build/data/path")
        ↪")

        # The final path will be relative to the self.build_folder
        self.layouts.build.conf_info.define_path("MYCONF", "my_conf_folder")
```

The `layouts` object contains `source`, `build` and `package` scopes, and each one contains one instance of `buildenv_info`, `runenv_info` and `conf_info`.

## package()

The `package()` method is in charge of copying files from the `source_folder` and the temporary `build_folder` to the `package_folder`, copying only those files and artifacts that will be part of the final package, like headers, compiler static and shared libraries, executables, license files, etc.

The `package()` method will be called once per different configuration that is creating a new package binary, which happens with `conan install --build=pkg*`, `conan create` and `conan export-pkg` commands.

There are 2 main ways the `package()` method can do such a copy. The first one is an explicit `copy()` from the origin `source_folder` and `build_folder` to the `package_folder`:

```
from conan import ConanFile
from conan.tools.files import copy

class Pkg(ConanFile):

    def package(self):
        # copying headers from source_folder
        copy(self, "*.h", join(self.source_folder, "include"), join(self.package_folder,
        ↪ "include"))
        # copying compiled .lib from build folder
        copy(self, "*.lib", self.build_folder, join(self.package_folder, "lib"), keep_
        ↪ path=False)
```

The second way is to use the `install` functionality of some build systems, provided that the build scripts implement such functionality. For example if the `CMakeLists.txt` of a package implements the correct CMake `INSTALL` instructions, it is possible to do:

```
def package(self):
    cmake = CMake(self)
    cmake.install()
```

Also, it is possible to combine both approaches, doing `cmake.install()` and also adding some `copy()` calls, for example to make sure some “License.txt” file is packaged that was not taken into account by the `CMakeLists.txt` script.

It is also possible to use conditionals in the `package()` method, because different platforms might have different artifacts in different locations:

```
def package(self):
    if self.settings.os == "Windows":
        copy(self, "*.lib", src=os.path.join(self.build_folder, "libs"), ...)
        copy(self, "*.dll", ...)
    else:
        copy(self, "*.lib", src=os.path.join(self.build_folder, "build", "libs"), ...)
```

Though in most situations it might not be necessary, because pattern based copy will likely not find wrong artifacts like `*.dll` in a non-Windows build.

The `package()` method is also the one called when packaging precompiled binaries with `conan export-pkg`. In this case the `self.source_folder` and `self.build_folder` refer to user space folders, as defined by the `layout()` method and the only folder in the Conan cache will be `self.package_folder`.

---

### Note: Best practices

The `cmake.install()` functionality should be called in the `package()` method, not in the `build()` method. It is not

necessary to reuse the `CMake(self)` object, it shouldn't be reused among methods. Creating a new instance in every method is the recommended approach.

---

**See also:**

See [the `package\(\)` method tutorial](#) for more information.

## **package\_id()**

Conan computes a unique `package_id` reference for each configuration, including `settings`, `options` and `dependencies` versions. This `package_id()` method allows some customizations and changes over the computed `package_id`, in general with the goal to relax some of the global binary compatibility assumptions.

The general rule is that every different value of `settings` and `options` creates a different `package_id`. This rule can be relaxed or expanded following different approaches:

- A given package recipe can decide in its `package_id()` that the final binary is independent of some settings, for example if it is a header-only library, that uses input settings to build some tests, it might completely clear all configuration, so the resulting `package_id` is always the same irrespective of the inputs. Likewise a C library might want to remove the effect of `compiler.cppstd` and/or `compiler.libcxx` from its binary `package_id`, because as a C library, its binary will be independent.
- A given package recipe can implement some partial erasure of information, for example to obtain the same `package_id` for a range of compiler versions. This type of binary compatibility is in general better addressed with the global compatibility plugin, or with the `compatibility()` method if the global plugin is not enough.
- A package recipe can decide to inject extra variability in its computed `package_id`, adding `conf` items or “target” settings.

## **Available automatic implementations**

**Warning:** This feature is experimental and subject to breaking changes. See [the \*Conan stability\*](#) section for more information.

When the `package_id()` method is not defined, the following automatic implementation can be specified in the *implements* ConanFile attribute:

### **auto\_header\_only**

Conan will automatically manage the package ID clearing settings and options when the recipe declares an option `header_only=True` or when `package_type` is “header-library”. It can be added to the recipe like this:

```
from conan import ConanFile

class Pkg(ConanFile):
    implements = ["auto_header_only"]
    ...
```

Then, if no `package_id()` method is specified in the recipe, Conan will automatically manage it and call `self.info.clear()` in the `package_id()` automatically, to make the `package_id` independent of settings, options, configuration and requirements.

If you need to implement custom behaviors in your recipes but also need this logic, it must be explicitly declared, for example, something like this:

```
def package_id(self):
    if self.package_type == "header-library":
        self.info.clear()
    else:
        self.info.settings.rm_safe("compiler.libcxx")
        self.info.settings.rm_safe("compiler.cppstd")
```

## Information erasure

This is a `package_id` relaxing strategy. Let's check the first case: a header-only library, that has input settings, because it still wants to use them for some unit-tests in its `build()` method. In order to have exactly one final binary for all configurations, because the final artifact should be identical in all cases (just the header files), it would be necessary to do:

```
settings = "os", "compiler", "arch", "build_type"

def build(self):
    cmake = CMake(self) # need specific settings to build
    ...
    cmake.test() # running unit tests for the current configuration

def package_id(self):
    # Completely clear all the settings from the `package_id` information ("info"
    ↪ object)
    # All resulting `package_id` will be the same, irrespective of configuration
    self.info.settings.clear()
```

**Warning:** The modifications of the information always happen over the `self.info` object, not on `self.settings` or `self.options`

If a package is just a C library, but it couldn't remove the `compiler.cppstd` and `compiler.libcxx` in the `configure()` method (the recommended approach for most cases, to guarantee those flags are not used in the build), because there are C++ unit tests to the C library, then as the tests are not packaged and the final binary will be independent of C++, those could be removed with:

```
settings = "os", "compiler", "arch", "build_type"

def build(self):
    # building C++ tests for a C library

def package_id(self):
    del self.info.settings.compiler.cppstd
    # Some compilers might not declare libcxx subsetting
    self.info.settings.rm_safe("compiler.libcxx")
```

If a package is building an executable to be used as a tool, and only 1 executable for each OS and architecture is desired to be more efficient, the `package_id()` could remove the other settings and options if existing:

```
# this will be a "tool_require"
package_type = "application"
settings = "os", "compiler", "arch", "build_type"

def package_id(self):
    del self.info.settings.compiler
    del self.info.settings.build_type
```

Note that this doesn't mean that the `compiler` and `build_type` should be removed for every application executable. For other things that are not tools, but final products to release, the most common situation is that maintaining the different builds for the different compilers, compiler versions, build types, etc. is the best approach. It also means that we are erasing some information. We will not have the information of the compiler and build type that was used for the binary that we are using (it will not be in the `conan list` output, and it will not be in the server metadata either). If we compile a new binary with a different compiler or build type, it will create a new package revision under the same `package_id`.

### Partial information erasure

It is also possible to partially erase information for given subsets of values. For example, if we want to have the same `package_id` for all the binaries compiled with gcc between versions 4.5 and 5.0, we can do:

```
def package_id(self):
    v = Version(str(self.info.settings.compiler.version))
    if self.info.settings.compiler == "gcc" and (v >= "4.5" and v < "5.0"):
        # The assigned string can be arbitrary
        self.info.settings.compiler.version = "GCC 4 between 4.5 and 5.0"
```

This will result in all other compilers rather than gcc and other versions outside of that range to have a different `package_id`, but there will be only 1 `package_id` binary for all gcc 4.5–5.0 versions. This also has the disadvantage mentioned above about losing the information that created this binary.

This approach is not recommended in the general case, and it would be better approached with the global compatibility plugin or the recipe `compatibility()` method.

### Adding information

There is some information not added by default to the `package_id`. If we are creating a package for a tool, to be used as a `tool_require`, and it happens that such package binary will be different for each “target” configuration, like it is the case for some cross-compilers, if the compiler itself might be different for the different architectures that it is targeting, it will be necessary to add the `settings_target` to the `package_id` with:

```
def package_id(self):
    self.info.settings_target = self.settings_target
```

The `conf` items do not affect the `package_id` by default. It is possible to explicitly make them part of it at the recipe level with:

```
def package_id(self):
    self.info.conf.define("user.myconf:myitem", self.conf.get("user.myconf:myitem"))
```

Although this can be achieved for all recipes without the `package_id()` method, using the `tools.info.package_id:confs = ["user.myconf:myitem"]` configuration.

**Using regex patterns:** You can use regex patterns in the `tools.info.package_id:confs`. This means that instead of specifying each individual configuration item, you can use a regex pattern to match multiple configurations. This is particularly useful when dealing with a large number of configurations or when configurations follow a predictable naming pattern. For instance:

- `tools.info.package_id:confs=[".*"]` matches all configurations.
- `tools.info.package_id:confs=["tools\..*"]` matches configurations starting with “tools.”.
- `tools.info.package_id:confs=["(tools\..deploy|core)"]` matches configurations starting with “tools.deploy” or “core”.

See also:

- See [the tutorial about header-only packages](#) for explanations about the `package_id()` method.
- Read the [binary model reference](#) for a full view of the Conan binary model.

## package\_info()

The `package_info()` method is the one responsible of defining the information to the consumers of the package, so those consumers can easily and automatically consume this package. The `generate()` method of the consumers is the place where the information defined in the `package_info()` will be mapped to the specific build system of the consumer. Then, if we want a package to be consumed by different build systems (like it happens with ConanCenter recipes for the community), it is very important that this information is complete.

---

**Important:** This method defines information exclusively for **consumers** of this package, not for itself. This method executes after the binary has been built and packaged. The information that is consumed in the build should be processed in `generate()` method.

---

## cpp\_info: Library and build information

Each package has to specify certain build information for its consumers. This can be done in the `cpp_info` attribute.

```
# Binaries to link
self.cpp_info.libs = [] # The libs to link against
self.cpp_info.system_libs = [] # System libs to link against
self.cpp_info.frameworks = [] # OSX frameworks that consumers will link against
self.cpp_info.objects = [] # precompiled objects like .obj .o that consumers will link
# Directories
self.cpp_info.includedirs = ['include'] # Ordered list of include paths
self.cpp_info.libdirs = ['lib'] # Directories where libraries can be found
self.cpp_info.bindirs = ['bin'] # Directories where executables and shared libs can be
↳ found
self.cpp_info.resdirs = [] # Directories where resources, data, etc. can be found
self.cpp_info.srctdirs = [] # Directories where sources can be found (debugging, reusing
↳ sources)
self.cpp_info.builddirs = [] # Directories where build scripts for consumers can be
↳ found
self.cpp_info.frameworkdirs = [] # Directories where OSX frameworks can be found
# Flags
self.cpp_info.defines = [] # preprocessor definitions
self.cpp_info.cflags = [] # pure C flags
```

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```

self.cpp_info.cxxflags = [] # C++ compilation flags
self.cpp_info.sharedlinkflags = [] # linker flags
self.cpp_info.exelinkflags = [] # linker flags
# Properties
self.cpp_info.set_property("property_name", "property_value")
# Structure
self.cpp_info.components # Dictionary-like structure to define the different components.
↳ a package may have
self.cpp_info.requires # List of components from requirements that need to be propagated.
↳ downstream

```

Binaries to link:

- **libs**: Ordered list of compiled libraries (contained in the package) the consumers should link. Empty by default.
- **system\_libs**: Ordered list of system libs (not contained in the package) the consumers should link. Empty by default.
- **frameworks**: Ordered list of OSX frameworks (contained or not in the package), the consumers should link. Empty by default.
- **objects**: Ordered list of precompiled objects (.obj, .o) contained in the package the consumers should link. Empty by default

Directories:

- **includedirs**: List of relative paths (starting from the package root) of directories where headers can be found. By default it is initialized to ['include'], and it is rarely changed.
- **libdirs**: List of relative paths (starting from the package root) of directories in which to find library object binaries (\*.lib, \*.a, \*.so, \*.dylib). By default it is initialized to ['lib'], and it is rarely changed.
- **bindirs**: List of relative paths (starting from the package root) of directories in which to find library runtime binaries (like executable Windows .dlls). By default it is initialized to ['bin'], and it is rarely changed.
- **resdirs**: List of relative paths (starting from the package root) of directories in which to find resource files (images, xml, etc). By default it is empty.
- **srcdirs**: List of relative paths (starting from the package root) of directories in which to find sources (like .c, .cpp). By default it is empty. It might be used to store sources (for later debugging of packages, or to reuse those sources building them in other packages too).
- **builddirs**: List of relative paths (starting from package root) of directories that can contain build scripts that could be used by the consumers. Empty by default.
- **frameworkdirs**: List of relative paths (starting from the package root), of directories containing OSX frameworks.

Flags:

- **defines**: Ordered list of preprocessor directives. It is common that the consumers have to specify some sort of defines in some cases, so that including the library headers matches the binaries.
- **cflags, cxxflags, sharedlinkflags, exelinkflags**: List of flags that the consumer should activate for proper behavior. Rarely used.

Properties: - **set\_property()** allows to define some built-in and user general properties to be propagated with the `cpp_info` model for consumers. They might contain build-system specific information. Some built-in properties are `cmake_file_name`, `cmake_target_name`, `pkg_config_name`, that can define specific behavior for CMakeDeps or PkgConfigDeps generators. For more information about these, read the specific build system integration documentation.



Structure:

- **components:** Dictionary with names as keys and a component object as value to model the different components a package may have: libraries, executables...
- **requires:** **Experimental** List of components from the requirements this package (and its consumers) should link with. It will be used by generators that add support for components features.

It is common that different configurations will produce different `package_info`, for example, the library names might change in different OSs, or different `system_libs` will be used depending on the compiler and OS:

```
settings = "os", "compiler", "arch", "build_type"
options = {"shared": [True, False]}

def package_info(self):
    if not self.settings.os == "Windows":
        self.cpp_info.libs = ["zmq-static"] if not self.options.shared else ["zmq"]
    else:
        ...

    if not self.options.shared:
        self.cpp_info.defines = ["ZMQ_STATIC"]
    if self.settings.os == "Windows" and self.settings.compiler == "msvc":
        self.cpp_info.system_libs.append("ws2_32")
```

## Properties

Any CppInfo object can declare “properties” that can be read by the generators. The value of a property can be of any type. Check each generator reference to see the properties used on it.

```
def set_property(self, property_name, value)
def get_property(self, property_name, check_type=None):
```

Example:

```
def package_info(self):
    self.cpp_info.set_property("cmake_find_mode", "both")
    self.cpp_info.get_property("cmake_find_mode", check_type=str)
```

## Components

If your package is composed by more than one library, it is possible to declare components that allow to define a CppInfo object per each of those libraries and also requirements between them and to components of other packages (the following case is not a real example):

```
def package_info(self):
    self.cpp_info.components["crypto"].set_property("cmake_file_name", "Crypto")
    self.cpp_info.components["crypto"].libs = ["libcrypto"]
    self.cpp_info.components["crypto"].defines = ["DEFINE_CRYPT0=1"]
    self.cpp_info.components["crypto"].requires = ["zlib::zlib"] # Depends on all
    ↪ components in zlib package
```

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```

self.cpp_info.components["ssl"].set_property("cmake_file_name", "SSL")
self.cpp_info.components["ssl"].includedirs = ["include/headers_ssl"]
self.cpp_info.components["ssl"].libs = ["libssl"]
self.cpp_info.components["ssl"].requires = ["crypto",
                                             "boost::headers"] # Depends on headers_
↪ component in boost package

obj_ext = "obj" if platform.system() == "Windows" else "o"
self.cpp_info.components["ssl-objs"].objects = [os.path.join("lib", "ssl-object.{}`).
↪ format(obj_ext))]

```

Dependencies among components and to components of other requirements can be defined using the `requires` attribute and the name of the component. The dependency graph for components will be calculated and values will be aggregated in the correct order for each field.

### buildenv\_info, runenv\_info

The `buildenv_info` and `runenv_info` attributes are `Environment` objects that allow to define information for the consumers in the form of environment variables. They can use any of the `Environment` methods to define such information:

```

settings = "os", "compiler", "arch", "build_type"

def package_info(self):
    self.buildenv_info.define("MYVAR", "1")
    self.buildenv_info.prepend_path("MYPATH", "my/path")
    if self.settings.os == "Android":
        arch = "myarmarch" if self.settings.arch=="armv8" else "otherarch"
        self.buildenv_info.append("MY_ANDROID_ARCH", f"android-{arch}")

    self.runenv_info.append_path("MYRUNPATH", "my/run/path")
    if self.settings.os == "Windows":
        self.runenv_info.define_path("MYPKGHOME", "my/home")

```

Note that these objects are not tied to either regular `requires` or `tool_requires`, any package recipe can use both. The difference between `buildenv_info` and `runenv_info` is that the former is applied when Conan is building something from source, like in the `build()` method, while the later would be used when executing something in the “host” context that would need the runtime activated.

Conan `VirtualBuildEnv` generator will be used by default in consumers, collecting the information from `buildenv_info` (and some `runenv_info` from the “build” context) to create the `conanbuild` environment script, which runs by default in all `self.run(cmd, env="conanbuild")` calls. The `VirtualRunEnv` generator will also be used by default in consumers collecting the `runenv_info` from the “host” context creating the `conanrun` environment script, which can be explicitly used with `self.run(<cmd>, env="conanrun")`.

---

#### Note: Best practices

It is not necessary to add `bindirs` to the `PATH` environment variable, this will be automatically done by the consumer `VirtualBuildEnv` and `VirtualRunEnv` generators. Likewise, it is not necessary to add `includedirs`, `libdirs` or any other dirs to environment variables, as this information will be typically managed by other generators.

---

## conf\_info

tool\_requires packages in the “build” context can transmit some conf configuration to its immediate consumers, with the conf\_info attribute. For example, one Conan package packaging the AndroidNDK could do:

```
def package_info(self):
    self.conf_info.define_path("tools.android.ndk_path", "path/to/ndk/in/package")
```

conf\_info from packages can still be overwritten from profiles values, because user profiles will have higher priority.

Conf.**define**(name, value)

Define a value for the given configuration name.

### Parameters

- **name** – Name of the configuration.
- **value** – Value of the configuration.

```
def package_info(self):
    # Setting values
    self.conf_info.define("tools.build:verbosity", "verbose")
    self.conf_info.define("tools.system.package_manager:sudo", True)
    self.conf_info.define("tools.microsoft.msbuild:max_cpu_count", 2)
    self.conf_info.define("user.myconf.build:ldflags", ["--flag1", "--flag2"])
    self.conf_info.define("tools.microsoft.msbuildtoolchain:compile_options", {
        "ExceptionHandling": "Async"})
```

Conf.**append**(name, value)

Append a value to the given configuration name.

### Parameters

- **name** – Name of the configuration.
- **value** – Value to append.

```
def package_info(self):
    # Modifying configuration list-like values
    self.conf_info.append("user.myconf.build:ldflags", "--flag3") # == ["--flag1",
        "--flag2", "--flag3"]
```

Conf.**prepend**(name, value)

Prepend a value to the given configuration name.

### Parameters

- **name** – Name of the configuration.
- **value** – Value to prepend.

```
def package_info(self):
    self.conf_info.prepend("user.myconf.build:ldflags", "--flag0") # == ["--flag0",
        "--flag1", "--flag2", "--flag3"]
```

Conf.**update**(name, value)

Update the value to the given configuration name.

**Parameters**

- **name** – Name of the configuration.
- **value** – Value of the configuration.

```
def package_info(self):  
    # Modifying configuration dict-like values  
    self.conf_info.update("tools.microsoft.msbuildtoolchain:compile_options", {  
        ↪ "ExpandAttributedSource": "false"})
```

Conf.**remove**(name, value)

Remove a value from the given configuration name.

**Parameters**

- **name** – Name of the configuration.
- **value** – Value to remove.

```
def package_info(self):  
    # Remove  
    self.conf_info.remove("user.myconf.build:ldflags", "--flag1") # == ["--flag0",  
    ↪ "--flag2", "--flag3"]
```

Conf.**unset**(name)

Clears the variable, equivalent to a unset or set XXX=

**Parameters**

**name** – Name of the configuration.

```
def package_info(self):  
    # Unset any value  
    self.conf_info.unset("tools.microsoft.msbuildtoolchain:compile_options")
```

It is possible to define configuration in packages that are `tool_requires`. For example, assuming there is a package that bundles the *AndroidNDK*, it could define the location of such NDK to the `tools.android.ndk_path` configuration as:

```
import os  
from conan import ConanFile  
  
class Pkg(ConanFile):  
    name = "android_ndk"  
  
    def package_info(self):  
        self.conf_info.define("tools.android.ndk_path", os.path.join(self.package_folder,  
        ↪ "ndk"))
```

Note that this only propagates from the immediate, direct `tool_requires` of a recipe.

## generator\_info

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

`tool_requires` in the build context can inject generators into the recipe, by adding them to the `generator_info` list inside the `package_info` method. This is useful to inject custom generators into the recipe, that will be used by the consumers of the package, just as if they were declared in their `generators` attribute.

```
class MyGenerator:
    def __init__(self, conanfile):
        self._conanfile = conanfile

    def generate(self):
        self.output.info(f"Calling custom generator for {conanfile}")

def package_info(self):
    self.generator_info.append(MyGenerator)
```

Note that this only propagates from the immediate, direct `tool_requires` of a recipe.

---

### Note: Best practices

- The `package_info()` method is not strictly necessary if you have other means of propagating information for consumers. For example, if your package creates `xxx-config.cmake` files at build time, and they are put in the final package, it might not be necessary to define `package_info()` at all, and in the consumer side the `CMakeDeps` would not be necessary either, as `CMakeToolchain` is able to inject the paths to locate the `xxx-config.cmake` files inside the packages. This approach can be good for private usage of Conan, albeit some limitations of CMake, like not being able to manage multi-configuration projects (like Visual Studio switching Debug/Release in the IDE, that `CMakeDeps` can provide), limitations in some cross-build scenarios using packages that are both libraries and build tools (like `protobuf`, that also `CMakeDeps` can handle).
  - Providing a `package_info()` is very necessary if consumers can use different build systems, like in `ConanCenter`. In this case, it is necessary a bit of repetition, and coding the `package_info()` might feel duplicating the package `xxx-config.cmake`, but automatically extracting the info from CMake is not feasible at this moment.
  - If you plan to use editables or the local development flow, there's a need to check the `layout()` and define the information for `self.cpp.build` and `self.cpp.source`.
  - It is not necessary to add `bindirs` to the `PATH` environment variable, this will be automatically done by the consumer `VirtualBuildEnv` and `VirtualRunEnv` generators.
  - The **paths** defined in `package_info()` shouldn't be converted to any specific format (like the one required by Windows subsystems). Instead, it is the responsibility of the consumer to translate these paths to the adequate format.
- 

### See also:

See [the defining package information tutorial](#) for more information.

## requirements()

The `requirements()` method is used to specify the dependencies of a package.

```
def requirements(self):  
    self.requires("zlib/1.2.11")
```

For simple cases the attribute syntax can be used, like `requires = "zlib/1.2.11"`.

## Requirement traits

Traits are properties of a `requires` clause. They determine how various parts of a dependency are treated and propagated by Conan. Values for traits are usually computed by Conan based on the dependency's *package\_type*, but can also be specified manually.

A good introduction to traits is provided in the [Advanced Dependencies Model in Conan 2.0](#) presentation.

In the example below `headers` and `libs` are traits.

```
self.requires("math/1.0", headers=True, libs=True)
```

## headers

Indicates that there are headers that are going to be `#included` from this package at compile time. The dependency will be in the host context.

## libs

The dependency contains some library or artifact that will be used at link time of the consumer. This trait will typically be `True` for direct shared and static libraries, but could be false for indirect static libraries that are consumed via a shared library. The dependency will be in the host context.

## build

This dependency is a build tool, an application or executable, like `cmake`, that is used exclusively at build time. It is not linked/embedded into binaries, and will be in the build context.

**Warning:** Build time requirements (`tool_requires`, `build_requires`) that define `build=True` are designed to work with their default `visible=False`, and at the moment it is very strongly recommended to keep them as `visible=False`. If you think you might have a use case, it would be better to discuss first in <https://github.com/conan-io/conan/issues> and ask about it than trying to enable `visible=True`.

For some very exceptional cases, there is **experimental** support for build/tool requires with `build=True` that also define `visible=True`, but experimental and subject to possible breaking changes in future Conan versions. It is also known and designed to not propagate all traits, for example `headers/libs` will not be propagated, because `headers` and `libs` from the “build” context cannot be linked in the host context.

## run

This dependency contains some executables, either apps or shared libraries that need to be available to execute (typically in the path, or other system env-vars). This trait can be `True` for `build=False`, in that case, the package will contain some executables that can run in the host system when installing it, typically like an end-user application. This trait can be `True` for `build=True`, the package will contain executables that will run in the build context, typically while being used to build other packages.

## visible

This `require` will be propagated downstream, even if it doesn't propagate `headers`, `libs` or `run` traits. Requirements that propagate downstream can cause version conflicts. This is typically `True`, because in most cases, having 2 different versions of the same library in the same dependency graph is at least complicated, if not directly violating ODR or causing linking errors. It can be set to `False` in advanced scenarios, when we want to use different versions of the same package during the build.

## transitive\_headers

If `True` the headers of the dependency will be visible downstream.

## transitive\_libs

If `True` the libraries to link with of the dependency will be visible downstream.

## test

This requirement is a test library or framework, like Catch2 or gtest. It is mostly a library that needs to be included and linked, but that will not be propagated downstream.

## package\_id\_mode

If the recipe wants to specify how the dependency version affects the current package `package_id`, can be directly specified here.

While it could be also done in the `package_id()` method, it seems simpler to be able to specify it in the `requires` while avoiding some ambiguities.

```
# We set the package_id_mode so it is part of the package_id
self.tool_requires("tool/1.1.1", package_id_mode="minor_mode")
```

Which would be equivalent to:

```
def package_id(self):
    self.info.requires["tool"].minor_mode()
```

## force

This `requires` will force its version in the dependency graph upstream, overriding other existing versions even of transitive dependencies, and also solving potential existing conflicts. The downstream consumer's `force` traits always have higher priority.

## override

The same as the `force` trait, but not adding a `direct` dependency. If there is no transitive dependency to override, this `require` will be discarded. This trait only exists at the time of defining a `requires`, but it will not exist as an actual `requires` once the graph is fully evaluated

---

### Note: Best practices

The `force` and `override` traits to solve conflicts are not recommended as a general versioning solution, just as a temporary workaround to solve a version conflict. Its usage should be avoided whenever possible, and updating versions or version ranges in the graph to avoid the conflicts without overrides and forces is the recommended approach.

---

## direct

If the dependency is a direct one, that is, it has explicitly been declared by the current recipe, or if it is a transitive one.

## options

It is possible to define options values for dependencies as a trait:

```
self.requires("mydep/0.1", options={"dep_option": "value"})
```

**Warning:** Defining options values in recipes does not have strong guarantees, please check [this FAQ about options values for dependencies](#). The recommended way to define options values is in profile files.

## package\_type trait inferring

Some traits are automatically inferred based on the value of the `package_type` if not explicitly set by the recipe.

- `application`: `headers=False`, `libs=False`, `run=True`
- `shared-library`: `run=True`
- `static-library`: `run=False`
- `header-library`: `headers=True`, `libs=False`, `run=False`
- `build-scripts`: `headers=False`, `libs=False`, `run=True`, `visible=False`

Additionally, some additional traits are inferred on top of the above mentioned based on the `package_type` of the dependant:

- `header-library`: `transitive_headers=True`, `transitive_libs=True`



## Default traits for each kind of requires

Each kind of requires sets some additional traits by default on top of the ones stated in the last section. Those are:

- `requires`: `build=False`
- `build_requires`: `headers=False`, `libs=False`, `build=True`, `visible=False`
- `tool_requires`: `headers=False`, `libs=False`, `build=True`, `run=True`, `visible=False`
- `test_requires`: `headers=True`, `libs=True`, `build=False`, `visible=False`, `test=True`

## `set_name()`

Dynamically define name attribute. This method would be rarely needed, as the only use case that makes sense is when a recipe is shared and used to create different packages with the same recipe. In most cases the recommended approach is to define the `name = "mypkg"` attribute in the recipe.

This method is executed only when the recipe is exported to the cache `conan create` and `conan export`, and when the recipe is being locally used, like with `conan install ..` In all other cases, the name of the package is fully defined, and `set_name()` will not be called, so do not rely on it for any other functionality different than defining the `self.name` value.

If the current package name was defined in a `name.txt` file, it would be possible to do:

```
from conan import ConanFile
from conan.tools.files import load

class Pkg(ConanFile):
    def set_name(self):
        # This will execute relatively to the current user directory (name.txt in cwd)
        self.name = load(self, "name.txt")
        # if "name.txt" is located relative to the conanfile.py better do:
        self.name = load(self, os.path.join(self.recipe_folder, "name.txt"))
```

The package name can also be defined in command line for some commands with `--name=xxxx` argument. If we want to prioritize the command line argument we should do:

```
from conan import ConanFile
from conan.tools.files import load

class Pkg(ConanFile):
    def set_name(self):
        # Command line ``--name=xxxx`` will be assigned first to self.name and have
        ↪priority
        self.name = self.name or load(self, "name.txt")
```

The `set_name()` method can decide to define the name value, irrespective of the potential `--name=xxx` command line argument, that can be even completely ignored by `set_name()`. It is the responsibility of the developer to provide a correct `set_name()`:

```
def set_name(self):
    # This will always assign "pkg" as name, ignoring ``--name`` command line argument
    # and without erroring or warning
    self.name = "pkg"
```

If a command line argument `--name=xxx` is provided, it will be initialized in the `self.name` attribute, so `set_name()` method can read and use it:

```
def set_name(self):
    # Takes the provided command line ``--name`` argument and creates a name appending to
    # it the ".extra" string
    self.name = self.name + ".extra"
```

**Warning:** The `set_name()` method is an alternative to the `name` attribute. It is not advised or supported to define both a `name` attribute and a `set_name()` method.

### set\_version()

Dynamically define `version` attribute. This method might be needed when the same recipe is being used to create different versions of the same package, and such version is defined elsewhere, like in the git branch or in a text or build script file. This would be a common situation.

This method is executed only when the recipe is exported to the cache `conan create` and `conan export`, and when the recipe is being locally used, like with `conan install ..`. In all other cases, the version of the package is fully defined, and `set_version()` will not be called, so do not rely on it for any other functionality different than defining the `self.version` value.

If the current package version was defined in a `version.txt` file, it would be possible to do:

```
from conan import ConanFile
from conan.tools.files import load

class Pkg(ConanFile):
    def set_version(self):
        # This will execute relatively to the current user directory (version.txt in cwd)
        self.version = load(self, "version.txt")
        # if "version.txt" is located relative to the conanfile.py better do:
        self.version = load(self, os.path.join(self.recipe_folder, "version.txt"))
```

The package version can also be defined in command line for some commands with `--version=xxxx` argument. If we want to prioritize the command line argument we should do:

```
from conan import ConanFile
from conan.tools.files import load

class Pkg(ConanFile):
    def set_version(self):
        # Command line ``--version=xxxx`` will be assigned first to self.version and have_
        ↪priority
        self.version = self.version or load(self, "version.txt")
```

A common use case could be to define the version dynamically from some version control mechanism, like the current git tag. This could be done with:

```
from conan import ConanFile
from conan.tools.scm import Git
```

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```
class Pkg(ConanFile):
    name = "pkg"

    def set_version(self):
        git = Git(self, self.recipe_folder)
        self.version = git.run("describe --tags")
```

The `set_version()` method can decide to define the `version` value, irrespective of the potential `--version=xxx` command line argument, that can be even completely ignored by `set_version()`. It is the responsibility of the developer to provide a correct `set_version()`:

```
def set_version(self):
    # This will always assign "2.1" as version, ignoring "--version" command line
    ↪ argument
    # and without erroring or warning
    self.version = "2.1"
```

If a command line argument `--version=xxx` is provided, it will be initialized in the `self.version` attribute, so `set_version()` method can read and use it:

```
def set_version(self):
    # Takes the provided command line "--version" argument and creates a version
    ↪ appending to
    # it the ".extra" string
    self.version = self.version + ".extra"
```

**Warning:** The `set_version()` method is an alternative to the `version` attribute. It is not advised or supported to define both a `version` class attribute and a `set_version()` method.

## source()

The `source()` method can be used to retrieve the necessary source code to build a package from source, and to apply patches to such source code if necessary. It will be called when a package is being built from source, like with `conan create` or `conan install --build=pkg*`, but it will not be called if a package pre-compiled binary is being used. That means that the source code will not be downloaded if a pre-compiled binary exists.

The `source()` method can implement different strategies for retrieving the source code:

- Fetching the source code for a third party library:
  - Using a `Git(self).clone()` to clone a Git repository
  - Executing a `download()` + `unzip()` or a combined `get()` (internally does `download` + `unzip`) to download a tarball, tgz, or zip archive.
- Fetching the source code for itself, from its repository, whose coordinates have been captured in the `conandata.yml` file in the `export()` method. This is the strategy that would be used to manage the source code for packages in which the `conanfile.py` lives in the package itself, but that for some reason we don't want to put the source code in the recipe (like not distributing our source code, but being able to distribute our package binaries).

The `source()` method executes in the `self.source_folder`, the current working directory will be equal to that folder (which value is derived from `layout()` method).

A `source()` implementation might use the convenient `get()` helper, or use its own mechanisms or other Conan helpers for the task, something like:

```
import os
import shutil

from conan import ConanFile
from conan.tools.files import download, unzip, check_sha1

class PocoConan(ConanFile):
    name = "poco"
    version = "1.6.0"

    def source(self):
        zip_name = f"poco-{self.version}-release.zip"
        # Immutable source .zip
        download(self, f"https://github.com/pocoproject/poco/archive/poco-{self.version}-release.zip", zip_name)
        # Recommended practice, always check hashes of downloaded files
        check_sha1(self, zip_name, "8d87812ce591ced8ce3a022beec1df1c8b2fac87")
        unzip(self, zip_name)
        shutil.move(f"poco-poco-{self.version}-release", "poco")
        os.unlink(zip_name)
```

---

**Important:** Please read the note in `conan.tools.files.unzip()` regarding Python 3.14 breaking changes and the new tar archive extract filters.

---

Applying patches to downloaded sources can be done (and should be done) in the `source()` method if those patches apply to all possible configurations. As explained below, it is not possible to introduce conditionals in the `source()` method. If the patches are in file form, those patches must be exported together with the recipe, so they can be used whenever a build from source is fired.

It is possible to apply patches with:

- Your own or `git` patches utilities
- The Conan built-in `patch()` utility to explicitly apply patches one by one
- Apply the `apply_conandata_patches()` Conan utility to automatically apply all patches defined in `conandata.yml` file following some conventions.

## Source caching

Once the `source()` method has been called, its result will be cached and reused for any build from source, for any configuration. That means that the retrieval of sources from the `source()` method should be completely independent of the configuration. It is not possible to implement conditionals on the `settings`, and in general, any attempt to apply any conditional logic to the `source()` method is wrong.

```
def source(self):
    if self.settings.compiler == "gcc": # ERROR, will raise
        # download some source
```

Trying to bypass the Conan exception by using some other mechanism like:

```
def source(self):
    # Might work, but NOT recommended, try to avoid as much as possible
    if platform.system() == "Windows":
        # download something
    else:
        # download something different
```

Might apparently work if not doing any cross-build, and not recollecting sources in a different OS, but could be problematic otherwise.

To be completely safe, if different source code is necessary for different configurations, the recommended approach would be to retrieve that code conditionally in the `build()` method.

### Forced retrieval of sources

When working with a recipe in a user folder, it is easy to call the `source()` method and force the retrieval of the source code, that will be done in the same user folder, according to the `layout()` definition:

```
$ conan source .
```

Calling the `source()` method and forcing the retrieval of source code in the cache, for all or some dependencies, even if they are not being built from sources, is possible with the `tools.build:download_source=True` configuration. For example:

```
$ conan graph info . -c tools.build:download_source=True
```

Will compute the dependency graph, then call the `source()` method for all “host” packages in the graph (as the configuration by default is a “host” configuration, if you want also the sources for the “build” context `tool_requires`, you could use `-c:b tools.build:download_source=True`). It is possible to collect all the source folders from the json formatted output, or to automate recollection of all sources, a `deployer` could be used.

Likewise, it is possible to retrieve the sources for packages in other `create` and `install` commands, just by passing the configuration. Finally, as also configuration can be defined per-package, using `-c mypkg*:tools.build:download_source=True` would only retrieve the sources of packages matching the `mypkg*` pattern.

Note that `tools.build:download_source=True` will not have any effect on packages in **editable** mode. Downloading sources in that case could easily overwrite and destroy local developer changes over that code. The `conan source` command must be used on packages in editable mode to download the sources.

---

#### Note: Best practices

- The `source()` method should be the same for all configurations, it cannot be conditional to any configuration.
  - The `source()` method should retrieve immutable sources. Using some branch name, HEAD, or a tarball whose URL is not immutable and is being overwritten is a bad practice and will lead to broken packages. Using a Git commit, a frozen Git release tag, or a fixed and versioned release tarballs is the expected input.
  - Applying patches should be done by default in the `source()` method, except if the patches are exclusive for one configuration, in that case they could be applied in `build()` method.
  - The `source()` method should not access nor manipulate files in other folders different to the `self.source_folder`. All the “exported” files are copied to the `self.source_folder` before calling it.
- 

#### See also:

See [the tutorial about managing recipe sources](#) for more information.

## system\_requirements()

The `system_requirements()` method can be used to call the system package managers to install packages at the system level. In general, this should be reduced to a minimum, system packages are not modeled dependencies, but it can be sometimes convenient to automate the installation of some system packages that are necessary for some Conan packages. For example, when creating a recipe to package the `opencv` library, we could realize that it needs in Linux the `gtk` libraries, but it might be undesired to create a package for them, because we want to make sure we use the system ones. We code

```
from conan import ConanFile
from conan.tools.system.package_manager import Apt

class OpenCV(ConanFile):
    name = "opencv"
    version = "4.0"

    def system_requirements(self):
        apt = Apt(self)
        apt.install(["libgtk-3-dev"], update=True, check=True)
```

For full reference of the built-in helpers for different system package managers read the *[tools.system.package\\_manager documentation](#)*.

## Collecting system requirements

When `system_requirements()` uses some built-in `package_manager` helpers, it is possible to collect information about the installed or required system requirements. If we have the following `conanfile.py`:

```
from conan import ConanFile
from conan.tools.system.package_manager import Apt

class MyPkg(ConanFile):
    settings = "arch"

    def system_requirements(self):
        apt = Apt(self)
        apt.install(["pkg1", "pkg2"])
```

It is possible to display the installed system packages (with the default `tools.system.package_manager:mode` requirements will be checked, but not installed) with:

```
# Assuming apt is the default or using explicitly
# -c tools.system.package_manager:tool=apt-get
$ conan install . --format=json
"graph": {
  "nodes": [
    {
      "ref": "",
      "id": 0,
      "settings": {
        "arch": "x86_64"
      },
      "system_requires": {
```

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```

        "apt-get": {
            "install": [
                "pkg1",
                "pkg2"
            ],
            "missing": []
        }
    },

```

A similar result can be obtained without even installing binaries, we could use the `report` or `report-installed` modes. The `report` mode displays the `install` packages, those are the packages that are required to be installed, irrespective of whether they are actually installed or not. The `report` mode does not check the system for those package, so it could even be ran in another OS:

```

$ conan graph info . -c tools.system.package_manager:mode=report --format=json
...
"system_requires": {
    "apt-get": {
        "install": [
            "pkg1",
            "pkg2"
        ]
    }
}

```

On the other hand, the `report-installed` mode will do a check if the package is installed in the system or not, but not failing nor raising any error if it is not found:

```

$ conan graph info . -c tools.system.package_manager:mode=report-installed --format=json
...
"system_requires": {
    "apt-get": {
        "install": [
            "pkg1",
            "pkg2"
        ],
        "missing": [
            "pkg1",
            "pkg2"
        ]
    }
}

```

## test()

The `test()` method is only used for `test_package/conanfile.py`. It will execute immediately after `build()` has been called, and its goal is to run some executable or tests on binaries to prove the package is correctly created. Note that it is intended to be used as a test of the package: the headers are found, the libraries are found, it is possible to link, etc. But it is **not intended** to run unit, integration or functional tests.

It usually takes the form of:

```
def test(self):
    if can_run(self):
        cmd = os.path.join(self.cpp.build.bindir, "example")
        self.run(cmd, env="conanrun")
```

See also:

- See *the “testing packages” tutorial* for more information.
- The `test_package_folder` attribute allows defining a different default location of the test-package instead of the default `test_package` folder.

## validate()

The `validate()` method can be used to mark a package binary as “invalid”, or not working for the current configuration. For example, if we have a header-only library that doesn’t work in Windows, we could have the following `conanfile.py`:

```
from conan import ConanFile
from conan.errors import ConanInvalidConfiguration

class Pkg(ConanFile):
    name = "pkg"
    version = "1.0"
    package_type = "header-library"
    settings = "os"

    def validate(self):
        if self.settings.os == "Windows":
            raise ConanInvalidConfiguration("Windows not supported")

    def package_id(self):
        self.info.clear() # header-only
```

If we try to create this package in Windows, it will fail, but if we do it in Linux, it will succeed:

```
$ conan create . -s os=Windows # FAILS
...
ERROR: There are invalid packages:
pkg/1.0: Invalid: Windows not supported
$ conan create . -s os=Linux # WORKS
```

And if we try to use it in Windows, it will fail again:

```
$ conan install --requires=pkg/1.0 -s os=Windows # FAILS
...
```

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```
ERROR: There are invalid packages:
pkg/1.0: Invalid: Windows not supported
```

When the `ConanInvalidConfiguration` causes an error, Conan application exit code will be 6

It is possible to check the validity of a given graph without raising errors with the `conan graph info` command:

```
$ conan graph info --requires=pkg/1.0 -s os=Windows --filter=binary
conanfile:
ref: conanfile
binary: None
pkg/1.0#cfc18fcc7a50ead278a7c1820be74e56:
ref: pkg/1.0#cfc18fcc7a50ead278a7c1820be74e56
binary: Invalid
```

The `validate()` method is evaluated after the whole graph has been computed. This means that it can use the `self`.dependencies information to raise errors:

```
from conan import ConanFile
from conan.errors import ConanInvalidConfiguration

class Pkg(ConanFile):
    requires = "dep/0.1"

    def validate(self):
        if self.dependencies["dep"].options.myoption == 2:
            raise ConanInvalidConfiguration("Option 2 of 'dep' not supported")
```

### Note: Best practices

The `configure()` method evaluates before the graph is complete, so it doesn't have the real values of the dependencies options. The `validate()` method is the one that should be checking those dependencies options values if necessary, not `configure()`.

### See also:

- Follow the [tutorial about preparing build from source in recipes](#).

### validate\_build()

The `validate_build()` method is used to verify if a package binary can be **built** with the current configuration. It is different than the `validate()` method which raises when the package cannot be **used** with the current configuration.

The `validate_build()` method can check the `self.settings` and `self.options` values to raise `ConanInvalidConfiguration` if necessary.

```
from conan import ConanFile
from conan.errors import ConanInvalidConfiguration

class Pkg(ConanFile):
    name = "pkg"
    version = "1.0"
```

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```

settings = "os", "arch", "compiler", "build_type"

def package_id(self):
    # For this package, it doesn't matter the compiler used for the binary package
    del self.info.settings.compiler

def validate_build(self):
    # But we know this cannot be build with "gcc"
    if self.settings.compiler == "gcc":
        raise ConanInvalidConfiguration("This doesn't build in GCC")

```

This package cannot be created with the gcc compiler, but it can be created with other:

```

$ conan create . -s compiler=gcc
...
ERROR: There are invalid packages:
pkg/1.0: Cannot build for this configuration: This doesn't build in GCC

$ conan create . -s compiler=clang # WORKS!

```

Once the package has been built, it can be consumed with that compiler:

```

$ conan install --requires=pkg/1.0 -s compiler=gcc # WORKS!

```

- `build()`: Contains the build instructions to build a package from source
- `build_id()`: Allows reusing the same build to create different package binaries
- `build_requirements()`: Defines `tool_requires` and `test_requires`
- `compatibility()`: Defines binary compatibility at the recipe level
- `configure()`: Allows configuring settings and options while computing dependencies
- `config_options()`: Configure options while computing dependency graph
- `deploy()`: Deploys (copy from package to user folder) the desired artifacts
- `export()`: Copies files that are part of the recipe
- `export_sources()`: Copies files that are part of the recipe sources
- `finalize()`: Customizes the package for using it in the running machine without affecting the original package
- `generate()`: Generates the files that are necessary for building the package
- `init()`: Special initialization of recipe when extending from `python_requires`
- `layout()`: Defines the relative project layout, source folders, build folders, etc.
- `package()`: Copies files from build folder to the package folder.
- `package_id()`: Defines special logic for computing the binary `package_id` identifier
- `package_info()`: Provide information for consumers of this package about libraries, folders, etc.
- `requirements()`: Define the dependencies of the package
- `set_name()`: Dynamically define the name of a package
- `set_version()`: Dynamically define the version of a package.
- `source()`: Contains the commands to obtain the source code used to build

- `system_requirements()`: Call system package managers like Apt to install system packages
- `test()`: Run some simple package test (exclusive of `test_package`)
- `validate()`: Define if the current package is invalid (cannot work) with the current configuration.
- `validate_build()`: Define if the current package cannot be created with the current configuration.

### 9.2.3 Running and output

#### Output text from recipes

Use the `self.output` attribute to output text from the recipes. Do **not** use Python's `print()` function. The `self.output` attribute has the following methods to express the level of the printed message:

```
trace(msg)
debug(msg)
verbose(msg)
status(msg)
info(msg)
highlight(msg)
success(msg)
warning(msg, warn_tag=None)
error(msg)
```

These output functions will only output if the verbosity level with which Conan was launched is the same or higher than the message, so running with `-vwarning` will output calls to `warning()` and `error()`, but not `info()` (Additionally, the `highlight()` and `success()` methods have a `-vnotice` verbosity level)

Note that these methods return the output object again, so that you can chain output calls if needed.

Using the `core:warnings_as_errors` conf, you can make Conan raise an exception when either errors or a tagged warning matching any of the given patterns is printed. This is useful to make sure that recipes are not printing unexpected warnings or errors. Additionally, you can skip which warnings trigger an exception *with the `*core:skip_warnings*` conf*.

```
# Raise an exception if any warning or error is printed
core:warnings_as_errors=['*']
# But skip the deprecation warnings
core:skip_warnings=['deprecated']
```

Both confs accept a list of patterns to match against the warning tags. A special `unknown` value can be used to match any warning without a tag.

To tag a warning, use the `warn_tag` argument of the `warning()` method in your recipes:

```
self.output.warning("Extra warning", warn_tag="custom_tag")
```

The common use of these functions from least specific to most specific, is:

- **`error(msg)`:**  
Indicates that a serious issue has occurred that prevents the system or application from continuing to function correctly. Typically, this represents a failure in the normal flow of execution, such as a service crash or a critical exception.
- **`warning(msg, warn_tag=None)`:**  
Highlights a potential issue that, while not stopping the system, could cause problems in the future or under

certain conditions. Warnings signal abnormal situations that should be reviewed but don't necessarily cause an immediate halt in operations.

- **success(msg):**  
Shows that an operation has been completed successfully. This type of message is useful to confirm that key processes or tasks have finished correctly, which is essential for good application monitoring.
- **highlight(msg):**  
Marks or emphasizes important events or processes that need to stand out but don't necessarily indicate success or error. These messages draw attention to key points that may be relevant for the user or administrator.
- **info(msg):**  
Provides general information about the system or ongoing operations. Info messages are basic and used to inform about common events, like the start or completion of processes, without implying specific problems or achievements.
- **status(msg):**  
Reports the current state of the system or an ongoing operation. Status messages provide updates on how something is working, often in real time, to offer a clear view of the progress or situation of a process.

The following three methods are not shown by default and are usually reserved for scenarios that require a higher level of verbosity. You can display them using the arguments `-v`, `-vv`, and `-vvv` respectively.

- **verbose(msg):**  
Displays additional and detailed information that, while not critical, can be useful for better understanding how the system is working. It's appropriate for gaining more context without overloading the logs with excessive detail. Useful when more clarity is needed than a simple info.
- **debug(msg):**  
With a high level of detail, it is mainly used for debugging code. These messages provide useful information for developers, such as variable values or execution flow details, to trace errors or analyze the program's behavior.
- **trace(msg):**  
This is the most extreme level of detail. Trace messages log every little step the system takes, including function entries and exits, variable changes, and other very specific events. It's used when full visibility of everything happening in the system is required, but should be used carefully due to the large amount of information it can generate.

## Running commands

```
run(self, command, stdout=None, cwd=None, ignore_errors=False, env="", quiet=False, ↵  
↪ shell=True, scope="build", stderr=None)
```

`self.run()` is a helper to run system commands while injecting the calls to activate the appropriate environment, and throw exceptions when errors occur so that command errors do not pass unnoticed. It also wraps the commands with the results of the *command wrapper plugin*.

- `command` should be specified as a string which is passed to the system shell.
- When the argument `quiet` is set to true, the invocation of `self.run()` will not print the command to be executed.

Use the `stdout` and `stderr` arguments to redirect the output of the command to a file-like object instead of the console.

```
# Redirect stdout to a file  
with open("ninja_stdout.log", "w") as stdout:
```

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```
# Redirect stderr to a StringIO object to be able to read it later
stderr = StringIO()
self.run("ninja ...", stdout=stdout, stderr=stderr)
```

## 9.3 conanfile.txt

The `conanfile.txt` file is a simplified version of `conanfile.py`, aimed at simple consumption of dependencies, but it cannot be used to create a package. Also, it is not necessary to have a `conanfile.txt` for consuming dependencies, a `conanfile.py` is perfectly suited for simple consumption of dependencies.

It also provides a simplified functionality, for example it is not possible to express conditional requirements in `conanfile.txt`, and it will be necessary to use a `conanfile.py` for that. Read [Understanding the flexibility of using conanfile.py vs conanfile.txt](#) for more information about this.

### 9.3.1 [requires]

List of requirements, specifying the full reference. Equivalent to `self.requires(<ref>)` in `conanfile.py`.

```
[requires]
poco/1.9.4
zlib/1.2.11
```

This section supports references with version-ranges too:

```
[requires]
poco/[>1.0 <1.9]
zlib/1.2.11
```

And specific recipe revisions can be pinned too:

```
[requires]
zlib/1.2.13#revision1
boost/1.70.0#revision2
```

### 9.3.2 [tool\_requires]

List of tool requirements (executable tools) specifying the full reference. Equivalent to `self.tool_requires()` in `conanfile.py`.

```
[tool_requires]
7zip/16.00
cmake/3.23.0
```

This section also supports version ranges and pinned recipe revisions, as above.

In practice the `[tool_requires]` will be always installed (same as `[requires]`) as installing from a `conanfile.txt` means that something is going to be built, so the tool requirements are indeed needed. Note however, that by default `tool_requires` live in the “build” context, they cannot be libraries to build with, just executable tools, and for example, using the CMakeDeps generator, they will not create CMake config files for them (an exception is possible, but it requires using a `conanfile.py`, read the [CMakeDeps reference](#) for more information).

### 9.3.3 [test\_requires]

List of test requirements specifying the full reference. Equivalent to `self.test_requires()` in `conanfile.py`.

```
[test_requires]
gtest/1.12.1
```

This section also supports version ranges and pinned recipe revisions, as above. The behavior of `test_requires` is totally equivalent to the `[requires]` section above, as the only difference is that `test_requires` are not propagated to consumers, but as a `conanfile.txt` is never creating a package that can be consumed, it is irrelevant. It is provided to maintain the equivalence with `conanfile.py`

### 9.3.4 [generators]

List of built-in generators to be used, equivalent to the `conanfile.py generators = "CMakeDeps", ...` attribute.

```
[requires]
poco/1.9.4
zlib/1.2.13

[generators]
CMakeDeps
CMakeToolchain
```

### 9.3.5 [options]

List of options scoped for each package with a pattern like **package\_name\*:option = Value**.

```
[requires]
poco/1.9.4
zlib/1.2.11

[generators]
CMakeDeps
CMakeToolchain

[options]
poco/*:shared=True
openssl/*:shared=True
```

For example using `*:shared=True` will define `shared=True` for all packages in the dependency graph that have this option defined.

### 9.3.6 [layout]

You can specify one name of a predefined layout. The available values are:

- `cmake_layout`
- `vs_layout`
- `bazel_layout` (experimental)

```
[layout]
cmake_layout
```

**See also:**

Read *Understanding the flexibility of using `conanfile.py` vs `conanfile.txt`* for more information about `conanfile.txt` vs `conanfile.py`.

## 9.4 Recipe tools

Tools are all things that can be imported and used in Conan recipes.

The import path is always like:

```
from conan.tools.cmake import CMakeToolchain, CMakeDeps, CMake
from conan.tools.microsoft import MSBuildToolchain, MSBuildDeps, MSBuild
```

The main guidelines are:

- Everything that recipes can import belong to `from conan.tools`. Any other thing is private implementation and shouldn't be used in recipes.
- Only documented, public (not preceded by `_`) tools can be used in recipes.

Contents:

### 9.4.1 `conan.tools.android`

#### `android_abi()`

**`android_abi`**(*conanfile*, *context*='host')

Returns Android-NDK ABI

#### Parameters

- **`conanfile`** – ConanFile instance
- **`context`** – either “host”, “build” or “target”

#### Returns

Android-NDK ABI

This function might not be necessary when using Conan built-in integrations, as they already manage it, but can be useful if developing your own build system integration.

`android_abi()` function returns the Android standard ABI name based on Conan `settings.arch` value, something like:

```
def android_abi(conanfile, context="host"):
    ...
    return {
        "armv5el": "armeabi",
        "armv5hf": "armeabi",
        "armv5": "armeabi",
        "armv6": "armeabi-v6",
        "armv7": "armeabi-v7a",
        "armv7hf": "armeabi-v7a",
        "armv8": "arm64-v8a",
    }.get(conanfile.settings.arch)
```

As it can be seen, the default is the “host” ABI, but it is possible to select also the “build” or “target” ones if necessary.

```
from conan.tools.android import android_abi

class Pkg(ConanFile):
    def generate(self):
        abi = android_abi(self)
```

## 9.4.2 conan.tools.apple

### XcodeDeps

The XcodeDeps tool is the dependency information generator for *Xcode*. It will generate multiple *.xcconfig* configuration files, the can be used by consumers using *xcbuild* or *Xcode*. To use them just add the generated configuration files to the Xcode project or set the *-xcconfig* argument from the command line.

The XcodeDeps generator can be used by name in conanfiles:

Listing 29: conanfile.py

```
class Pkg(ConanFile):
    generators = "XcodeDeps"
```

Listing 30: conanfile.txt

```
[generators]
XcodeDeps
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 31: conanfile.py

```
from conan import ConanFile
from conan.tools.apple import XcodeDeps

class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    requires = "libpng/1.6.37@" # Note libpng has zlib as transitive dependency

    def generate(self):
```

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```
xcode = XcodeDeps(self)
xcode.generate()
```

When the `XcodeDeps` generator is used, every invocation of `conan install` will generate several configuration files, per dependency and configuration. For the `conanfile.py` above, for example:

```
$ conan install conanfile.py # default is Release
$ conan install conanfile.py -s build_type=Debug
```

This generator is multi-configuration. It will generate different files for the different *Debug/Release* configurations for each requirement. It will also generate one single file (`conandeps.xcconfig`) aggregating all the files for the direct dependencies (just `libpng` in this case). The above commands generate the following files:

```
.
├── conan_config.xcconfig
├── conan_libpng.xcconfig
├── conan_libpng_libpng.xcconfig
├── conan_libpng_libpng_debug_x86_64.xcconfig
├── conan_libpng_libpng_release_x86_64.xcconfig
├── conan_zlib.xcconfig
├── conan_zlib_zlib.xcconfig
├── conan_zlib_zlib_debug_x86_64.xcconfig
├── conan_zlib_zlib_release_x86_64.xcconfig
└── conandeps.xcconfig
```

The first `conan install` with the default *Release* and *x86\_64* configuration generates:

- `conan_libpng_libpng_release_x86_64.xcconfig`: declares variables with conditional logic to be considered only for the active configuration in *Xcode* or the one passed by command line to `xcodebuild`.
- `conan_libpng_libpng.xcconfig`: includes `conan_libpng_libpng_release_x86_64.xcconfig` and declares the following *Xcode* build settings: `SYSTEM_HEADER_SEARCH_PATHS`, `GCC_PREPROCESSOR_DEFINITIONS`, `OTHER_CFLAGS`, `OTHER_CPLUSPLUSFLAGS`, `FRAMEWORK_SEARCH_PATHS`, `LIBRARY_SEARCH_PATHS`, `OTHER_LDFLAGS`. It also includes the generated `xcconfig` files for transitive dependencies (`conan_zlib_zlib.xcconfig` in this case).
- `conan_libpng.xcconfig`: in this case it only includes `conan_libpng_libpng.xcconfig`, but in the case that the required package has components, this file will include all of the components of the package.
- Same 3 files will be generated for each dependency in the graph. In this case, as `zlib` is a dependency of `libpng` it will generate: `conan_zlib_zlib_release_x86_64.xcconfig`, `conan_zlib_zlib.xcconfig` and `conan_zlib.xcconfig`.
- `conandeps.xcconfig`: configuration files including all direct dependencies, in this case, it just includes `conan_libpng.xcconfig`.
- The main `conan_config.xcconfig` file, to be added to the project. Includes both the files from this generator and the generated by the *XcodeToolchain* in case it was also set.

The second `conan install -s build_type=Debug` generates:

- `conan_libpng_libpng_debug_x86_64.xcconfig`: same variables as the one below for *Debug* configuration.
- `conan_libpng_libpng.xcconfig`: this file has been already created by the previous command, now it's modified to add the include for `conan_libpng_debug_x86_64.xcconfig`.
- `conan_libpng.xcconfig`: this file will remain the same.

- Like in the previous command the same 3 files will be generated for each dependency in the graph. In this case, as `zlib` is a dependency of `libpng` it will generate: `conan_zlib_zlib_debug_x86_64.xcconfig`, `conan_zlib_zlib.xcconfig` and `conan_zlib.xcconfig`.
- `conandeps.xcconfig`: configuration files including all direct dependencies, in this case, it just includes `conan_libpng.xcconfig`.
- The main `conan_config.xcconfig` file, to be added to the project. Includes both the files from this generator and the generated by the *XcodeToolchain* in case it was also set.

If you want to add this dependencies to you Xcode project, you just have to add the `conan_config.xcconfig` configuration file for all of the configurations you want to use (usually *Debug* and *Release*).

### Additional variables defined

Besides the variables that define the *Xcode* build settings mentioned above, there are additional variables declared that may be useful to use in your *Xcode* project:

- `PACKAGE_ROOT_<package_name>`: Set to the location of the *package\_folder attribute*.

### Components support

This generator supports packages with components. That means that:

- If a **dependency** `package_info()` declares `cpp_info.requires` on some components, the generated `.xcconfig` files will contain includes to only those components.
- The current package `requires` will be fully dependent on and all components. Recall that the `package_info()` only applies for consumers, but not to the current package.

### Custom configurations

If your Xcode project defines custom configurations, like `ReleaseShared`, or `MyCustomConfig`, it is possible to define it into the `XcodeDeps` generator, so different project configurations can use different set of dependencies. Let's say that our current project can be built as a shared library, with the custom configuration `ReleaseShared`, and the package also controls this with the `shared` option:

```
from conan import ConanFile
from conan.tools.apple import XcodeDeps

class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    options = {"shared": [True, False]}
    default_options = {"shared": False}
    requires = "zlib/1.2.11"

    def generate(self):
        xcode = XcodeDeps(self)
        # We assume that -o *:shared=True is used to install all shared deps too
        if self.options.shared:
            xcode.configuration = str(self.settings.build_type) + "Shared"
        xcode.generate()
```

This will manage to generate new *.xcconfig* files for this custom configuration, and when you switch to this configuration in the IDE, the build system will take the correct values depending whether we want to link with shared or static libraries.

## XcodeToolchain

The XcodeToolchain is the toolchain generator for Xcode. It will generate *.xcconfig* configuration files that can be added to Xcode projects. This generator translates the current package configuration, settings, and options, into Xcode *.xcconfig* files syntax.

The XcodeToolchain generator can be used by name in conanfiles:

Listing 32: conanfile.py

```
class Pkg(ConanFile):
    generators = "XcodeToolchain"
```

Listing 33: conanfile.txt

```
[generators]
XcodeToolchain
```

And it can also be fully instantiated in the conanfile `generate()` method:

```
from conan import ConanFile
from conan.tools.apple import XcodeToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = XcodeToolchain(self)
        tc.generate()
```

The XcodeToolchain will generate three files after a `conan install` command. As explained above for the XcodeDeps generator, each different configuration will create a set of files with different names. For example, running `conan install` for *Release* first and then *Debug* configuration:

```
$ conan install conanfile.py # default is Release
$ conan install conanfile.py -s build_type=Debug
```

Will create these files:

```
.
├── conan_config.xcconfig
├── conantoolchain_release_x86_64.xcconfig
├── conantoolchain_debug_x86_64.xcconfig
├── conantoolchain.xcconfig
└── conan_global_flags.xcconfig
```

Those files are:

- The main *conan\_config.xcconfig* file, to be added to the project. Includes both the files from this generator and the generated by the *XcodeDeps* in case it was also set.

- `conantoolchain_<debug/release>_x86_64.xcconfig`: declares `CLANG_CXX_LIBRARY`, `CLANG_CXX_LANGUAGE_STANDARD` and `MACOSX_DEPLOYMENT_TARGET` variables with conditional logic depending on the build configuration, architecture and sdk set.
- `conantoolchain.xcconfig`: aggregates all the `conantoolchain_<config>_<arch>.xcconfig` files for the different installed configurations.
- `conan_global_flags.xcconfig`: this file will only be generated in case of any configuration variables related to compiler or linker flags are set. Check [the configuration section](#) below for more details.

Every invocation to `conan install` with different configuration will create a new `conan-toolchain_<config>_<arch>.xcconfig` file that is aggregated in the `conantoolchain.xcconfig`, so you can have different configurations included in your Xcode project.

The XcodeToolchain files can declare the following Xcode build settings based on Conan settings values:

- `MACOSX_DEPLOYMENT_TARGET` is based on the value of the `os.version` setting and will make the build system to pass the flag `-mmacosx-version-min` with that value (if set). It defines the operating system version the binary should run into.
- `CLANG_CXX_LANGUAGE_STANDARD` is based on the value of the `compiler.cppstd` setting that sets the C++ language standard.
- `CLANG_CXX_LIBRARY` is based on the value of the `compiler.libcxx` setting and sets the version of the C++ standard library to use.

One of the advantages of using toolchains is that they can help to achieve the exact same build with local development flows, than when the package is created in the cache.

## conf

This toolchain is also affected by these **[conf]** variables:

- `tools.build:cxxflags` list of C++ flags.
- `tools.build:cflags` list of pure C flags.
- `tools.build:sharedlinkflags` list of flags that will be used by the linker when creating a shared library.
- `tools.build:exelinkflags` list of flags that will be used by the linker when creating an executable.
- `tools.build:defines` list of preprocessor definitions.

If you set any of these variables, the toolchain will use them to generate the `conan_global_flags.xcconfig` file that will be included from the `conan_config.xcconfig` file.

## XcodeBuild

The XcodeBuild build helper is a wrapper around the command line invocation of Xcode. It will abstract the calls like `xcodebuild -project app.xcodeproj -configuration <config> -arch <arch> ...`

The XcodeBuild helper can be used like:

```
from conan import conanfile
from conan.tools.apple import XcodeBuild

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
```

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```
def build(self):
    xcodebuild = XcodeBuild(self)
    xcodebuild.build("app.xcodeproj")
```

## Reference

**class XcodeBuild**(*conanfile*)

**\_\_init\_\_**(*conanfile*)

**XcodeBuild.build**(*xcodeproj*, *target=None*)

Call to xcodebuild to build a Xcode project.

### Parameters

- **xcodeproj** – the *xcodeproj* file to build.
- **target** – the target to build, in case this argument is passed to the `build()` method it will add the `-target` argument to the build system call. If not passed, it will build all the targets passing the `-alltargets` argument instead.

### Returns

the return code for the launched xcodebuild command.

The `Xcode.build()` method internally implements a call to xcodebuild like:

```
$ xcodebuild -project app.xcodeproj -configuration <configuration> -arch <architecture>
↳ <sdk> <verbosity> -target <target>/-alltargets
```

Where:

- **configuration** is the configuration, typically *Release* or *Debug*, which will be obtained from `settings.build_type`.
- **architecture** is the build architecture, a mapping from the `settings.arch` to the common architectures defined by Apple 'i386', 'x86\_64', 'armv7', 'arm64', etc.
- **sdk** is set based on the values of the `os.sdk` and `os.sdk_version` defining the SDKROOT Xcode build setting according to them. For example, setting `os.sdk=iOS` and `os.sdk_version=8.3`` will pass `SDKROOT=iOS8.3` to the build system. In case you defined the `tools.apple:sdk_path` in your **[conf]** this value will take preference and will directly pass `SDKROOT=<tools.apple:sdk_path>` so **take into account** that for this case the skd located in that path should set your `os.sdk` and `os.sdk_version` settings values.
- **verbosity** is the verbosity level for the build and can take value 'verbose' or 'quiet' if set by `tools.build:verbosity` in your **[conf]**

## conf

- `tools.build:verbosity` (or `tools.compilation:verbosity` as fallback) which accepts `quiet` or `verbose`, and sets the `-verbose` or `-quiet` flags in `XcodeBuild.install()`
- `tools.apple:sdk_path` path for the sdk location, will set the `SDKROOT` value with preference over composing the value from the `os.sdk` and `os.sdk_version` settings.

## conan.tools.apple.fix\_apple\_shared\_install\_name()

### fix\_apple\_shared\_install\_name(conanfile)

Search for all the *dylib* files in the conanfile's *package\_folder* and fix both the `LC_ID_DYLIB` and `LC_LOAD_DYLIB` fields on those files using the *install\_name\_tool* utility available in macOS to set `@rpath`.

This tool will search for all the *dylib* files in the conanfile's *package\_folder* and fix the library *install names* (the `LC_ID_DYLIB` header). Libraries and executables inside the package folder will also have the `LC_LOAD_DYLIB` fields updated to reflect the patched install names. Executables inside the package will also get an `LC_RPATH` entry pointing to the relative location of the libraries inside the package folder. This is done using the *install\_name\_tool* utility available in macOS, as outlined below:

- For `LC_ID_DYLIB` which is the field containing the install name of the library, it will change the install name to one that uses the `@rpath`. For example, if the install name is `/path/to/lib/libname.dylib`, the new install name will be `@rpath/libname.dylib`. This is done by internally executing something like:

```
install_name_tool /path/to/lib/libname.dylib -id @rpath/libname.dylib
```

- For `LC_LOAD_DYLIB` which is the field containing the path to the library dependencies, it will change the path of the dependencies to one that uses the `@rpath`. For example, if a binary has a dependency on `/path/to/lib/dependency.dylib`, this will be updated to be `@rpath/dependency.dylib`. This is done for both libraries and executables inside the package folder, invoking *install\_name\_tool* as below:

```
install_name_tool /path/to/lib/libname.dylib -change /path/to/lib/dependency.dylib  
↪@rpath/dependency.dylib
```

- For `LC_RPATH`, in those cases in which the packages also contain binary executables that depend on libraries within the same package, entries will be added to reflect the location of the libraries relative to the executable. If a package has executables in the *bin* subfolder and libraries in the *lib* subfolder, this can be performed with an invocation like this:

```
install_name_tool /path/to/bin/my_executable -add_rpath @executable_path/../lib
```

This tool is typically needed by recipes that use Autotools as the build system and in the case that the correct install names are not fixed in the library being packaged. Use this tool, if needed, in the conanfile's `package()` method like:

```
from conan.tools.apple import fix_apple_shared_install_name

class HelloConan(ConanFile):

    ...

    def package(self):
        autotools = Autotools(self)
        autotools.install()
        fix_apple_shared_install_name(self)
```

**conan.tools.apple.is\_apple\_os()****is\_apple\_os**(*conanfile*)

returns True if OS is Apple one (Macos, iOS, watchOS, tvOS or visionOS)

**conan.tools.apple.to\_apple\_arch()****to\_apple\_arch**(*conanfile*, *default=None*)

converts conan-style architecture into Apple-style arch

**conan.tools.apple.XCRun()****class XCRun**(*conanfile*, *sdk=None*, *use\_settings\_target=False*)

XCRun is a wrapper for the Apple **xcrun** tool used to get information for building.

**Parameters**

- **conanfile** – Conanfile instance.
- **sdk** – Will skip the flag when `False` is passed and will try to adjust the sdk it automatically if `None` is passed.
- **use\_settings\_target** – Try to use `settings_target` in case they exist (`False` by default)

**find**(*tool*)

find SDK tools (e.g. clang, ar, ranlib, lipo, codesign, etc.)

**property sdk\_path**

obtain sdk path (aka apple sysroot or -isysroot)

**property sdk\_version**

obtain sdk version

**property sdk\_platform\_path**

obtain sdk platform path

**property sdk\_platform\_version**

obtain sdk platform version

**property cc**

path to C compiler (CC)

**property cxx**

path to C++ compiler (CXX)

**property ar**

path to archiver (AR)

**property ranlib**

path to archive indexer (RANLIB)

**property strip**

path to symbol removal utility (STRIP)

**property libtool**

path to libtool

**property otool**

path to otool

**property install\_name\_tool**

path to install\_name\_tool

## 9.4.3 conan.tools.build

### Building

#### conan.tools.build.build\_jobs()

##### build\_jobs(*conanfile*)

Returns the number of CPUs available for parallel builds. It returns the configuration value for `tools.build:jobs` if exists, otherwise, it defaults to the helper function `_cpu_count()`. `_cpu_count()` reads `cgroup` to detect the configured number of CPUs. Currently, there are two versions of `cgroup` available.

In the case of `cgroup v1`, if the data in `cgroup` is invalid, processor detection comes into play. Whenever processor detection is not enabled, `build_jobs()` will safely return 1.

In the case of `cgroup v2`, if no limit is set, processor detection is used. When the limit is set, the behavior is as described in `cgroup v1`.

##### Parameters

**conanfile** – The current recipe object. Always use `self`.

##### Returns

`int` with the number of jobs

#### conan.tools.build.cross\_building()

##### cross\_building(*conanfile=None, skip\_x64\_x86=False*)

Check if we are cross building comparing the *build* and *host* settings. Returns `True` in the case that we are cross-building.

##### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **skip\_x64\_x86** – Do not consider cross building when building to 32 bits from 64 bits: `x86_64` to `x86`, `sparcv9` to `sparc` or `ppc64` to `ppc32`

##### Returns

`bool` value from `tools.build.cross_building:cross_build` if exists, otherwise, it returns `True` if we are cross-building, else, `False`.



**conan.tools.build.can\_run()****can\_run(conanfile)**

Validates whether is possible to run a non-native app on the same architecture. It's a useful feature for the case your architecture can run more than one target. For instance, Mac M1 machines can run both *armv8* and *x86\_64*.

**Parameters**

**conanfile** – The current recipe object. Always use `self`.

**Returns**

bool value from `tools.build.cross_building:can_run` if exists, otherwise, it returns False if we are cross-building, else, True.

**Cppstd****conan.tools.build.check\_min\_cppstd()****check\_min\_cppstd(conanfile, cppstd, gnu\_extensions=False)**

Check if current cppstd fits the minimal version required.

In case the current cppstd doesn't fit the minimal version required by cppstd, a `ConanInvalidConfiguration` exception will be raised.

`settings.compiler.cppstd` must be defined, otherwise `ConanInvalidConfiguration` is raised

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cppstd** – Minimal cppstd version required
- **gnu\_extensions** – GNU extension is required (e.g `gnu17`)

**conan.tools.build.check\_max\_cppstd()****check\_max\_cppstd(conanfile, cppstd, gnu\_extensions=False)**

Check if current cppstd fits the maximum version required.

In case the current cppstd doesn't fit the maximum version required by cppstd, a `ConanInvalidConfiguration` exception will be raised.

`settings.compiler.cppstd` must be defined, otherwise `ConanInvalidConfiguration` is raised

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cppstd** – Maximum cppstd version required
- **gnu\_extensions** – GNU extension is required (e.g `gnu17`)

**conan.tools.build.valid\_min\_cppstd()****valid\_min\_cppstd**(*conanfile*, *cppstd*, *gnu\_extensions=False*)

Validate if current cppstd fits the minimal version required.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cppstd** – Minimal cppstd version required
- **gnu\_extensions** – GNU extension is required (e.g `gnu17`). This option ONLY works on Linux.

**Returns**

True, if current cppstd matches the required cppstd version. Otherwise, False.

**conan.tools.build.valid\_max\_cppstd()****valid\_max\_cppstd**(*conanfile*, *cppstd*, *gnu\_extensions=False*)

Validate if current cppstd fits the maximum version required.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cppstd** – Maximum cppstd version required
- **gnu\_extensions** – GNU extension is required (e.g `gnu17`). This option ONLY works on Linux.

**Returns**

True, if current cppstd matches the required cppstd version. Otherwise, False.

**conan.tools.build.default\_cppstd()****default\_cppstd**(*conanfile*, *compiler=None*, *compiler\_version=None*)Get the default `compiler.cppstd` for the “`conanfile.settings.compiler`” and “`conanfile settings.compiler_version`” or for the parameters “`compiler`” and “`compiler_version`” if specified.**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **compiler** – Name of the compiler e.g. `gcc`
- **compiler\_version** – Version of the compiler e.g. `12`

**Returns**The default `compiler.cppstd` for the specified compiler

**conan.tools.build.supported\_cppstd()****supported\_cppstd**(conanfile, compiler=None, compiler\_version=None)

Get a list of supported `compiler.cppstd` for the “`conanfile.settings.compiler`” and “`conanfile.settings.compiler_version`” or for the parameters “`compiler`” and “`compiler_version`” if specified.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **compiler** – Name of the compiler e.g: `gcc`
- **compiler\_version** – Version of the compiler e.g: `12`

**Returns**

a list of supported `cppstd` values.

**conan.tools.build.cppstd\_flag()****cppstd\_flag**(conanfile) → str

Returns flags specific to the C++ standard based on the `conanfile.settings.compiler`, `conanfile.settings.compiler.version` and `conanfile.settings.compiler.cppstd`.

It also considers when using GNU extension in `settings.compiler.cppstd`, reflecting it in the compiler flag. Currently, it supports GCC, Clang, AppleClang, MSVC, Intel, MCST-LCC.

In case there is no `settings.compiler` or `settings.cppstd` in the profile, the result will be an **empty string**.

**Parameters**

**conanfile** – The current recipe object. Always use `self`.

**Returns**

str with the standard C++ flag used by the compiler. e.g. “`-std=c++11`”, “`/std:c++latest`”

**cstd**

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

**conan.tools.build.check\_min\_cstd()****check\_min\_cstd**(conanfile, cstd, gnu\_extensions=False)

Check if current `cstd` fits the minimal version required.

In case the current `cstd` doesn’t fit the minimal version required by `cstd`, a `ConanInvalidConfiguration` exception will be raised.

1. If `settings.compiler.cstd`, the tool will use `settings.compiler.cstd` to compare
2. If not `settings.compiler.cstd`, the tool will use `compiler` to compare (reading the default from `cstd_default`)
3. If not `settings.compiler` is present (not declared in settings) will raise because it cannot compare.
4. If can not detect the default `cstd` for `settings.compiler`, an exception will be raised.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cstd** – Minimal cstd version required
- **gnu\_extensions** – GNU extension is required (e.g gnu17)

**conan.tools.build.check\_max\_cstd()****check\_max\_cstd**(*conanfile*, *cstd*, *gnu\_extensions=False*)

Check if current cstd fits the maximum version required.

In case the current cstd doesn't fit the maximum version required by cstd, a `ConanInvalidConfiguration` exception will be raised.

1. If `settings.compiler.cstd`, the tool will use `settings.compiler.cstd` to compare
2. If not `settings.compiler.cstd`, the tool will use `compiler` to compare (reading the default from `cstd_default`)
3. If not `settings.compiler` is present (not declared in settings) will raise because it cannot compare.
4. If can not detect the default cstd for `settings.compiler`, a exception will be raised.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cstd** – Maximum cstd version required
- **gnu\_extensions** – GNU extension is required (e.g gnu17)

**conan.tools.build.valid\_min\_cstd()****valid\_min\_cstd**(*conanfile*, *cstd*, *gnu\_extensions=False*)

Validate if current cstd fits the minimal version required.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cstd** – Minimal cstd version required
- **gnu\_extensions** – GNU extension is required (e.g gnu17). This option ONLY works on Linux.

**Returns**

True, if current cstd matches the required cstd version. Otherwise, False.

**conan.tools.build.valid\_max\_cstd()****valid\_max\_cstd**(conanfile, cstd, gnu\_extensions=False)

Validate if current cstd fits the maximum version required.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **cstd** – Maximum cstd version required
- **gnu\_extensions** – GNU extension is required (e.g gnu17). This option ONLY works on Linux.

**Returns**

True, if current cstd matches the required cstd version. Otherwise, False.

**conan.tools.build.supported\_cstd()****supported\_cstd**(conanfile, compiler=None, compiler\_version=None)Get a list of supported `compiler.cstd` for the “conanfile.settings.compiler” and “conanfile.settings.compiler\_version” or for the parameters “compiler” and “compiler\_version” if specified.**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **compiler** – Name of the compiler e.g: gcc
- **compiler\_version** – Version of the compiler e.g: 12

**Returns**

a list of supported cstd values.

## 9.4.4 conan.tools.cmake

### CMakeDeps

The CMakeDeps generator produces the necessary files for each dependency to be able to use the `cmake find_package()` function to locate the dependencies. It can be used like:

```
from conan import ConanFile

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "hello/0.1"
    generators = "CMakeDeps"
```

The full instantiation, that allows custom configuration can be done in the `generate()` method:

```
from conan import ConanFile
from conan.tools.cmake import CMakeDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "hello/0.1"
```

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```
def generate(self):
    cmake = CMakeDeps(self)
    cmake.generate()
```

Listing 34: CMakeLists.txt

```
cmake_minimum_required(VERSION 3.15)
project(compressor C)

find_package(hello REQUIRED)

add_executable(${PROJECT_NAME} src/main.c)
target_link_libraries(${PROJECT_NAME} hello::hello)
```

By default, for a hello requires, you need to use `find_package(hello)` and link with the target `hello::hello`. Check *the properties affecting CMakeDeps* like `cmake_target_name` to customize the file and the target names in the `conanfile.py` of the dependencies and their components.

---

**Note:** The CMakeDeps is intended to run with the CMakeToolchain generator. It will set `CMAKE_PREFIX_PATH` and `CMAKE_MODULE_PATH` to the right folder (`conanfile.generators_folder`) so CMake can locate the generated config/module files.

---

## Generated files

- **XXX-config.cmake:** By default, the CMakeDeps generator will create config files declaring the targets for the dependencies and their components (if declared).
- **FindXXX.cmake:** Only when the property `cmake_find_mode` is set by the dependency with “module” or “both”. See *The properties affecting CMakeDeps* is set in the dependency.
- **Other necessary \*.cmake:** files like version, flags and directory data or configuration.

Note that it will also generate a `conandeps_legacy.cmake` file. This is a file that provides a behavior similar to the Conan 1 `cmake` generator, allowing to include this file with `include(${CMAKE_BINARY_DIR}/generators/conandeps_legacy.cmake)`, and providing a single CMake `CONANDEPS_LEGACY` variable that allows to link with all the direct and transitive dependencies without explicitly enumerating them like: `target_link_libraries(app ${CONANDEPS_LEGACY})`. This is a convenience provided for Conan 1.X users to upgrade to Conan 2 without changing their overall developer flow, but it is not recommended otherwise, and using the CMake canonical flow of explicitly using `find_package()` and `target_link_libraries(... pkg1::pkg1 pkg2::pkg2)` with targets is the correct approach.

## Customization

There are some attributes you can adjust in the created CMakeDeps object to change the default behavior:

### configuration

Allows to define custom user CMake configuration besides the standard Release, Debug, etc ones.

```
def generate(self):
    deps = CMakeDeps(self)
    # By default, `deps.configuration` will be `self.settings.build_type`
    if self.options["hello"].shared:
        # Assuming the current project `CMakeLists.txt` defines the ReleasedShared_
        ↪ configuration.
        deps.configuration = "ReleaseShared"
    deps.generate()
```

The CMakeDeps is a *multi-configuration* generator, it can correctly create files for Release/Debug configurations to be simultaneously used by IDEs like Visual Studio. In single configuration environments, it is necessary to have a configuration defined, which must be provided via the `cmake ... -DCMAKE_BUILD_TYPE=<build-type>` argument in command line (Conan will do it automatically when necessary, in the `CMake.configure()` helper).

### build\_context\_activated

When you have a **build-require**, by default, the config files (*xxx-config.cmake*) files are not generated. But you can activate it using the **build\_context\_activated** attribute:

```
tool_requires = ["my_tool/0.0.1"]

def generate(self):
    cmake = CMakeDeps(self)
    # generate the config files for the tool require
    cmake.build_context_activated = ["my_tool"]
    cmake.generate()
```

### build\_context\_suffix

When you have the same package as a **build-require** and as a **regular require** it will cause a conflict in the generator because the file names of the config files will collide as well as the targets names, variables names etc.

For example, this is a typical situation with some requirements (capnproto, protobuf...) that contain a tool used to generate source code at build time (so it is a **build\_require**), but also providing a library to link to the final application, so you also have a **regular require**. Solving this conflict is specially important when we are cross-building because the tool (that will run in the building machine) belongs to a different binary package than the library, that will “run” in the host machine.

You can use the **build\_context\_suffix** attribute to specify a suffix for a requirement, so the files/targets/variables of the requirement in the build context (tool require) will be renamed:

```
tool_requires = ["my_tool/0.0.1"]
requires = ["my_tool/0.0.1"]
```

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```
def generate(self):
    cmake = CMakeDeps(self)
    # generate the config files for the tool require
    cmake.build_context_activated = ["my_tool"]
    # disambiguate the files, targets, etc
    cmake.build_context_suffix = {"my_tool": "_BUILD"}
    cmake.generate()
```

### build\_context\_build\_modules

Also there is another issue with the **build\_modules**. As you may know, the recipes of the requirements can declare a `cppinfo.build_modules` entry containing one or more **.cmake** files. When the requirement is found by the `cmake.find_package()` function, Conan will include automatically these files.

By default, Conan will include only the build modules from the host context (regular requires) to avoid the collision, but you can change the default behavior.

Use the **build\_context\_build\_modules** attribute to specify require names to include the **build\_modules** from **tool\_requires**:

```
tool_requires = ["my_tool/0.0.1"]

def generate(self):
    cmake = CMakeDeps(self)
    # generate the config files for the tool require
    cmake.build_context_activated = ["my_tool"]
    # Choose the build modules from "build" context
    cmake.build_context_build_modules = ["my_tool"]
    cmake.generate()
```

### check\_components\_exist

**Warning:** The `check_components_exist` attribute is **experimental** and subject to change.

This property is `False` by default. Use this property if you want to add a check when you require specifying components in the consumers' `find_package()`. For example, if we are consuming a Conan package like Boost that declares several components. If we set the attribute to `True`, the `find_package()` call of the consumer, will check that the required components exist and raise an error otherwise. You can set this attribute in the `generate()` method:

```
requires = "boost/1.81.0"

...

def generate(self):
    deps = CMakeDeps(self)
    deps.check_components_exist = True
    deps.generate()
```



Then, when consuming Boost the `find_package()` will raise an error as *fakecomp* does not exist:

```
cmake_minimum_required(VERSION 3.15)
...
find_package(Boost COMPONENTS random regex fakecomp REQUIRED)
...
```

## Reference

**class CMakeDeps**(*conanfile*)

**generate()**

This method will save the generated files to the `conanfile.generators_folder`

**set\_property**(*dep, prop, value, build\_context=False*)

Using this method you can overwrite the *property* values set by the Conan recipes from the consumer. This can be done for *cmake\_file\_name*, *cmake\_target\_name*, *cmake\_find\_mode*, *cmake\_module\_file\_name*, *cmake\_module\_target\_name*, *cmake\_additional\_variables\_prefixes*, *cmake\_config\_version\_compat*, *system\_package\_version*, *cmake\_set\_interface\_link\_directories*, *cmake\_build\_modules*, *nosoname*, and *cmake\_target\_aliases*.

### Parameters

- **dep** – Name of the dependency to set the *property*. For components use the syntax: `dep_name::component_name`.
- **prop** – Name of the *property*.
- **value** – Value of the property. Use `None` to invalidate any value set by the upstream recipe.
- **build\_context** – Set to `True` if you want to set the property for a dependency that belongs to the build context (`False` by default).

**get\_cmake\_package\_name**(*dep, module\_mode=None*)

Get the name of the file for the `find_package(XXX)`

**get\_find\_mode**(*dep*)

### Parameters

**dep** – requirement

### Returns

“none” or “config” or “module” or “both” or “config” when not set

## Properties

The following properties affect the CMakeDeps generator:

- **cmake\_file\_name**: The config file generated for the current package will follow the `<VALUE>-config.cmake` pattern, so to find the package you write `find_package(<VALUE>)`.
- **cmake\_target\_name**: Name of the target to be consumed.
- **cmake\_target\_aliases**: List of aliases that Conan will create for an already existing target.
- **cmake\_find\_mode**: Defaulted to `config`. Possible values are:
  - `config`: The CMakeDeps generator will create config scripts for the dependency.

- **module**: Will create module config (FindXXX.cmake) scripts for the dependency.
  - **both**: Will generate both config and modules.
  - **none**: Won't generate any file. It can be used, for instance, to create a system wrapper package so the consumers find the config files in the CMake installation config path and not in the generated by Conan (because it has been skipped).
- **cmake\_module\_file\_name**: Same as **cmake\_file\_name** but when generating modules with **cmake\_find\_mode=module/both**. If not specified it will default to **cmake\_file\_name**.
  - **cmake\_module\_target\_name**: Same as **cmake\_target\_name** but when generating modules with **cmake\_find\_mode=module/both**. If not specified it will default to **cmake\_target\_name**.
  - **cmake\_build\_modules**: List of .cmake files (route relative to root package folder) that are automatically included when the consumer run the **find\_package()**. This property cannot be set in the components, only in the root **self.cpp\_info**.
  - **cmake\_set\_interface\_link\_directories**: boolean value that should be only used by dependencies that don't declare **self.cpp\_info.libs** but have **#pragma comment(lib, "foo")** (automatic link) declared at the public headers. Those dependencies should add this property to their **conanfile.py** files at root **cpp\_info** level (components not supported for now).
  - **nosoname**: boolean value that should be used only by dependencies that are defined as **SHARED** and represent a library built without the **soname** flag option.
  - **cmake\_config\_version\_compat**: By default **SameMajorVersion**, it can take the values **"AnyNewerVersion"**, **"SameMajorVersion"**, **"SameMinorVersion"**, **"ExactVersion"**. It will use that policy in the generated **<PackageName>ConfigVersion.cmake** file
  - **system\_package\_version**: version of the package used to generate the **<PackageName>ConfigVersion.cmake** file. Can be useful when creating system packages or other wrapper packages, where the conan package version is different to the eventually referenced package version to keep compatibility to **find\_package(<PackageName> <Version>)** calls.
  - **cmake\_additional\_variables\_prefixes**: List of prefixes to be used when creating CMake variables in the config files. These variables are created with **file\_name** as prefix by default, but setting this property will create additional variables with the specified prefixes alongside the default **file\_name** one.

Example:

```
def package_info(self):
    ...
    # MyFileName-config.cmake
    self.cpp_info.set_property("cmake_file_name", "MyFileName")
    # Names for targets are absolute, Conan won't add any namespace to the target names.
    ↪ automatically
    self.cpp_info.set_property("cmake_target_name", "Foo::Foo")
    # Automatically include the lib/mypkg.cmake file when calling find_package()
    # This property cannot be set in a component.
    self.cpp_info.set_property("cmake_build_modules", [os.path.join("lib", "mypkg.cmake
    ↪")])

    # Create a new target "MyFooAlias" that is an alias to the "Foo::Foo" target
    self.cpp_info.set_property("cmake_target_aliases", ["MyFooAlias"])

    self.cpp_info.components["mycomponent"].set_property("cmake_target_name", "Foo::Var")

    # Create a new target "VarComponent" that is an alias to the "Foo::Var" component.
    ↪
```

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```

↪target
    self.cpp_info.components["mycomponent"].set_property("cmake_target_aliases", [
↪"VarComponent"])

    # Skip this package when generating the files for the whole dependency tree in the
↪consumer
    # note: it will make useless the previous adjustments.
    # self.cpp_info.set_property("cmake_find_mode", "none")

    # Generate both MyFileNameConfig.cmake and FindMyFileName.cmake
    self.cpp_info.set_property("cmake_find_mode", "both")

```

### Overwrite properties from the consumer side using CMakeDeps.set\_property()

Using `CMakeDeps.set_property()` method you can overwrite the property values set by the Conan recipes from the consumer. This can be done for every property listed above.

Imagine we have a *compressor/1.0* package that depends on *zlib/1.2.11*. The *zlib* recipe defines some properties:

Listing 35: Zlib conanfile.py

```

class ZlibConan(ConanFile):
    name = "zlib"

    ...

    def package_info(self):
        self.cpp_info.set_property("cmake_find_mode", "both")
        self.cpp_info.set_property("cmake_file_name", "ZLIB")
        self.cpp_info.set_property("cmake_target_name", "ZLIB::ZLIB")
        ...

```

This recipe defines several properties. For example the `cmake_find_mode` property is set to `both`. That means that module and config files are generated for Zlib. Maybe we need to alter this behaviour and just generate config files. You could do that in the *compressor* recipe using the `CMakeDeps.set_property()` method:

Listing 36: compressor conanfile.py

```

class Compressor(ConanFile):
    name = "compressor"

    requires = "zlib/1.2.11"
    ...

    def generate(self):
        deps = CMakeDeps(self)
        deps.set_property("zlib", "cmake_find_mode", "config")
        deps.generate()
        ...

```

You can also use the `set_property()` method to invalidate the property values set by the upstream recipe and use the values that Conan assigns by default. To do so, set the value `None` to the property like this:

Listing 37: compressor conanfile.py

```
class Compressor(ConanFile):
    name = "compressor"

    requires = "zlib/1.2.11"
    ...

    def generate(self):
        deps = CMakeDeps(self)
        deps.set_property("zlib", "cmake_target_name", None)
        deps.generate()
        ...
```

After doing this the generated target name for the Zlib library will be `zlib::zlib` instead of `ZLIB::ZLIB`

Additionally, `CMakeDeps.set_property()` can also be used for packages that have components. In this case, you will need to provide the package name along with its component separated by a double colon (`::`). Here's an example:

```
def generate(self):
    deps = CMakeDeps(self)
    deps.set_property("pkg::component", "cmake_target_name", <new_component_target_name>)
    deps.generate()
    ...
```

### Disable CMakeDeps For Installed CMake configuration files

Some projects may want to disable the CMakeDeps generator for downstream consumers. This can be done by settings `cmake_find_mode` to `none`. If the project wants to provide its own configuration targets, it should append them to the `buildirs` attribute of `cpp_info`.

This method is intended to work with downstream consumers using the CMakeToolchain generator, which will be populated with the `builddirs` attribute.

Example:

```
def package(self):
    ...
    cmake.install()

def package_info(self):
    self.cpp_info.set_property("cmake_find_mode", "none") # Do NOT generate any files
    self.cpp_info.builddirs.append(os.path.join("lib", "cmake", "foo"))
```

## Map from project configuration to imported target's configuration

As mentioned above, CMakeDeps provides support for multiple configuration environments (Debug, Release, etc.) This is achieved by populating properties on the imported targets according to the `build_type` setting when installing dependencies. When a consumer project is configured with a single-configuration CMake generator, however, it is necessary to define the `CMAKE_BUILD_TYPE` with a value that matches that of the installed dependencies.

If the consumer CMake project is configured with a different build type than the dependencies, it is necessary to tell CMake how to map the configurations from the current project to the imported targets by setting the `CMAKE_MAP_IMPORTED_CONFIG_<CONFIG>` CMake variable.

```
cd build-coverage/
conan install .. -s build_type=Debug
cmake .. -DCMAKE_BUILD_TYPE=Coverage -DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake -
↳DCMAKE_MAP_IMPORTED_CONFIG_COVERAGE=Debug
```

## CMakeToolchain

The CMakeToolchain is the toolchain generator for CMake. It produces the toolchain file that can be used in the command line invocation of CMake with the `-DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake`. This generator translates the current package configuration, settings, and options, into CMake toolchain syntax.

It can be declared as:

```
from conan import ConanFile

class Pkg(ConanFile):
    generators = "CMakeToolchain"
```

Or fully instantiated in the `generate()` method:

```
from conan import ConanFile
from conan.tools.cmake import CMakeToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "hello/0.1"
    generators = "CMakeDeps"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    def generate(self):
        tc = CMakeToolchain(self)
        tc.variables["MYVAR"] = "MYVAR_VALUE"
        tc.preprocessor_definitions["MYDEFINE"] = "MYDEF_VALUE"
        tc.generate()
```

**Note:** The CMakeToolchain is intended to run with the CMakeDeps dependencies generator. Please do not use other CMake legacy generators (like `cmake`, or `cmake_paths`) with it.

## Generated files

This will generate the following files after a `conan install` (or when building the package in the cache) with the information provided in the `generate()` method as well as information translated from the current `settings`:

- **conan\_toolchain.cmake**: containing the translation of Conan settings to CMake variables. Some things that will be defined in this file:
  - Definition of the CMake generator platform and generator toolset
  - Definition of the `CMAKE_POSITION_INDEPENDENT_CODE`, based on `FPIC` option.
  - Definition of the C++ standard as necessary
  - Definition of the standard library used for C++
  - Deactivation of `rpaths` in OSX
  - Definition of `CMAKE_VS_DEBUGGER_ENVIRONMENT` when on Windows with Visual Studio. This sets up the `PATH` environment variable to point to directories containing DLLs, to allow debugging directly from the Visual Studio IDE without copying DLLs (requires CMake 3.27).
  - Definition of `CONAN_RUNTIME_LIB_DIRS` to allow collecting runtime dependencies (shared libraries), see below for details.
- **conanvcvars.bat**: In some cases, the Visual Studio environment needs to be defined correctly for building, like when using the Ninja or NMake generators. If necessary, the CMakeToolchain will generate this script, so defining the correct Visual Studio prompt is easier.
- **CMakePresets.json**: This toolchain generates a standard `CMakePresets.json` file. For more information, refer to the documentation [here](#). It currently uses version “3” of the JSON schema. Conan adds *configure*, *build*, and *test* preset entries to the JSON file:
  - **configurePresets** storing the following information:
    - \* The *generator* to be used.
    - \* The path to the *conan\_toolchain.cmake*.
    - \* Cache variables corresponding to the specified settings that cannot work if specified in the toolchain.
    - \* The `CMAKE_BUILD_TYPE` variable for single-configuration generators.
    - \* The `BUILD_TESTING` variable set to *OFF* when the configuration *tools.build:skip\_test* is true.
    - \* An environment section, setting all the environment information related to the *VirtualBuildEnv*, if applicable. This environment can be modified in the *generate()* method of the recipe by passing an environment through the *CMakeToolchain.presets\_build\_environment* attribute. Generation of this section can be skipped by using the *tools.cmake.cmaketoolchain.presets\_environment* configuration.
    - \* By default, preset names will be *conan-xxxx*, but the “conan-” prefix can be customized with the *CMakeToolchain.presets\_prefix* = “conan” attribute.
    - \* Preset names are controlled by the *layout()* *self.folders.build\_folder\_vars* definition, which can contain a list of settings, options, *self.name* and *self.version* and constants *const.xxx* like [*“settings.compiler”, “settings.arch”, “options.shared”, “const.myname”*].
    - \* If CMake is found as a direct *tool\_requires* dependency, or if *tools.cmake:cmake\_program* is set, the configure preset will include a *cmakeExecutable* field. This field represents the path to the CMake executable to be used for this preset. As stated in the CMake documentation, this field is reserved for use by IDEs and is not utilized by CMake itself.

– *buildPresets* storing the following information:

- \* The *configurePreset* associated with this build preset.

– *testPresets* storing the following information:

- \* The *configurePreset* associated with this build preset.
- \* An environment section, setting all the environment information related to the *VirtualRunEnv*, if applicable. This environment can be modified in the *generate()* method of the recipe by passing an environment through the *CMakeToolchain.preset\_run\_environment* attribute. Please note that since this preset inherits from a *configurePreset*, it will also inherit its environment. Generation of this section can be skipped by using the ``tools.cmake.cmaketoolchain:presets_environment`` configuration.

- **CMakeUserPresets.json:** If you declare a *layout()* in the recipe and your *CMakeLists.txt* file is found at the *conanfile.source\_folder* folder, a *CMakeUserPresets.json* file will be generated (if doesn't exist already) including automatically the *CMakePresets.json* (at the *conanfile.generators\_folder*) to allow your IDE (Visual Studio, Visual Studio Code, CLion...) or *cmake* tool to locate the *CMakePresets.json*. The location of the generated *CMakeUserPresets.json* can be further tweaked by the *user\_presets\_path* attribute, as documented below. The version schema of the generated *CMakeUserPresets.json* is "4" and requires CMake  $\geq 3.23$ . The file name of this file can be configured with the *CMakeToolchain.user\_presets\_path = "CMakeUserPresets.json"* attribute, so if you want to generate a "ConanPresets.json" instead to be included from your own file, you can define *tc.user\_presets\_path = "ConanPresets.json"* in the *generate()* method. See [extending your own CMake presets](#) for a full example.

**Note:** Conan will skip the generation of the *CMakeUserPresets.json* if it already exists and was not generated by Conan.

**Note:** To list all available presets, use the `cmake --list-presets` command:

---

**Note:** The version schema of the generated *CMakeUserPresets.json* is 4 (compatible with CMake  $\geq 3.23$ ) and the schema for the *CMakePresets.json* is 3 (compatible with CMake  $\geq 3.21$ ).

---

## CONAN\_RUNTIME\_LIB\_DIRS

This variable in the generated *conan\_toolchain.cmake* file contains a list of directories that contain runtime libraries (like DLLs) from all dependencies in the host context. This is intended to be used when relying on CMake functionality to collect shared libraries to create a relocatable bundle, as per the example below.

Just pass the *CONAN\_RUNTIME\_LIB\_DIRS* variable to the *DIRECTORIES* argument in the *install(RUNTIME\_DEPENDENCY\_SET ...)* invocation.

```
install(RUNTIME_DEPENDENCY_SET my_app_deps
  PRE_EXCLUDE_REGEXES
    [[api-ms-win-.*]]
    [[ext-ms-.*]]
    [[kernel32\.dll]]
    [[libc\.so\..*]] [[libgcc_s\.so\..*]] [[libm\.so\..*]] [[libstdc\+\+\.so\..*]]
  POST_EXCLUDE_REGEXES
    [[\.*/system32/.*\.dll]]
    [[^/lib.*]]
    [[^/usr/lib.*]]
```

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```
DIRECTORIES ${CONAN_RUNTIME_LIB_DIRS}
)
```

## Customization

### preprocessor\_definitions

This attribute allows defining compiler preprocessor definitions, for multiple configurations (Debug, Release, etc).

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.preprocessor_definitions["MYDEF"] = "MyValue"
    tc.preprocessor_definitions.debug["MYCONFIGDEF"] = "MyDebugValue"
    tc.preprocessor_definitions.release["MYCONFIGDEF"] = "MyReleaseValue"
    # Setting to None will add the definition with no value
    tc.preprocessor_definitions["NOVALUE_DEF"] = None
    tc.generate()
```

This will be translated to:

- One `add_compile_definitions()` definition for MYDEF in `conan_toolchain.cmake` file.
- One `add_compile_definitions()` definition, using a `cmake` generator expression in `conan_toolchain.cmake` file, using the different values for different configurations.

### cache\_variables

This attribute allows defining CMake cache-variables. These variables, unlike the `variables`, are single-config. They will be stored in the `CMakePresets.json` file (at the `cacheVariables` in the `configurePreset`) and will be applied with `-D` arguments when calling `cmake.configure` using the *CMake() build helper*.

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.cache_variables["foo"] = True
    tc.cache_variables["foo2"] = False
    tc.cache_variables["var"] = "23"
```

The booleans assigned to a `cache_variable` will be translated to ON and OFF symbols in CMake.

### variables

This attribute allows defining CMake variables, for multiple configurations (Debug, Release, etc). These variables should be used to define things related to the toolchain and for the majority of cases *cache\_variables* is what you probably want to use. Also, take into account that as these variables are defined inside the `conan_toolchain.cmake` file, and the toolchain is loaded several times by CMake, the definition of these variables will be done at those points as well.

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.variables["MYVAR"] = "MyValue"
```

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```
tc.variables.debug["MYCONFIGVAR"] = "MyDebugValue"
tc.variables.release["MYCONFIGVAR"] = "MyReleaseValue"
tc.generate()
```

This will be translated to:

- One `set()` definition for `MYVAR` in `conan_toolchain.cmake` file.
- One `set()` definition, using a `cmake` generator expression in `conan_toolchain.cmake` file, using the different values for different configurations.

The booleans assigned to a variable will be translated to `ON` and `OFF` symbols in `CMake`:

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.variables["FOO"] = True
    tc.variables["VAR"] = False
    tc.generate()
```

Will generate the sentences: `set(FOO ON ...)` and `set(VAR OFF ...)`.

### user\_presets\_path

This attribute allows specifying the location of the generated `CMakeUserPresets.json` file. Accepted values:

- An absolute path
- A path relative to `self.source_folder`
- The boolean value `False`, to suppress the generation of the file altogether.

For example, we can prevent the generator from creating `CMakeUserPresets.json` in the following way:

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.user_presets_path = False
    tc.generate()
```

### presets\_build\_environment, presets\_run\_environment

These attributes enable the modification of the build and run environments associated with the presets, respectively, by assigning an *Environment*. This can be accomplished in the `generate()` method.

For example, you can override the value of an environment variable already set in the build environment:

```
def generate(self):
    buildenv = VirtualBuildEnv(self)
    buildenv.environment().define("MY_BUILD_VAR", "MY_BUILDVAR_VALUE_OVERRIDDEN")
    buildenv.generate()

    tc = CMakeToolchain(self)
    tc.presets_build_environment = buildenv.environment()
    tc.generate()
```

Or generate a new environment and compose it with an already existing one:

```
def generate(self):
    runenv = VirtualRunEnv(self)
    runenv.environment().define("MY_RUN_VAR", "MY_RUNVAR_SET_IN_GENERATE")
    runenv.generate()

    env = Environment()
    env.define("MY_ENV_VAR", "MY_ENV_VAR_VALUE")
    env = env.vars(self, scope="run")
    env.save_script("other_env")

    tc = CMakeToolchain(self)
    tc.presets_run_environment = runenv.environment().compose_env(env)
    tc.generate()
```

### Extra compilation flags

You can use the following attributes to append extra compilation flags to the toolchain:

- **extra\_cxxflags** (defaulted to []) for additional cxxflags
- **extra\_cflags** (defaulted to []) for additional cflags
- **extra\_sharedlinkflags** (defaulted to []) for additional shared link flags
- **extra\_exelinkflags** (defaulted to []) for additional exe link flags

---

**Note: flags order of preference:** Flags specified in the *tools.build* configuration, such as *cxxflags*, *cflags*, *sharedlinkflags* and *exelinkflags*, will always take precedence over those set by the CMakeToolchain attributes.

---

### presets\_prefix

By default it is "conan", and it will generate CMake presets named "conan-xxxx". This is done to avoid potential name clashes with users own presets.

### absolute\_paths

By default, CMakeToolchain will generate relative paths. For example the CMakeUserPresets.json will have a relative path to the included CMakePresets.json (both files generated by CMakeToolchain), and the CMakePresets.json file will have a relative path to the conan\_toolchain.cmake file defined in its toolchainFile field, that will be relative to the build folder, as specified by the CMake presets documentation.

If for some reason using absolute paths was desired, it is possible to do it with:

```
def generate(self):
    tc = CMakeToolchain(self)
    tc.absolute_paths = True
    tc.generate()
```

## Using a custom toolchain file

There are two ways of providing custom CMake toolchain files:

- The `conan_toolchain.cmake` file can be completely skipped and replaced by a user one, defining the `tools.cmake.cmaketoolchain:toolchain_file=<filepath>` configuration value. Note this approach will translate all the toolchain responsibility to the user provided toolchain, but things like locating the necessary `xxx-config.cmake` files from dependencies can be challenging without some help. For this reason, using the following `tools.cmake.cmaketoolchain:user_toolchain` is recommended in most cases, and if necessary, using `tools.cmake.cmaketoolchain:enabled_blocks` can be used.
- A custom user toolchain file can be added (included from) to the `conan_toolchain.cmake` one, by using the `user_toolchain` block described below, and defining the `tools.cmake.cmaketoolchain:user_toolchain=["<filepath>"]` configuration value.

The configuration `tools.cmake.cmaketoolchain:user_toolchain=["<filepath>"]` can be defined in the `global.conf`, but also creating a Conan package for your toolchain and using `self.conf_info` to declare the toolchain file:

```
import os
from conan import ConanFile
class MyToolchainPackage(ConanFile):
    ...
    def package_info(self):
        f = os.path.join(self.package_folder, "mytoolchain.cmake")
        self.conf_info.define("tools.cmake.cmaketoolchain:user_toolchain",
                               [f])
```

If you declare the previous package as a `tool_require`, the toolchain will be automatically applied.

- If you have more than one `tool_requires` defined, you can easily append all the user toolchain values together using the `append` method in each of them, for instance:

```
import os
from conan import ConanFile
class MyToolRequire(ConanFile):
    ...
    def package_info(self):
        f = os.path.join(self.package_folder, "mytoolchain.cmake")
        # Appending the value to any existing one
        self.conf_info.append("tools.cmake.cmaketoolchain:user_toolchain",
                               f)
```

So, they'll be automatically applied by your CMakeToolchain generator without writing any extra code:

```
from conan import ConanFile
from conan.tools.cmake import CMake
class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    exports_sources = "CMakeLists.txt"
    tool_requires = "toolchain1/0.1", "toolchain2/0.1"
    generators = "CMakeToolchain"

    def build(self):
        cmake = CMake(self)
        cmake.configure()
```

**Note: Important notes**

- In most cases, `tools.cmake.cmaketoolchain:user_toolchain` will be preferred over `tools.cmake.cmaketoolchain:toolchain_file`
  - The `user_toolchain` files can define variables for cross-building, such as `CMAKE_SYSTEM_NAME`, `CMAKE_SYSTEM_VERSION` and `CMAKE_SYSTEM_PROCESSOR`. If these variables are defined in the user toolchain file, they will be respected, and the `conan_toolchain.cmake` deduced ones will not overwrite the user defined ones. If those variables are not defined in the user toolchain file, then the Conan automatically deduced ones will be used. Those variables defined in the `user_toolchain` files will also have higher precedence than the configuration defined ones like `tools.cmake.cmaketoolchain:system_name`.
  - The usage of `tools.cmake.cmaketoolchain:enabled_blocks` can be used together with `tools.cmake.cmaketoolchain:user_toolchain` to enable only certain blocks but avoid CMakeToolchain to override CMake values defined in the user toolchain file.
- 

**Extending and advanced customization**

CMakeToolchain implements a powerful capability for extending and customizing the resulting toolchain file.

The contents are organized by blocks that can be customized. The following predefined blocks are available, and added in this order:

- **user\_toolchain:** Allows to include user toolchains from the `conan_toolchain.cmake` file. If the configuration `tools.cmake.cmaketoolchain:user_toolchain=["xxx", "yyy"]` is defined, its values will be `include(xxx)\ninclude(yyy)` as the first lines in `conan_toolchain.cmake`.
- **generic\_system:** Defines `CMAKE_SYSTEM_NAME`, `CMAKE_SYSTEM_VERSION`, `CMAKE_SYSTEM_PROCESSOR`, `CMAKE_GENERATOR_PLATFORM`, `CMAKE_GENERATOR_TOOLSET`
- **compilers:** Defines `CMAKE_<LANG>_COMPILER` for different languages, as defined by `tools.build:compiler_executables` configuration.
- **android\_system:** Defines `ANDROID_PLATFORM`, `ANDROID_STL`, `ANDROID_ABI` and includes `ANDROID_NDK_PATH/build/cmake/android.toolchain.cmake` where `ANDROID_NDK_PATH` comes defined in `tools.android:ndk_path` configuration value.
- **apple\_system:** Defines `CMAKE_OSX_ARCHITECTURES` (see the [universal binaries section](#)), `CMAKE_OSX_SYSROOT` for Apple systems.
- **fpic:** Defines the `CMAKE_POSITION_INDEPENDENT_CODE` when there is a `options.fPIC`
- **arch\_flags:** Defines C/C++ flags like `-m32`, `-m64` when necessary.
- **linker\_scripts:** Defines the flags for any provided linker scripts.
- **libcxx:** Defines `-stdlib=libc++` flag when necessary as well as `_GLIBCXX_USE_CXX11_ABI`.
- **vs\_runtime:** Defines the `CMAKE_MSVC_RUNTIME_LIBRARY` variable, as a generator expression for multiple configurations.
- **cppstd:** defines `CMAKE_CXX_STANDARD`, `CMAKE_CXX_EXTENSIONS`
- **parallel:** defines `/MP` parallel build flag for Visual.
- **cmake\_flags\_init:** defines `CMAKE_XXX_FLAGS` variables based on previously defined Conan variables. The blocks above only define `CONAN_XXX` variables, and this block will define CMake ones like `set(CMAKE_CXX_FLAGS_INIT "${CONAN_CXX_FLAGS}" CACHE STRING "" FORCE)`.`

- **try\_compile**: Stop processing the toolchain, skipping the blocks below this one, if `IN_TRY_COMPILE` CMake property is defined.
- **find\_paths**: Defines `CMAKE_FIND_PACKAGE_PREFER_CONFIG`, `CMAKE_MODULE_PATH`, `CMAKE_PREFIX_PATH` so the generated files from CMakeDeps are found.
- **rpath**: Defines `CMAKE_SKIP_RPATH`. By default it is disabled, and it is needed to define `self.blocks["rpath"].skip_rpath=True` if you want to activate `CMAKE_SKIP_RPATH`
- **shared**: defines `BUILD_SHARED_LIBS`.
- **output\_dirs**: Define the `CMAKE_INSTALL_XXX` variables.
  - **CMAKE\_INSTALL\_PREFIX**: Is set with the `package_folder`, so if a “cmake install” operation is run, the artifacts go to that location.
  - **CMAKE\_INSTALL\_BINDIR**, **CMAKE\_INSTALL\_SBINDIR** and **CMAKE\_INSTALL\_LIBEXECDIR**: Set by default to `bin`.
  - **CMAKE\_INSTALL\_LIBDIR**: Set by default to `lib`.
  - **CMAKE\_INSTALL\_INCLUDEDIR** and **CMAKE\_INSTALL\_OLDINCLUDEDIR**: Set by default to `include`.
  - **CMAKE\_INSTALL\_DATAROOTDIR**: Set by default to `res`.

If you want to change the default values, adjust the `cpp.package` object at the `layout()` method:

```
def layout(self):
    ...
    # For CMAKE_INSTALL_BINDIR, CMAKE_INSTALL_SBINDIR and CMAKE_
    ↪INSTALL_LIBEXECDIR, takes the first value:
    self.cpp.package.bindirs = ["mybin"]
    # For CMAKE_INSTALL_LIBDIR, takes the first value:
    self.cpp.package.libdirs = ["mylib"]
    # For CMAKE_INSTALL_INCLUDEDIR, CMAKE_INSTALL_OLDINCLUDEDIR, ↪
    ↪takes the first value:
    self.cpp.package.includedirs = ["myinclude"]
    # For CMAKE_INSTALL_DATAROOTDIR, takes the first value:
    self.cpp.package.resdirs = ["myres"]
```

---

**Note:** It is **not valid** to change the `self.cpp_info` at the `package_info()` method, the `self.cpp.package` needs to be defined instead.

---

- **variables**: Define CMake variables from the `CMakeToolchain.variables` attribute.
- **preprocessor**: Define preprocessor directives from `CMakeToolchain.preprocessor_definitions` attribute

## Customizing the content blocks

Every block can be customized in different ways (recall to call `tc.generate()` after the customization):

```
# tc.generate() should be called at the end of every one

# remove an existing block, the generated conan_toolchain.cmake
# will not contain code for that block at all
def generate(self):
    tc = CMakeToolchain(self)
    tc.blocks.remove("generic_system")

# remove several blocks
def generate(self):
    tc = CMakeToolchain(self)
    tc.blocks.remove("generic_system", "cmake_flags_init")

# LEGACY: keep one block, remove all the others
# If you want to generate conan_toolchain.cmake with only that
# block. Use "tc.blocks.enabled()" instead
def generate(self):
    tc = CMakeToolchain(self)
    # this still leaves blocks "variables" and "preprocessor"
    # use "tc.blocks.enabled()" instead
    tc.blocks.select("generic_system")

# LEGACY: keep several blocks, remove the other blocks
# Use "tc.blocks.enabled()" instead
def generate(self):
    tc = CMakeToolchain(self)
    # this still leaves blocks "variables" and "preprocessor"
    # use "tc.blocks.enabled()" instead
    tc.blocks.select("generic_system", "cmake_flags_init")

# keep several blocks, remove the other blocks
# This can be done from configuration with
# tools.cmake.cmaketoolchain:enabled_blocs
def generate(self):
    tc = CMakeToolchain(self)
    # Discard all the other blocks except `generic_system`
    tc.blocks.enabled("generic_system")

# iterate blocks
def generate(self):
    tc = CMakeToolchain(self)
    for block_name in tc.blocks.keys():
        # do something with block_name
    for block_name, block in tc.blocks.items():
        # do something with block_name and block

# modify the template of an existing block
def generate(self):
    tc = CMakeToolchain(self)
```

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```

    tmp = tc.blocks["generic_system"].template
    new_tmp = tmp.replace(...) # replace, fully replace, append...
    tc.blocks["generic_system"].template = new_tmp

# modify one or more variables of the context
def generate(self):
    tc = CMakeToolchain(conanfile)
    # block.values is the context dictionary
    toolset = tc.blocks["generic_system"].values["toolset"]
    tc.blocks["generic_system"].values["toolset"] = "other_toolset"

# modify the whole context values
def generate(self):
    tc = CMakeToolchain(conanfile)
    tc.blocks["generic_system"].values = {"toolset": "other_toolset"}

# modify the context method of an existing block
import types

def generate(self):
    tc = CMakeToolchain(self)
    generic_block = toolchain.blocks["generic_system"]

    def context(self):
        assert self # Your own custom logic here
        return {"toolset": "other_toolset"}
    generic_block.context = types.MethodType(context, generic_block)

# completely replace existing block
from conan.tools.cmake import CMakeToolchain

def generate(self):
    tc = CMakeToolchain(self)
    # this could go to a python_requires
    class MyGenericBlock:
        template = "HelloWorld"

        def context(self):
            return {}

    tc.blocks["generic_system"] = MyGenericBlock

# add a completely new block
from conan.tools.cmake import CMakeToolchain
def generate(self):
    tc = CMakeToolchain(self)
    # this could go to a python_requires
    class MyBlock:
        template = "Hello {{myvar}}!!!"

        def context(self):
            return {"myvar": "World"}

```

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```
tc.blocks["mynewblock"] = MyBlock
```

It is possible to select which blocks are active from configuration in profiles, using the `tools.cmake.cmaketoolchain:enabled_blocks` configuration. This is a list of blocks, so doing:

```
[conf]
tools.cmake.cmaketoolchain:enabled_blocks=["generic_system"]
```

Will leave only the `generic_system` block, and discard all others. This feature can be used for example when users are providing their own toolchain files, and they don't need Conan CMakeToolchain to define any flags or CMake variables, except for the necessary paths so dependencies can be found. For this case, it should be possible to do something like:

```
[conf]
tools.cmake.cmaketoolchain:user_toolchain+=my_user_toolchain.cmake
tools.cmake.cmaketoolchain:enabled_blocks=["find_paths"]
```

For more information about these blocks, please have a look at the source code.

## Cross building

The `generic_system` block contains some basic cross-building capabilities. In the general case, the user would want to provide their own user toolchain defining all the specifics, which can be done with the configuration `tools.cmake.cmaketoolchain:user_toolchain`. If this conf value is defined, the `generic_system` block will include the provided file or files, but no further define any CMake variable for cross-building.

If `user_toolchain` is not defined and Conan detects it is cross-building, because the build and host profiles contain different OS or architecture, it will try to define the following variables:

- `CMAKE_SYSTEM_NAME`: `tools.cmake.cmaketoolchain:system_name` configuration if defined, otherwise, it will try to autodetect it. This block will consider cross-building if Android systems (that is managed by other blocks), and not 64bits to 32bits builds in `x86_64`, `sparc` and `ppc` systems.
- `CMAKE_SYSTEM_VERSION`: `tools.cmake.cmaketoolchain:system_version` conf if defined, otherwise `os.version` subsetting (host) when defined. On Apple systems, this `os.version` is converted to the corresponding Darwin version.
- `CMAKE_SYSTEM_PROCESSOR`: `tools.cmake.cmaketoolchain:system_processor` conf if defined, otherwise `arch` setting (host) if defined

## Support for Universal Binaries in macOS

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Starting in Conan 2.2.0, there's preliminary support for building universal binaries on macOS using CMakeToolchain. To specify multiple architectures for a universal binary in Conan, use the `|` separator when defining the architecture in the settings. This approach enables passing a list of architectures. For example, running:

```
conan create . --name=mylibrary --version=1.0 -s="arch=armv8|x86_64"
```



will create a universal binary for *mylibrary* containing both *armv8* and *x86\_64* architectures, by setting *CMAKE\_OSX\_ARCHITECTURES* with a value of *arm64;x86\_64* in the *conan\_toolchain.cmake* file.

**Warning:** It is important to note that this method is not applicable to build systems other than CMake.

Be aware that this feature is primarily beneficial for building final universal binaries for release purposes. The default Conan behavior of managing one binary per architecture generally provides a more reliable and trouble-free experience. Users should be cautious and not overly rely on this feature for broader use cases.

## Reference

```
class CMakeToolchain(conanfile, generator=None)
```

```
    generate()
```

This method will save the generated files to the `conanfile.generators_folder`

## conf

CMakeToolchain is affected by these [conf] variables:

- **tools.cmake.cmaketoolchain:toolchain\_file** user toolchain file to replace the `conan_toolchain.cmake` one.
- **tools.cmake.cmaketoolchain:user\_toolchain** list of user toolchains to be included from the `conan_toolchain.cmake` file.
- **tools.android.ndk\_path** value for `ANDROID_NDK_PATH`.
- **tools.android.cmake\_legacy\_toolchain**: boolean value for `ANDROID_USE_LEGACY_TOOLCHAIN_FILE`. It will only be defined in `conan_toolchain.cmake` if given a value. This is taken into account by the CMake toolchain inside the Android NDK specified in the `tools.android.ndk_path` config, for versions `r23c` and above. It may be useful to set this to `False` if compiler flags are defined via `tools.build:cflags` or `tools.build:cxxflags` to prevent Android's legacy CMake toolchain from overriding the values. If setting this to `False`, please ensure you are using CMake 3.21 or above.
- **tools.cmake.cmaketoolchain:system\_name** is not necessary in most cases and is only used to force-define `CMAKE_SYSTEM_NAME`.
- **tools.cmake.cmaketoolchain:system\_version** is not necessary in most cases and is only used to force-define `CMAKE_SYSTEM_VERSION`.
- **tools.cmake.cmaketoolchain:system\_processor** is not necessary in most cases and is only used to force-define `CMAKE_SYSTEM_PROCESSOR`.
- **tools.cmake.cmaketoolchain:enabled\_blocks** define which blocks are enabled and discard the others.
- **tools.cmake.cmaketoolchain:extra\_variables**: dict-like python object which specifies the CMake variable name and value. The value can be a plain string, a number or a dict-like python object which must specify the value (string/number), cache (boolean), type (CMake cache type) and optionally, docstring (string: defaulted to variable name) and force (boolean) keys. It can override CMakeToolchain defined variables, for which users are at their own risk. E.g.

```
[conf]
tools.cmake.cmaketoolchain:extra_variables={'MY_CMAKE_VAR': 'MyValue'}
```

Resulting in:

```
set(MY_CMAKE_VAR "MyValue")
```

Which will be injected later so it can override default Conan variables.

Another advanced usage:

```
tools.cmake.cmaketoolchain:extra_variables={'MyIntegerVariable': 42, 'CMAKE_GENERATOR_
→INSTANCE': '${ENV}/buildTools/'}
tools.cmake.cmaketoolchain:extra_variables*={'CACHED_VAR': {'value': '/var/run', 'cache
→': True, 'type': 'PATH', 'docstring': 'test cache var', 'force': True}}
```

Resulting in:

```
set(MyIntegerVariable 42)
set(CMAKE_GENERATOR_INSTANCE "${ENV}/buildTools/")
set(CACHED_VAR "/var/run" CACHE BOOL "test cache var" FORCE)
```

This block injects \$ which will be expanded later. It also defines a cache variable of type PATH.

**Tip:** Use the *configuration data operator* \*= to **update** (instead of redefining) conf variables already set in profiles or the global configuration.

- **tools.cmake.cmaketoolchain:toolset\_arch:** Will add the ,host=xxx specifier in the CMAKE\_GENERATOR\_TOOLSET variable of conan\_toolchain.cmake file.
- **tools.cmake.cmaketoolchain:toolset\_cuda:** (Experimental) Will add the ,cuda=xxx specifier in the CMAKE\_GENERATOR\_TOOLSET variable of conan\_toolchain.cmake file.
- **tools.cmake.cmake\_layout:build\_folder\_vars:** Settings, Options, self.name and self.version and constants const.uservalue that will produce a different build folder and different CMake presets names.
- **tools.cmake.cmaketoolchain:presets\_environment:** Set to 'disabled' to prevent the addition of the environment section to the generated CMake presets.
- **tools.build:cxxflags** list of extra C++ flags that will be appended to CMAKE\_CXX\_FLAGS\_INIT.
- **tools.build:cflags** list of extra of pure C flags that will be appended to CMAKE\_C\_FLAGS\_INIT.
- **tools.build:sharedlinkflags** list of extra linker flags that will be appended to CMAKE\_SHARED\_LINKER\_FLAGS\_INIT.
- **tools.build:exelinkflags** list of extra linker flags that will be appended to CMAKE\_EXE\_LINKER\_FLAGS\_INIT.
- **tools.build:defines** list of preprocessor definitions that will be used by add\_definitions().
- **tools.apple:sdk\_path** value for CMAKE\_OSX\_SYSROOT. In the general case it's not needed and will be passed to CMake by the settings values.
- **tools.apple:enable\_bitcode** boolean value to enable/disable Bitcode Apple Clang flags, e.g., CMAKE\_XCODE\_ATTRIBUTE\_ENABLE\_BITCODE.
- **tools.apple:enable\_arc** boolean value to enable/disable ARC Apple Clang flags, e.g., CMAKE\_XCODE\_ATTRIBUTE\_CLANG\_ENABLE\_OBJC\_ARC.
- **tools.apple:enable\_visibility** boolean value to enable/disable Visibility Apple Clang flags, e.g., CMAKE\_XCODE\_ATTRIBUTE\_GCC\_SYMBOLS\_PRIVATE\_EXTERN.
- **tools.build:sysroot** defines the value of CMAKE\_SYSROOT.

- **tools.microsoft:winsdk\_version** Defines the CMAKE\_SYSTEM\_VERSION or the CMAKE\_GENERATOR\_PLATFORM according to CMake policy CMP0149.
- **tools.build:compiler\_executables** dict-like Python object which specifies the compiler as key and the compiler executable path as value. Those keys will be mapped as follows:
  - c: will set CMAKE\_C\_COMPILER in *conan\_toolchain.cmake*.
  - cpp: will set CMAKE\_CXX\_COMPILER in *conan\_toolchain.cmake*.
  - RC: will set CMAKE\_RC\_COMPILER in *conan\_toolchain.cmake*.
  - objc: will set CMAKE\_OBJC\_COMPILER in *conan\_toolchain.cmake*.
  - objcpp: will set CMAKE\_OBJCXX\_COMPILER in *conan\_toolchain.cmake*.
  - cuda: will set CMAKE\_CUDA\_COMPILER in *conan\_toolchain.cmake*.
  - fortran: will set CMAKE\_Fortran\_COMPILER in *conan\_toolchain.cmake*.
  - asm: will set CMAKE\_ASM\_COMPILER in *conan\_toolchain.cmake*.
  - hip: will set CMAKE\_HIP\_COMPILER in *conan\_toolchain.cmake*.
  - ispc: will set CMAKE\_ISPC\_COMPILER in *conan\_toolchain.cmake*.

## CMake

The CMake build helper is a wrapper around the command line invocation of cmake. It will abstract the calls like `cmake --build . --config Release` into Python method calls. It will also add the argument `-DCMAKE_TOOLCHAIN_FILE=conan_toolchain.cmake` (from the generator CMakeToolchain) to the `configure()` call, as well as other possible arguments like `-DCMAKE_BUILD_TYPE=<config>`. The arguments that will be used are obtained from a generated CMakePresets.json file.

The helper is intended to be used in the `build()` method, to call CMake commands automatically when a package is being built directly by Conan (create, install)

```
from conan import ConanFile
from conan.tools.cmake import CMake, CMakeToolchain, CMakeDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "hello/0.1"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    def generate(self):
        tc = CMakeToolchain(self)
        tc.generate()
        deps = CMakeDeps(self)
        deps.generate()

    def build(self):
        cmake = CMake(self)
        cmake.configure()
        cmake.build()
```

## Reference

**class CMake**(*conanfile*)

CMake helper to use together with the CMakeToolchain feature

### Parameters

**conanfile** – The current recipe object. Always use `self`.

**configure**(*variables=None, build\_script\_folder=None, cli\_args=None, stdout=None, stderr=None*)

Reads the `CMakePresets.json` file generated by the *CMakeToolchain* to get:

- The generator, to append `-G="xxx"`.
- The path to the toolchain and append `-DCMAKE_TOOLCHAIN_FILE=/path/conan_toolchain.cmake`
- The declared cache `variables` and append `-Dxxx`.

and call `cmake`.

### Parameters

- **variables** – Should be a dictionary of CMake variables and values, that will be mapped to command line `-DVAR=VALUE` arguments. Recall that in the general case information to CMake should be passed in *CMakeToolchain* to be provided in the `conan_toolchain.cmake` file. This `variables` argument is intended for exceptional cases that wouldn't work in the toolchain approach.
- **build\_script\_folder** – Path to the `CMakeLists.txt` in case it is not in the declared `self.folders.source` at the `layout()` method.
- **cli\_args** – List of arguments [`arg1, arg2, ...`] that will be passed as extra CLI arguments to pass to `cmake` invocation
- **stdout** – Use it to redirect `stdout` to this stream
- **stderr** – Use it to redirect `stderr` to this stream

**build**(*build\_type=None, target=None, cli\_args=None, build\_tool\_args=None, stdout=None, stderr=None*)

### Parameters

- **build\_type** – Use it only to override the value defined in the `settings.build_type` for a multi-configuration generator (e.g. Visual Studio, XCode). This value will be ignored for single-configuration generators, they will use the one defined in the toolchain file during the install step.
- **target** – The name of a single build target as a string, or names of multiple build targets in a list of strings to be passed to the `--target` argument.
- **cli\_args** – A list of arguments [`arg1, arg2, ...`] that will be passed to the `cmake --build ... arg1 arg2` command directly.
- **build\_tool\_args** – A list of arguments [`barg1, barg2, ...`] for the underlying build system that will be passed to the command line after the `--` indicator: `cmake --build . .. -- barg1 barg2`
- **stdout** – Use it to redirect `stdout` to this stream
- **stderr** – Use it to redirect `stderr` to this stream

**install**(*build\_type=None, component=None, cli\_args=None, stdout=None, stderr=None*)

Equivalent to run `cmake --build . --target=install`

#### Parameters

- **component** – The specific component to install, if any
- **build\_type** – Use it only to override the value defined in the `settings.build_type`. It can fail if the build is single configuration (e.g. Unix Makefiles), as in that case the build type must be specified at configure time, not build type.
- **cli\_args** – A list of arguments [*arg1, arg2, ...*] for the underlying build system that will be passed to the command line: `cmake --install ... arg1 arg2`
- **stdout** – Use it to redirect stdout to this stream
- **stderr** – Use it to redirect stderr to this stream

**test**(*build\_type=None, target=None, cli\_args=None, build\_tool\_args=None, env="", stdout=None, stderr=None*)

Equivalent to running `cmake --build . --target=RUN_TESTS`.

#### Parameters

- **build\_type** – Use it only to override the value defined in the `settings.build_type`. It can fail if the build is single configuration (e.g. Unix Makefiles), as in that case the build type must be specified at configure time, not build time.
- **target** – Name of the build target to run, by default `RUN_TESTS` or `test`
- **cli\_args** – Same as above `build()`, a list of arguments [*arg1, arg2, ...*] to be passed as extra arguments for the underlying build system
- **build\_tool\_args** – Same as above `build()`
- **stdout** – Use it to redirect stdout to this stream
- **stderr** – Use it to redirect stderr to this stream

**ctest**(*cli\_args=None, env="", stdout=None, stderr=None*)

Equivalent to running `ctest ...`

#### Parameters

- **cli\_args** – List of arguments [*arg1, arg2, ...*] to be passed as extra `ctest` command line arguments
- **env** – the environment files to activate, by default `conanbuild + conanrun`
- **stdout** – Use it to redirect stdout to this stream
- **stderr** – Use it to redirect stderr to this stream

## conf

The CMake() build helper is affected by these [conf] variables:

- `tools.build:verbosity` will accept one of `quiet` or `verbose` to be passed to the `CMake.build()` command, when a Visual Studio generator (MSBuild build system) is being used for CMake. It is passed as an argument to the underlying build system via the call `cmake --build . --config Release -- /verbosity:Diagnostic`
- `tools.compilation:verbosity` will accept one of `quiet` or `verbose` to be passed to CMake, which sets `-DCMAKE_VERBOSE_MAKEFILE` if `verbose`
- `tools.build:jobs` argument for the `--jobs` parameter when running Ninja generator.
- `tools.microsoft.msbuild:max_cpu_count` argument for the `/m (/maxCpuCount)` when running MSBuild. If `max_cpu_count=0`, then it will use `/m` without arguments, which means use all available cpus.
- `tools.cmake:cmake_program` specify the location of the CMake executable, instead of using the one found in the PATH.
- `tools.cmake:install_strip` will pass `--strip` to the `cmake --install` call if set to `True`.

## cmake\_layout

The `cmake_layout()` sets the *folders* and *cpp* attributes to follow the structure of a typical CMake project.

```
from conan.tools.cmake import cmake_layout

def layout(self):
    cmake_layout(self)
```

---

**Note:** To try it you can use the `conan new cmake_lib -d name=hello -d version=1.0` template.

---

The assigned values depend on the CMake generator that will be used. It can be defined with the `tools.cmake.cmaketoolchain:generator` [conf] entry or passing it in the recipe to the `cmake_layout(self, cmake_generator)` function. The assigned values are different if it is a multi-config generator (like Visual Studio or Xcode), or a single-config generator (like Unix Makefiles).

These are the values assigned by the `cmake_layout`:

- `conanfile.folders.source`: *src\_folder* argument or `.` if not specified.
- **conanfile.folders.build:**
  - `build`: if the cmake generator is multi-configuration.
  - `build/Debug` or `build/Release`: if the cmake generator is single-configuration, depending on the `build_type`.
  - The "build" string, can be defined to other value by the `build_folder` argument.
- `conanfile.folders.generators`: `build/generators`
- `conanfile.cpp.source.includedirs`: `["include"]`
- **conanfile.cpp.build.libdirs and conanfile.cpp.build.bindirs:**
  - `["Release"]` or `["Debug"]` for a multi-configuration cmake generator.
  - `.` for a single-configuration cmake generator.

## Reference

**cmake\_layout**(conanfile, generator=None, src\_folder='.', build\_folder='build')

### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **generator** – Allow defining the CMake generator. In most cases it doesn't need to be passed, as it will get the value from the configuration `tools.cmake.cmaketoolchain:generator`, or it will automatically deduce the generator from the settings
- **src\_folder** – Value for `conanfile.folders.source`, change it if your source code (and `CMakeLists.txt`) is in a subfolder.
- **build\_folder** – Specify the name of the “base” build folder. The default is “build”, but if that folder name is used by the project, a different one can be defined

## conf

`cmake_layout` is affected by these `[conf]` variables:

- **tools.cmake.cmake\_layout:build\_folder\_vars** list of settings, options, `self.name` and `self.version` and constants `const.xxx` to customize the `conanfile.folders.build` folder. See section [Multi-setting/option cmake\\_layout](#) below.
- **tools.cmake.cmake\_layout:build\_folder** (*new since Conan 2.2.0*)(*experimental*) uses its value as the base folder of the `conanfile.folders.build` for local builds.
- **tools.cmake.cmake\_layout:test\_folder** (*new since Conan 2.2.0*)(*experimental*) uses its value as the base folder of the `conanfile.folders.build` for `test_package` builds. If that value is `$TMP`, Conan will create and use a temporal folder.

## Multi-setting/option cmake\_layout

The `folders.build` and `conanfile.folders.generators` can be customized to take into account the settings and options and not only the `build_type`. Use the `tools.cmake.cmake_layout:build_folder_vars` conf to declare a list of settings, options and/or `self.name` and `self.version` and user constants:

```
conan install . -c tools.cmake.cmake_layout:build_folder_vars=["'settings.compiler',
↪'options.shared']"
```

For the previous example, the values assigned by the `cmake_layout` (installing the Release/static default configuration) would be:

- **conanfile.folders.build:**
  - `build/apple-clang-shared_false`: if the cmake generator is multi-configuration.
  - `build/apple-clang-shared_false/Debug`: if the cmake generator is single-configuration.
- **conanfile.folders.generators:** `build/generators`

If we repeat the previous install with a different configuration:

```
conan install . -o shared=True -c tools.cmake.cmake_layout:build_folder_vars=["'settings.
↪compiler', 'options.shared']"
```

The values assigned by the `cmake_layout` (installing the Release/shared configuration) would be:

- `conanfile.folders.build`:
  - `build/apple-clang-shared_true`: if the cmake generator is multi-configuration.
  - `build/apple-clang-shared_true/Debug`: if the cmake generator is single-configuration.
- `conanfile.folders.generators`: `build-apple-clang-shared_true/generators`

So we can keep separated folders for any number of different configurations that we want to install. Recipe attributes like name and version and user constants can also be used:

```
$ conan install . -c tools.cmake.cmake_layout:build_folder_vars=["'const.myvalue, 'self.
↪name'"]
```

And it will create folders like `build/myvalue-pkgname`.

The `CMakePresets.json` file generated at the `CMakeToolchain` generator, will also take this `tools.cmake.cmake_layout:build_folder_vars` config into account to generate different names for the presets, being very handy to install N configurations and building our project for any of them by selecting the chosen preset.

## 9.4.5 conan.tools.CppInfo

The `CppInfo` class represents the basic C++ usage information of a given package, like the `includedirs`, `libdirs`, library names, etc. It is the information that the consumers of the package need in order to be able to find the headers and link correctly with the libraries.

The `self.cpp_info` object in the `package_info()` is a `CppInfo` object, so in most cases it will not be necessary to explicitly instantiate it, and using it as explained in *the package\_info()* section would be enough.

This section describes the other, advanced uses cases of the `CppInfo`.

### Aggregating information in custom generators

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

Some generators, like the built-in `NMakeDeps`, contains the equivalent to this code, that collapses all information from all dependencies into one single `CppInfo` object that aggregates all the information

```
from conan.tools import CppInfo

...

def generate(self):
    aggregated_cpp_info = CppInfo(self)
    deps = self.dependencies.host.topological_sort
    deps = [dep for dep in reversed(deps.values())]
    for dep in deps:
        # We don't want independent components management, so we collapse
        # the "dep" components into one CppInfo called "dep_cppinfo"
        dep_cppinfo = dep.cpp_info.aggregated_components()
        # Then we merge and aggregate this dependency "dep" into the final result
```

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```

aggregated_cpp_info.merge(dep_cppinfo)

aggregated_cpp_info.includedirs # All include dirs from all deps, all components
aggregated_cpp_info.libs       # All library names from all deps, all components
aggregated_cpp_info.system_libs # All system-libs from all deps
....
# Creates a file with this information that the build system will use

```

This aggregation could be useful in cases where the build system cannot easily use independent dependencies or components. For example NMake or Autotools mechanism to provide dependencies information would be via LIBS, CXXFLAGS and similar variables. These variables are global, so passing all the information from all dependencies is the only possibility.

The public documented interface (besides the defined one in *the package\_info()*) is:

- `CppInfo(conanfile)`: Constructor. Receives a conanfile as argument, typically `self`
- `aggregated_components()`: return a new `CppInfo` object resulting from the aggregation of all the components
- `get_sorted_components()`: Get the ordered components of a package, prioritizing those with fewer dependencies within the same package. Returns an `OrderedDict` of sorted components in the format `{component_name: component}`.
- `merge(other_cppinfo: CppInfo)`: modifies the current `CppInfo` object, updating it with the information of the parameter `other_cppinfo`, allowing to aggregate information from multiple dependencies.

## 9.4.6 conan.tools.env

### Environment

`Environment` is a generic class that helps to define modifications to the environment variables. This class is used by other tools like the `conan.tools.gnu Autotools` helpers and the `VirtualBuildEnv` and `VirtualRunEnv` generator. It is important to highlight that this is a generic class, to be able to use it, a specialization for the current context (shell script, bat file, path separators, etc), a `EnvVars` object needs to be obtained from it.

### Variable declaration

```

from conan.tools.env import Environment

def generate(self):
    env = Environment()
    env.define("MYVAR1", "MyValue1") # Overwrite previously existing MYVAR1 with new_
    ↪ value
    env.append("MYVAR2", "MyValue2") # Append to existing MYVAR2 the new value
    env.prepend("MYVAR3", "MyValue3") # Prepend to existing MYVAR3 the new value
    env.remove("MYVAR3", "MyValue3") # Remove the MyValue3 from MYVAR3
    env.unset("MYVAR4")              # Remove MYVAR4 definition from environment

    # And the equivalent with paths
    env.define_path("MYPATH1", "path/one") # Overwrite previously existing MYPATH1 with_
    ↪ new value

```

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```
env.append_path("MYPATH2", "path/two") # Append to existing MYPATH2 the new value
env.prepend_path("MYPATH3", "path/three") # Prepend to existing MYPATH3 the new value
```

The “normal” variables (the ones declared with `define`, `append` and `prepend`) will be appended with a space, by default, but the `separator` argument can be provided to define a custom one.

The “path” variables (the ones declared with `define_path`, `append_path` and `prepend_path`) will be appended with the default system path separator, either `:` or `;`, but it also allows defining which one.

## Composition

Environments can be composed:

```
from conan.tools.env import Environment

env1 = Environment()
env1.define(...)
env2 = Environment()
env2.append(...)

env1.compose_env(env2) # env1 has priority, and its modifications will prevail
```

## Obtaining environment variables

You can obtain an `EnvVars` object with the `vars()` method like this:

```
from conan.tools.env import Environment

def generate(self):
    env = Environment()
    env.define("MYVAR1", "MyValue1")
    envvars = env.vars(self, scope="build")
    # use the envvars object
```

The default scope is equal `"build"`, which means that if this `envvars` generate a script to activate the variables, such script will be automatically added to the `conanbuild.sh|bat` one, for users and recipes convenience. Conan generators use `build` and `run` scope, but it might be possible to manage other scopes too.

## Environment definition

There are some other places where `Environment` can be defined and used:

- In recipes `package_info()` method, in new `self.buildenv_info` and `self.runenv_info`, this environment will be propagated via `VirtualBuildEnv` and `VirtualRunEnv` respectively to packages depending on this recipe.
- In generators like `AutotoolsDeps`, `AutotoolsToolchain`, that need to define environment for the current recipe.
- In profiles `[buildenv]` section.
- In profiles `[runenv]` section.

The definition in `package_info()` is as follow, taking into account that both `self.buildenv_info` and `self.runenv_info` are objects of `Environment()` class.

```
from conan import ConanFile

class App(ConanFile):
    name = "mypkg"
    version = "1.0"
    settings = "os", "arch", "compiler", "build_type"

    def package_info(self):
        # This is information needed by consumers to build using this package
        self.buildenv_info.append("MYVAR", "MyValue")
        self.buildenv_info.prepend_path("MYPATH", "some/path/folder")

        # This is information needed by consumers to run apps that depends on this_
        ↪package
        # at runtime
        self.runenv_info.define("MYPKG_DATA_DIR", os.path.join(self.package_folder,
                                                                "datadir"))
```

## Reference

### class Environment

Generic class that helps to define modifications to the environment variables.

**dumps()**

#### Returns

A string with a profile-like original definition, not the full environment values

**define**(*name*, *value*, *separator*=' ')

Define *name* environment variable with value *value*

#### Parameters

- **name** – Name of the variable
- **value** – Value that the environment variable will take
- **separator** – The character to separate appended or prepended values

**unset**(*name*)

clears the variable, equivalent to a unset or set XXX=

#### Parameters

**name** – Name of the variable to unset

**append**(*name*, *value*, *separator*=None)

Append the *value* to an environment variable *name*

#### Parameters

- **name** – Name of the variable to append a new value
- **value** – New value
- **separator** – The character to separate the appended value with the previous value. By default it will use a blank space.

**append\_path**(*name*, *value*)

Similar to “append” method but indicating that the variable is a filesystem path. It will automatically handle the path separators depending on the operating system.

**Parameters**

- **name** – Name of the variable to append a new value
- **value** – New value

**prepend**(*name*, *value*, *separator=None*)

Prepend the *value* to an environment variable *name*

**Parameters**

- **name** – Name of the variable to prepend a new value
- **value** – New value
- **separator** – The character to separate the prepended value with the previous value

**prepend\_path**(*name*, *value*)

Similar to “prepend” method but indicating that the variable is a filesystem path. It will automatically handle the path separators depending on the operating system.

**Parameters**

- **name** – Name of the variable to prepend a new value
- **value** – New value

**remove**(*name*, *value*)

Removes the *value* from the variable *name*.

**Parameters**

- **name** – Name of the variable
- **value** – Value to be removed.

**compose\_env**(*other*)

Compose an Environment object with another one. *self* has precedence, the “other” will add/append if possible and not conflicting, but *self* mandates what to do. If *self* has `define()`, without placeholder, that will remain.

**Parameters**

**other** (class:*Environment*) – the “other” Environment

**vars**(*conanfile*, *scope='build'*)

Return an EnvVars object from the current Environment object :param conanfile: Instance of a conanfile, usually *self* in a recipe :param scope: Determine the scope of the declared variables. :return:

**deploy\_base\_folder**(*package\_folder*, *deploy\_folder*)

Make the paths relative to the *deploy\_folder*

## EnvVars

EnvVars is a class that represents an instance of environment variables for a given system. It is obtained from the generic *Environment* class.

This class is used by other tools like the *conan.tools.gnu* autotools helpers and the *VirtualBuildEnv* and *VirtualRunEnv* generator.

## Creating environment files

EnvVars object can generate environment files (shell, bat or powershell scripts):

```
def generate(self):
    env1 = Environment()
    env1.define("foo", "var")
    envvars = env1.vars(self)
    envvars.save_script("my_env_file")
```

Although it potentially could be used in other methods, this functionality is intended to work in the `generate()` method.

It will generate automatically a `my_env_file.bat` for Windows systems or `my_env_file.sh` otherwise.

It is possible to opt-in to generate PowerShell `.ps1` scripts instead of `.bat` ones, by using the configuration `tools.env.virtualenv:powershell`. This configuration should be set with the value corresponding to the desired PowerShell executable: `powershell.exe` for versions up to 5.1, and `pwsh` for PowerShell versions starting from 7. Note that setting `tools.env.virtualenv:powershell` to `True` or `False` is deprecated as of Conan 2.11.0.

You can also include additional arguments in the `tools.env.virtualenv:powershell` configuration. For example, you can set the value to `powershell.exe -NoProfile` or `pwsh -NoProfile` by including the arguments as part of the configuration value. These arguments will be considered when executing the generated `.ps1` launchers.

Also, by default, Conan will automatically append that launcher file path to a list that will be used to create a `conanbuild.bat|sh|ps1` file aggregating all the launchers in order. The `conanbuild.sh|bat|ps1` launcher will be created after the execution of the `generate()` method.

The `scope` argument (`"build"` by default) can be used to define different scope of environment files, to aggregate them separately. For example, using a `scope="run"`, like the *VirtualRunEnv* generator does, will aggregate and create a `conanrun.bat|sh|ps1` script:

```
def generate(self):
    env1 = Environment()
    env1.define("foo", "var")
    envvars = env1.vars(self, scope="run")
    # Will append "my_env_file" to "conanrun.bat|sh|ps1"
    envvars.save_script("my_env_file")
```

You can also use `scope=None` argument to avoid appending the script to the aggregated `conanbuild.bat|sh|ps1`:

```
env1 = Environment()
env1.define("foo", "var")
# Will not append "my_env_file" to "conanbuild.bat|sh|ps1"
envvars = env1.vars(self, scope=None)
envvars.save_script("my_env_file")
```

## Running with environment files

The `conanbuild.bat|sh|ps1` launcher will be executed by default before calling every `self.run()` command. This would be typically done in the `build()` method.

You can change the default launcher with the `env` argument of `self.run()`:

```
...
def build(self):
    # This will automatically wrap the "foo" command with the correct environment:
    # source my_env_file.sh && foo
    # my_env_file.bat && foo
    # powershell my_env_file.ps1 ; cmd c/ foo
    self.run("foo", env=["my_env_file"])
```

## Applying the environment variables

As an alternative to running a command, environments can be applied in the python environment:

```
from conan.tools.env import Environment

env1 = Environment()
env1.define("foo", "var")
envvars = env1.vars(self)
with envvars.apply():
    # Here os.getenv("foo") == "var"
    ...
```

## Iterating the variables

You can iterate the environment variables of an `EnvVars` object like this:

```
env1 = Environment()
env1.append("foo", "var")
env1.append("foo", "var2")
envvars = env1.vars(self)
for name, value in envvars.items():
    assert name == "foo":
    assert value == "var var2"
```

The current value of the environment variable in the system is replaced in the returned value. This happens when variables are appended or prepended. If a placeholder is desired instead of the actual value, it is possible to use the `variable_reference` argument with a jinja template syntax, so a string with that resolved template will be returned instead:

```
env1 = Environment()
env1.append("foo", "var")
envvars = env1.vars(self)
for name, value in envvars.items(variable_reference="$penv{{{name}}}") :
    assert name == "foo":
    assert value == "$penv{{foo}} var"
```

**Warning:** In Windows, there is a limit to the size of environment variables, a total of 32K for the whole environment, but specifically the PATH variable has a limit of 2048 characters. That means that the above utils could hit that limit, for example for large dependency graphs where all packages contribute to the PATH env-var.

This can be mitigated by:

- Putting the Conan cache closer to C:/ for shorter paths
- Better definition of what dependencies can contribute to the PATH env-var
- Other mechanisms for things like running with many shared libraries dependencies with too many .dlls, like deployers

## Reference

**class EnvVars**(*conanfile*, *values*, *scope*)

Represents an instance of environment variables for a given system. It is obtained from the generic Environment class.

**get**(*name*, *default=None*, *variable\_reference=None*)

get the value of a env-var

### Parameters

- **name** – The name of the environment variable.
- **default** – The returned value if the variable doesn't exist, by default None.
- **variable\_reference** – if specified, use a variable reference instead of the pre-existing value of environment variable, where {name} can be used to refer to the name of the variable.

**items**(*variable\_reference=None*)

returns {str: str} (varname: value)

### Parameters

**variable\_reference** – if specified, use a variable reference instead of the pre-existing value of environment variable, where {name} can be used to refer to the name of the variable.

**apply**()

Context manager to apply the declared variables to the current `os.environ` restoring the original environment when the context ends.

**save\_script**(*filename*)

Saves a script file (bat, sh, ps1) with a launcher to set the environment. If the conf “tools.env.virtualenv:powershell” is not an empty string it will generate powershell launchers if Windows.

### Parameters

**filename** – Name of the file to generate. If the extension is provided, it will generate the launcher script for that extension, otherwise the format will be deduced checking if we are running inside Windows (checking also the subsystem) or not.

## VirtualBuildEnv

VirtualBuildEnv is a generator that produces a *conanbuildenv* .bat, .ps1 or .sh script containing the environment variables of the build time context:

- From the `self.buildenv_info` of the direct `tool_requires` in “build” context.
- From the `self.runenv_info` of the transitive dependencies of those `tool_requires`.

It can be used by name in conanfiles:

Listing 38: conanfile.py

```
class Pkg(ConanFile):
    generators = "VirtualBuildEnv"
```

Listing 39: conanfile.txt

```
[generators]
VirtualBuildEnv
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 40: conanfile.py

```
from conan import ConanFile
from conan.tools.env import VirtualBuildEnv

class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    requires = "zlib/1.2.11", "bzip2/1.0.8"

    def generate(self):
        ms = VirtualBuildEnv(self)
        ms.generate()
```

## Generated files

This generator (for example the invocation of `conan install --tool-require=cmake/3.20.0@ -g VirtualBuildEnv`) will create the following files:

- `conanbuildenv-release-x86_64.(bat|ps1|sh)`: This file contains the actual definition of environment variables like `PATH`, `LD_LIBRARY_PATH`, etc, and any other variable defined in the dependencies `buildenv_info` corresponding to the build context, and to the current installed configuration. If a repeated call is done with other settings, a different file will be created. After the execution or sourcing of this file, a new deactivation script will be generated, capturing the current environment, so the environment can be restored when desired. The file will be named also following the current active configuration, like `deactivate_conanbuildenv-release-x86_64.bat`.
- `conanbuild.(bat|ps1|sh)`: Accumulates the calls to one or more other scripts, in case there are multiple tools in the generate process that create files, to give one single convenient file for all. This only calls the latest specific configuration one, that is, if `conan install` is called first for Release build type, and then for Debug, `conanbuild.(bat|ps1|sh)` script will call the Debug one.
- `deactivate_conanbuild.(bat|ps1|sh)`: Accumulates the deactivation calls defined in the above `conanbuild.(bat|ps1|sh)`. This file should only be called after the accumulated activate has been called first.



---

**Note:** To create .ps1 files required for PowerShell, you need to set the `tools.env.virtualenv:powershell` configuration with the value of the PowerShell executable (e.g., `powershell.exe` or `pwsh`). Note that, setting it to `True` or `False` is deprecated as of Conan 2.11.0 and should no longer be used.

---



---

**Note:** Disabling the automatic generation of these files for consumers can be achieved by passing `--envs-generation=false` to the `conan install` command. **This feature is experimental and subject to change**, and disabling this file can lead to unexpected build errors, if for example `tool_requires` are used. Ensure they are not needed if the generation is disabled.

---

## Reference

**class VirtualBuildEnv**(*conanfile*, *auto\_generate=False*)

Calculates the environment variables of the build time context and produces a `conanbuildenv.bat` or `.sh` script

**environment()**

Returns an `Environment` object containing the environment variables of the build context.

**Returns**

an `Environment` object instance containing the obtained variables.

**vars**(*scope='build'*)

**Parameters**

**scope** – Scope to be used.

**Returns**

An `EnvVars` instance containing the computed environment variables.

**generate**(*scope='build'*)

Produces the launcher scripts activating the variables for the build context.

**Parameters**

**scope** – Scope to be used.

## VirtualRunEnv

`VirtualRunEnv` is a generator that produces a launcher `conanrunenv.bat`, `.ps1` or `.sh` script containing environment variables of the run time environment.

The launcher contains the runtime environment information, anything that is necessary in the environment to actually run the compiled executables and applications. The information is obtained from:

- The `self.runenv_info` of the dependencies corresponding to the host context.
- Also automatically deduced from the `self.cpp_info` definition of the package to define `PATH`.
- `LD_LIBRARY_PATH`, `DYLD_LIBRARY_PATH`, and `DYLD_FRAMEWORK_PATH` are similarly deduced on non-Windows hosts if the `os` setting is set.

It can be used by name in conanfiles:

Listing 41: conanfile.py

```
class Pkg(ConanFile):  
    generators = "VirtualRunEnv"
```

Listing 42: conanfile.txt

```
[generators]  
VirtualRunEnv
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 43: conanfile.py

```
from conan import ConanFile  
from conan.tools.env import VirtualRunEnv  
  
class Pkg(ConanFile):  
    settings = "os", "compiler", "arch", "build_type"  
    requires = "zlib/1.2.11", "bzip2/1.0.8"  
  
    def generate(self):  
        ms = VirtualRunEnv(self)  
        ms.generate()
```

## Generated files

- `conanrunenv-release-x86_64.(bat|ps1|sh)`: This file contains the actual definition of environment variables like `PATH`, `LD_LIBRARY_PATH`, etc, and `runenv_info` of dependencies corresponding to the host context, and to the current installed configuration. If a repeated call is done with other settings, a different file will be created.
- `conanrun.(bat|ps1|sh)`: Accumulates the calls to one or more other scripts to give one single convenient file for all. This only calls the latest specific configuration one, that is, if `conan install` is called first for Release build type, and then for Debug, `conanrun.(bat|ps1|sh)` script will call the Debug one.

After the execution of one of those files, a new deactivation script will be generated, capturing the current environment, so the environment can be restored when desired. The file will be named also following the current active configuration, like `deactivate_conanrunenv-release-x86_64.bat`.

---

**Note:** To create `.ps1` files required for PowerShell, you need to set the `tools.env.virtualenv:powershell` configuration with the value of the PowerShell executable (e.g., `powershell.exe` or `pwsh`). Note that, setting it to `True` or `False` is deprecated as of Conan 2.11.0 and should no longer be used.

---

---

**Note:** Disabling the automatic generation of these files for consumers can be achieved by passing `--env-generation=false` to the `conan install` command. **This feature is experimental and subject to change**, and disabling this file can lead to unexpected runtime errors.

---

## Reference

**class VirtualRunEnv**(*conanfile*, *auto\_generate=False*)

Calculates the environment variables of the runtime context and produces a conanrunenv .bat or .sh script

**Parameters**

**conanfile** – The current recipe object. Always use `self`.

**environment()**

Returns an `Environment` object containing the environment variables of the run context.

**Returns**

an `Environment` object instance containing the obtained variables.

**vars**(*scope='run'*)

**Parameters**

**scope** – Scope to be used.

**Returns**

An `EnvVars` instance containing the computed environment variables.

**generate**(*scope='run'*)

Produces the launcher scripts activating the variables for the run context.

**Parameters**

**scope** – Scope to be used.

### 9.4.7 conan.tools.files

#### conan.tools.files basic operations

##### conan.tools.files.copy()

**copy**(*conanfile*, *pattern*, *src*, *dst*, *keep\_path=True*, *excludes=None*, *ignore\_case=True*, *overwrite\_equal=False*)

Copy the files matching the pattern (fnmatch) at the src folder to a dst folder.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **pattern** – (Required) An fnmatch file pattern of the files that should be copied. It must not start with `..` relative path or an exception will be raised.
- **src** – (Required) Source folder in which those files will be searched. This folder will be stripped from the dst parameter. E.g., `lib/Debug/x86`.
- **dst** – (Required) Destination local folder. It must be different from src value or an exception will be raised.
- **keep\_path** – (Optional, defaulted to `True`) Means if you want to keep the relative path when you copy the files from the src folder to the dst one.
- **excludes** – (Optional, defaulted to `None`) A tuple/list of fnmatch patterns or even a single one to be excluded from the copy.
- **ignore\_case** – (Optional, defaulted to `True`) If enabled, it will do a case-insensitive pattern matching. will do a case-insensitive pattern matching when `True`

- **overwrite\_equal** – (Optional, default False). If the file to be copied already exists in the destination folder, only really copy it if it seems different (different size, different modification time)

**Returns**

list of copied files

Usage:

```
def package(self):
    copy(self, "*.h", self.source_folder, os.path.join(self.package_folder, "include"))
    copy(self, "*.lib", self.build_folder, os.path.join(self.package_folder, "lib"))
```

---

**Note:** The files that are **symlinks to files** or **symlinks to folders** will be treated like any other file, so they will only be copied if the specified pattern matches with the file.

At the destination folder, the symlinks will be created pointing to the exact same file or folder, absolute or relative, being the responsibility of the user to manipulate the symlink to, for example, transform the symlink into a relative path before copying it so it points to the destination folder.

Check [here](#) the reference of tools to manage symlinks.

---

### conan.tools.files.load()

**load**(conanfile, path, encoding='utf-8')

Utility function to load files in one line. It will manage the open and close of the file, and load binary encodings. Returns the content of the file.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **path** – Path to the file to read
- **encoding** – (Optional, Defaulted to `utf-8`): Specifies the input file text encoding.

**Returns**

The contents of the file

Usage:

```
from conan.tools.files import load

content = load(self, "myfile.txt")
```

### conan.tools.files.save()

**save**(conanfile, path, content, append=False, encoding='utf-8')

Utility function to save files in one line. It will manage the open and close of the file and creating directories if necessary.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **path** – Path of the file to be created.

- **content** – Content (str or bytes) to be write to the file.
- **append** – (Optional, Defaulted to False): If True the contents will be appended to the existing one.
- **encoding** – (Optional, Defaulted to utf-8): Specifies the output file text encoding.

Usage:

```
from conan.tools.files import save

save(self, "path/to/otherfile.txt", "contents of the file")
```

### conan.tools.files.rename()

**rename**(*conanfile*, *src*, *dst*)

Utility functions to rename a file or folder *src* to *dst* with retrying. `os.rename()` frequently raises “Access is denied” exception on Windows. This function renames file or folder using robocopy to avoid the exception on Windows.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **src** – Path to be renamed.
- **dst** – Path to be renamed to.

Usage:

```
from conan.tools.files import rename

def source(self):
    rename(self, "lib-sources-abe2h9fe", "sources") # renaming a folder
```

### conan.tools.files.replace\_in\_file()

**replace\_in\_file**(*conanfile*, *file\_path*, *search*, *replace*, *strict=True*, *encoding='utf-8'*)

Replace a string search in the contents of the file *file\_path* with the string *replace*.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **file\_path** – File path of the file to perform the replacing.
- **search** – String you want to be replaced.
- **replace** – String to replace the searched string.
- **strict** – (Optional, Defaulted to True) If True, it raises an error if the searched string is not found, so nothing is actually replaced.
- **encoding** – (Optional, Defaulted to utf-8): Specifies the input and output files text encoding.

Usage:

```
from conan.tools.files import replace_in_file

replace_in_file(self, os.path.join(self.source_folder, "folder", "file.txt"), "foo", "bar
↪")
```

### conan.tools.files.rm()

This function removes files from the filesystem. It can be used to remove a single file or a pattern based on fnmatch. It's indicated to use it instead of `os.remove` because it's cross-platform and may avoid permissions issues.

Listing 44: Remove all files finished in `.tmp` in `build_folder` and recursively

```
from conan.tools.files import rm

rm(self, "*.tmp", self.build_folder, recursive=True)
```

Listing 45: Remove all files from `bin_folder`, except for any finished by `.dll`

```
from conan.tools.files import rm

rm(self, "*", self.bin_folder, recursive=False, excludes="*.dll")
```

**rm**(conanfile, pattern, folder, recursive=False, excludes=None)

Utility functions to remove files matching a `pattern` in a `folder`.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **pattern** – Pattern that the files to be removed have to match (fnmatch).
- **folder** – Folder to search/remove the files.
- **recursive** – If recursive is specified it will search in the subfolders.
- **excludes** – (Optional, defaulted to None) A tuple/list of fnmatch patterns or even a single one to be excluded from the remove pattern.

### conan.tools.files.mkdir()

**mkdir**(conanfile, path)

Utility functions to create a directory. The existence of the specified directory is checked, so `mkdir()` will do nothing if the directory already exists.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **path** – Path to the folder to be created.

Usage:

```
from conan.tools.files import mkdir

mkdir(self, "mydir") # Creates mydir if it does not already exist
mkdir(self, "mydir") # Does nothing
```

### conan.tools.files.rmdir()

**rmdir**(conanfile, path)

Usage:

```
from conan.tools.files import rmdir

rmdir(self, "mydir") # Remove mydir if it exist
rmdir(self, "mydir") # Does nothing
```

### conan.tools.files.chdir()

**chdir**(conanfile, newdir)

This is a context manager that allows to temporary change the current directory in your conanfile

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **newdir** – Directory path name to change the current directory.

Usage:

```
from conan.tools.files import chdir

def build(self):
    with chdir(self, "./subdir"):
        do_something()
```

### conan.tools.files.unzip()

This function extract different compressed formats (.tar, .tar.gz, .tgz, .tar.bz2, .tbz2, .tar.xz, .txz, and .zip) into the given destination folder.

It also accepts gzipped files, with extension .gz (not matching any of the above), and it will unzip them into a file with the same name but without the extension, or to a filename defined by the destination argument.

```
from conan.tools.files import unzip

unzip(self, "myfile.zip")
# or to extract in "myfolder" sub-folder
unzip(self, "myfile.zip", "myfolder")
```

You can keep the permissions of the files using the `keep_permissions=True` parameter.

```
from conan.tools.files import unzip

unzip(self, "myfile.zip", "myfolder", keep_permissions=True)
```

Use the `pattern` argument if you want to filter specific files and paths to decompress from the archive.

```
from conan.tools.files import unzip

# Extract only files inside relative folder "small"
unzip(self, "bigfile.zip", pattern="small/*")
# Extract only txt files
unzip(self, "bigfile.zip", pattern="*.txt")
```

---

**Important:** In Conan 2.8 `unzip()` provides a new `extract_filter=None` argument and a new `tools.files.unzip:filter` configuration was added to prepare for future Python 3.14 breaking changes, in which the data filter for extracting tar archives will be made the default. The recommendation is to start using the data filter as soon as possible (the conf can be defined in `global.conf`, or it can be explicitly added as argument in recipes `unzip()` and `get()` helpers) as that is the current security recommendation while downloading sources from the internet.

---

```
unzip(conanfile, filename, destination='.', keep_permissions=False, pattern=None, strip_root=False,
      extract_filter=None)
```

Extract different compressed formats

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **filename** – Path to the compressed file.
- **destination** – (Optional, Defaulted to `.`) Destination folder (or file for `.gz` files)
- **keep\_permissions** – (Optional, Defaulted to `False`) Keep the zip permissions. **WARNING:** Can be dangerous if the zip was not created in a NIX system, the bits could produce undefined permission schema. Use this option only if you are sure that the zip was created correctly.
- **pattern** – (Optional, Defaulted to `None`) Extract only paths matching the pattern. This should be a Unix shell-style wildcard, see `fnmatch` documentation for more details.
- **strip\_root** – (Optional, Defaulted to `False`) If `True`, and all the unzipped contents are in a single folder it will flat the folder moving all the contents to the parent folder.
- **extract\_filter** – (Optional, defaulted to `None`). When extracting a tar file, use the tar extracting filters define by Python in <https://docs.python.org/3/library/tarfile.html>

#### `conan.tools.files.update_conandata()`

This function reads the `conandata.yml` inside the exported folder in the conan cache, if it exists. If the `conandata.yml` does not exist, it will create it. Then, it updates the `conandata` dictionary with the provided data one, which is updated recursively, prioritizing the data values, but keeping other existing ones. Finally the `conandata.yml` is saved in the same place.

This helper can only be used within the `export()` method, it can raise otherwise. One application is to capture in the `conandata.yml` the scm coordinates (like Git remote url and commit), to be able to recover it later in the `source()` method and have reproducible recipes that can build from sources without actually storing the sources in the recipe.



**update\_conandata**(conanfile, data)

Tool to modify the `conandata.yml` once it is exported. It can be used, for example:

- To add additional data like the “commit” and “url” for the scm.
- To modify the contents cleaning the data that belong to other versions (different from the exported) to avoid changing the recipe revision when the changed data doesn’t belong to the current version.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **data** – (Required) A dictionary (can be nested), of values to update

**conan.tools.files.trim\_conandata()****trim\_conandata**(conanfile, raise\_if\_missing=True)

Tool to modify the `conandata.yml` once it is exported, to limit it to the current version only

**Warning:** The `conan.tools.files.trim_conandata()` function is in **preview**. See *the Conan stability* section for more information.

This function modifies the `conandata.yml` inside the exported folder in the conan cache, if it exists, and keeps only the information related to the currently built version.

This helper can only be used within the `export()` method or `post_export()` *hook*, it may raise in the future otherwise. One application is to ensure changes in the `conandata.yml` file related to some versions do not affect the generated recipe revisions of the rest.

Usage:

```
from conan import ConanFile
from conan.tools.files import trim_conandata

class Pkg(ConanFile):
    name = "pkg"

    def export(self):
        # any change to other versions in the conandata.yml
        # won't affect the revision of the version that is built
        trim_conandata(self)
```

**conan.tools.files.collect\_libs()****collect\_libs**(conanfile, folder=None)

Returns a sorted list of library names from the libraries (files with extensions `.so`, `.lib`, `.a` and `.dylib`) located inside the `conanfile.cpp_info.libdirs` (by default) or the **folder** directory relative to the package folder. Useful to collect not inter-dependent libraries or with complex names like `libmylib-x86-debug-en.lib`.

For UNIX libraries staring with **lib**, like `libmath.a`, this tool will collect the library name **math**.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.

- **folder** – (Optional, Defaulted to None): String indicating the subfolder name inside `conanfile.package_folder` where the library files are.

**Returns**

A list with the library names

**Warning:** This tool collects the libraries searching directly inside the package folder and returns them in no specific order. If libraries are inter-dependent, then `package_info()` method should order them to achieve correct linking order.

Usage:

```
from conan.tools.files import collect_libs

def package_info(self):
    self.cpp_info.libdirs = ["lib", "other_libdir"] # Default value is 'lib'
    self.cpp_info.libs = collect_libs(self)
```

For UNIX libraries starting with **lib**, like *libmath.a*, this tool will collect the library name **math**. Regarding symlinks, this tool will keep only the “most generic” file among the resolved real file and all symlinks pointing to this real file. For example among files below, this tool will select *libmath.dylib* file and therefore only append *math* in the returned list:

```
-rwxr-xr-x libmath.1.0.0.dylib lrwxr-xr-x libmath.1.dylib -> libmath.1.0.0.dylib
lrwxr-xr-x libmath.dylib -> libmath.1.dylib
```

## conan.tools.files downloads

### conan.tools.files.get()

**get**(*conanfile*, *url*, *md5=None*, *sha1=None*, *sha256=None*, *destination='.'*, *filename=""*, *keep\_permissions=False*, *pattern=None*, *verify=True*, *retry=None*, *retry\_wait=None*, *auth=None*, *headers=None*, *strip\_root=False*, *extract\_filter=None*)

High level download and decompressing of a tgz, zip or other compressed format file. Just a high level wrapper for download, unzip, and remove the temporary zip file once unzipped. You can pass hash checking parameters: md5, sha1, sha256. All the specified algorithms will be checked. If any of them doesn't match, it will raise a `ConanException`.

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **destination** – (Optional defaulted to `.`) Destination folder
- **filename** – (Optional defaulted to `''`) If provided, the saved file will have the specified name, otherwise it is deduced from the URL
- **url** – forwarded to `tools.file.download()`.
- **md5** – forwarded to `tools.file.download()`.
- **sha1** – forwarded to `tools.file.download()`.
- **sha256** – forwarded to `tools.file.download()`.
- **keep\_permissions** – forwarded to `tools.file.unzip()`.

- **pattern** – forwarded to `tools.file.unzip()`.
- **verify** – forwarded to `tools.file.download()`.
- **retry** – forwarded to `tools.file.download()`.
- **retry\_wait** – S forwarded to `tools.file.download()`.
- **auth** – forwarded to `tools.file.download()`.
- **headers** – forwarded to `tools.file.download()`.
- **strip\_root** – forwarded to `tools.file.unzip()`.
- **extract\_filter** – forwarded to `tools.file.unzip()`.

---

**Important:** `get()` calls internally `unzip()`. Please read the note in [conan.tools.files.unzip\(\)](#) regarding Python 3.14 breaking changes and the new tar archive extract filters.

---

### `conan.tools.files.ftp_download()`

**ftp\_download**(*conanfile*, *host*, *filename*, *login*="", *password*="", *secure*=False)

Ftp download of a file. Retrieves a file from an FTP server.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **host** – IP or host of the FTP server.
- **filename** – Path to the file to be downloaded.
- **login** – Authentication login.
- **password** – Authentication password.
- **secure** – Set to True to use FTP over TLS/SSL (FTPS). Defaults to False for regular FTP.

Usage:

```
from conan.tools.files import ftp_download

def source(self):
    ftp_download(self, 'ftp.debian.org', "debian/README")
    self.output.info(load("README"))
```

### `conan.tools.files.download()`

**download**(*conanfile*, *url*, *filename*, *verify*=True, *retry*=None, *retry\_wait*=None, *auth*=None, *headers*=None, *md5*=None, *sha1*=None, *sha256*=None)

Retrieves a file from a given URL into a file with a given filename. It uses certificates from a list of known verifiers for https downloads, but this can be optionally disabled.

You can pass hash checking parameters: `md5`, `sha1`, `sha256`. All the specified algorithms will be checked. If any of them doesn't match, the downloaded file will be removed and it will raise a `ConanException`.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.

- **url** – URL to download. It can be a list, which only the first one will be downloaded, and the follow URLs will be used as mirror in case of download error. Files accessible in the local filesystem can be referenced with a URL starting with `file:///` followed by an absolute path to a file (where the third / implies localhost).
- **filename** – Name of the file to be created in the local storage
- **verify** – When False, disables https certificate validation
- **retry** – Number of retries in case of failure. Default is overridden by “tools.files.download:retry” conf
- **retry\_wait** – Seconds to wait between download attempts. Default is overridden by “tools.files.download:retry\_wait” conf.
- **auth** – A tuple of user and password to use HTTPBasic authentication
- **headers** – A dictionary with additional headers
- **md5** – MD5 hash code to check the downloaded file
- **sha1** – SHA-1 hash code to check the downloaded file
- **sha256** – SHA-256 hash code to check the downloaded file

Usage:

```
download(self, "http://someurl/somefile.zip", "myfilename.zip")

# to disable verification:
download(self, "http://someurl/somefile.zip", "myfilename.zip", verify=False)

# to retry the download 2 times waiting 5 seconds between them
download(self, "http://someurl/somefile.zip", "myfilename.zip", retry=2, retry_wait=5)

# Use https basic authentication
download(self, "http://someurl/somefile.zip", "myfilename.zip", auth=("user", "password
↳"))

# Pass some header
download(self, "http://someurl/somefile.zip", "myfilename.zip", headers={"Myheader": "My_
↳value"})

# Download and check file checksum
download(self, "http://someurl/somefile.zip", "myfilename.zip", md5=
↳"e5d695597e9fa520209d1b41edad2a27")

# to add mirrors
download(self, ["https://ftp.gnu.org/gnu/gcc/gcc-9.3.0/gcc-9.3.0.tar.gz",
↳"http://mirror.linux-ia64.org/gnu/gcc/releases/gcc-9.3.0/gcc-9.3.0.tar.gz
↳"],
↳"gcc-9.3.0.tar.gz",
↳sha256="5258a9b6afe9463c2e56b9e8355b1a4bee125ca828b8078f910303bc2ef91fa6")
```

## conf

It uses these *configuration entries*:

- `tools.files.download:retry`: number of retries in case some error occurs.
- `tools.files.download:retry_wait`: seconds to wait between retries.

## conan.tools.files patches

### conan.tools.files.patch()

**patch**(*conanfile*, *base\_path*=None, *patch\_file*=None, *patch\_string*=None, *strip*=0, *fuzz*=False, *\*\*kwargs*)

Applies a diff from file (*patch\_file*) or string (*patch\_string*) in the *conanfile.source\_folder* directory. The folder containing the sources can be customized with the *self.folders* attribute in the *layout(self)* method.

#### Parameters

- **conanfile** – the current recipe, always pass ‘self’
- **base\_path** – The path is a relative path to *conanfile.export\_sources\_folder* unless an absolute path is provided.
- **patch\_file** – Patch file that should be applied. The path is relative to the *conanfile.source\_folder* unless an absolute path is provided.
- **patch\_string** – Patch string that should be applied.
- **strip** – Number of folders to be stripped from the path.
- **fuzz** – Should accept fuzzy patches.
- **kwargs** – Extra parameters that can be added and will contribute to output information

Usage:

```
from conan.tools.files import patch

def build(self):
    for it in self.conan_data.get("patches", {}).get(self.version, []):
        patch(self, **it)
```

### conan.tools.files.apply\_conandata\_patches()

**apply\_conandata\_patches**(*conanfile*)

Applies patches stored in *conanfile.conan\_data* (read from *conandata.yml* file). It will apply all the patches under *patches* entry that matches the given *conanfile.version*. If versions are not defined in *conandata.yml* it will apply all the patches directly under *patches* keyword.

The key entries will be passed as *kwargs* to the *patch* function.

Usage:

```
from conan.tools.files import apply_conandata_patches

def build(self):
    apply_conandata_patches(self)
```

Examples of `conandata.yml`:

```
patches:
- patch_file: "patches/0001-buildflatbuffers-cmake.patch"
- patch_file: "patches/0002-implicit-copy-constructor.patch"
  base_path: "subfolder"
  patch_type: backport
  patch_source: https://github.com/google/flatbuffers/pull/5650
  patch_description: Needed to build with modern clang compilers.
```

With different patches for different versions:

```
patches:
  "1.11.0":
    - patch_file: "patches/0001-buildflatbuffers-cmake.patch"
    - patch_file: "patches/0002-implicit-copy-constructor.patch"
      base_path: "subfolder"
      patch_type: backport
      patch_source: https://github.com/google/flatbuffers/pull/5650
      patch_description: Needed to build with modern clang compilers.
  "1.12.0":
    - patch_file: "patches/0001-buildflatbuffers-cmake.patch"
    - patch_string: |
        --- a/tests/misc-test.c
        +++ b/tests/misc-test.c
        @@ -1232,6 +1292,8 @@ main (int argc, char **argv)
            g_test_add_func ("/misc/pause-cancel", do_pause_cancel_test);
            g_test_add_data_func ("/misc/stealing/async", GINT_TO_POINTER (FALSE), do_
↪stealing_test);
            g_test_add_data_func ("/misc/stealing/sync", GINT_TO_POINTER (TRUE), do_
↪stealing_test);
            + g_test_add_func ("/misc/response/informational/content-length", do_
↪response_informational_content_length_test);
            +

        ret = g_test_run ();
    - patch_file: "patches/0003-fix-content-length-calculation.patch"
```

For each patch, a `patch_file`, a `patch_string` or a `patch_user` field must be provided. The first two are automatically applied by `apply_conandata_patches()`, while `patch_user` are ignored, and must be handled by the user directly in the `conanfile.py` recipe.

### `conan.tools.files.export_conandata_patches()`

#### `export_conandata_patches(conanfile)`

Exports patches stored in `'conanfile.conan_data'` (read from `'conandata.yml'` file). It will export all the patches under `'patches'` entry that matches the given `'conanfile.version'`. If versions are not defined in `'conandata.yml'` it will export all the patches directly under `'patches'` keyword.

Example of `conandata.yml` without versions defined:

```
from conan.tools.files import export_conandata_patches
def export_sources(self):
```

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```
export_conandata_patches(self)
```

## conan.tools.files checksums

### conan.tools.files.check\_md5()

**check\_md5**(*conanfile*, *file\_path*, *signature*)

Check that the specified md5sum of the *file\_path* matches with *signature*. If doesn't match it will raise a *ConanException*.

#### Parameters

- **conanfile** – The current recipe object. Always use *self*.
- **file\_path** – Path of the file to check.
- **signature** – Expected md5sum.

### conan.tools.files.check\_sha1()

**check\_sha1**(*conanfile*, *file\_path*, *signature*)

Check that the specified sha1 of the *file\_path* matches with *signature*. If doesn't match it will raise a *ConanException*.

#### Parameters

- **conanfile** – Conanfile object.
- **file\_path** – Path of the file to check.
- **signature** – Expected sha1sum

### conan.tools.files.check\_sha256()

**check\_sha256**(*conanfile*, *file\_path*, *signature*)

Check that the specified sha256 of the *file\_path* matches with *signature*. If doesn't match it will raise a *ConanException*.

#### Parameters

- **conanfile** – Conanfile object.
- **file\_path** – Path of the file to check.
- **signature** – Expected sha256sum

## conan.tools.files.symlinks

### conan.tools.files.symlinks.absolute\_to\_relative\_symlinks()

**absolute\_to\_relative\_symlinks**(*conanfile*, *base\_folder*)

Convert the symlinks with absolute paths into relative ones if they are pointing to a file or directory inside the *base\_folder*. Any absolute symlink pointing outside the *base\_folder* will be ignored.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **base\_folder** – Folder to be scanned.

### conan.tools.files.symlinks.remove\_external\_symlinks()

**remove\_external\_symlinks**(*conanfile*, *base\_folder*)

Remove the symlinks to files that point outside the *base\_folder*, no matter if relative or absolute.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **base\_folder** – Folder to be scanned.

### conan.tools.files.symlinks.remove\_broken\_symlinks()

**remove\_broken\_symlinks**(*conanfile*, *base\_folder=None*)

Remove the broken symlinks, no matter if relative or absolute.

#### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **base\_folder** – Folder to be scanned.

## conan.tools.files AutoPackager

**Warning:** This feature is **deprecated**, and will be removed in future Conan 2.X version. It was used to automatically deduce what to copy() in the `package()` method.

The recommended approach is to use explicit `copy()` calls in the `package()` method, as explained in the rest of the documentation.

## 9.4.8 conan.tools.gnu

### AutotoolsDeps

The `AutotoolsDeps` is the dependencies generator for Autotools. It will generate shell scripts containing environment variable definitions that the autotools build system can understand.

It can be used by name in conanfiles:



Listing 46: conanfile.py

```
class Pkg(ConanFile):
    generators = "AutotoolsDeps"
```

Listing 47: conanfile.txt

```
[generators]
AutotoolsDeps
```

And it can also be fully instantiated in the conanfile `generate()` method:

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = AutotoolsDeps(self)
        tc.generate()
```

## Generated files

It will generate the file `conanautotoolsdeps.sh` or `conanautotoolsdeps.bat`:

```
$ conan install conanfile.py # default is Release
$ source conanautotoolsdeps.sh
# or in Windows
$ conanautotoolsdeps.bat
```

These launchers will define aggregated variables `CPPFLAGS`, `LIBS`, `LDFLAGS`, `CXXFLAGS`, `CFLAGS` that accumulate all dependencies information, including transitive dependencies, with flags like `-I<path>`, `-L<path>`, etc.

At this moment, only the `requires` information is generated, the `tool_requires` one is not managed by this generator yet.

## Customization

To modify the computed values, you can access the `.environment` property that returns an *Environment* class.

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = AutotoolsDeps(self)
        tc.environment.remove("CPPFLAGS", "undesired_value")
        tc.environment.append("CPPFLAGS", "var")
```

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```
tc.environment.define("OTHER", "cat")
tc.environment.unset("LDFLAGS")
tc.generate()
```

## Reference

**class** AutotoolsDeps(*conanfile*)

**property** environment

### Returns

An Environment object containing the computed variables. If you need to modify some of the computed values you can access to the `environment` object.

## AutotoolsToolchain

The AutotoolsToolchain is the toolchain generator for Autotools. It will generate shell scripts containing environment variable definitions that the autotools build system can understand.

This generator can be used by name in conanfiles:

Listing 48: conanfile.py

```
class Pkg(ConanFile):
    generators = "AutotoolsToolchain"
```

Listing 49: conanfile.txt

```
[generators]
AutotoolsToolchain
```

And it can also be fully instantiated in the `conanfile generate()` method:

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = AutotoolsToolchain(self)
        tc.generate()
```

## Generated files

It will generate the file `conanautotoolstoolchain.sh` or `conanautotoolstoolchain.bat` files:

```
$ conan install conanfile.py # default is Release
$ source conanautotoolstoolchain.sh
# or in Windows
$ conanautotoolstoolchain.bat
```

This launchers will append information to the `CPPFLAGS`, `LDFLAGS`, `CXXFLAGS`, `CFLAGS` environment variables that translate the settings and options to the corresponding build flags like `-stdlib=libstdc++`, `-std=gnu14`, architecture flags, etc. It will also append the folder where the Conan generators are located to the `PKG_CONFIG_PATH` environment variable.

Since [Conan 2.4.0](#), in a cross-building context, the environment variables `CC_FOR_BUILD` and `CXX_FOR_BUILD` are also set if the build profile defines the `c` and `cpp` values in the configuration variable `tools.build:compiler_executables`. See more info in the [conf section](#).

This generator will also generate a file called `conanbuild.conf` containing two keys:

- **configure\_args**: Arguments to call the configure script.
- **make\_args**: Arguments to call the make script.
- **autoreconf\_args**: Arguments to call the autoreconf script.

The *Autotools build helper* will use that `conanbuild.conf` file to seamlessly call the configure and make script using these precalculated arguments.

## Customization

You can change some attributes before calling the `generate()` method if you want to change some of the precalculated values:

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = AutotoolsToolchain(self)
        tc.configure_args.append("--my_argument")
        tc.generate()
```

- **configure\_args**: Additional arguments to be passed to the configure script.
  - By default the following arguments are passed:
    - \* `--prefix`: Takes `/` as default value.
    - \* `--bindir=${prefix}/bin`
    - \* `--sbindir=${prefix}/bin`
    - \* `--libdir=${prefix}/lib`
    - \* `--includedir=${prefix}/include`
    - \* `--oldincludedir=${prefix}/include`
    - \* `--datarootdir=${prefix}/res`
  - Also if the `shared` option exists it will add by default:
    - \* `--enable-shared, --disable-static` if `shared==True`
    - \* `--disable-shared, --enable-static` if `shared==False`
- **make\_args** (Defaulted to `[]`): Additional arguments to be passed to the make script.
- **autoreconf\_args** (Defaulted to `["--force", "--install"]`): Additional arguments to be passed to the make script.
- **extra\_defines** (Defaulted to `[]`): Additional defines.
- **extra\_cxxflags** (Defaulted to `[]`): Additional cxxflags.
- **extra\_cflags** (Defaulted to `[]`): Additional cflags.
- **extra\_ldflags** (Defaulted to `[]`): Additional ldflags.
- **ndebug**: “NDEBUG” if the `settings.build_type != Debug`.
- **gcc\_cxx11\_abi**: “\_GLIBCXX\_USE\_CXX11\_ABI” if `gcc/libstdc++`.
- **libcxx**: Flag calculated from `settings.compiler.libcxx`.
- **fpic**: True/False from `options.fpic` if defined.
- **cppstd**: Flag from `settings.compiler.cppstd`
- **arch\_flag**: Flag from `settings.arch`
- **build\_type\_flags**: Flags from `settings.build_type`

- **sysroot\_flag**: To pass the `--sysroot` flag to the compiler.
- **apple\_arch\_flag**: Only when cross-building with Apple systems. Flags from `settings.arch`.
- **apple\_isysroot\_flag**: Only when cross-building with Apple systems. Path to the root sdk.
- **msvc\_runtime\_flag**: Flag from `settings.compiler.runtime_type` when compiler is `msvc` or `settings.compiler.runtime` when using the deprecated Visual Studio.

The following attributes are ready-only and will contain the calculated values for the current configuration and customized attributes. Some recipes might need to read them to generate custom build files (not strictly Autotools) with the configuration:

- **defines**
- **cxxflags**
- **cflags**
- **ldflags**

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    def generate(self):
        tc = AutotoolsToolchain(self)
        # Customize the flags
        tc.extra_cxxflags = ["MyFlag"]
        # Read the computed flags and use them (write custom files etc)
        tc.defines
        tc.cxxflags
        tc.cflags
        tc.ldflags
```

If you want to change the default values for `configure_args`, adjust the `cpp.package` object at the `layout()` method:

```
def layout(self):
    ...
    # For bindir and sbindir takes the first value:
    self.cpp.package.bindirs = ["mybin"]
    # For libdir takes the first value:
    self.cpp.package.libdirs = ["mylib"]
    # For includedir and oldincludedir takes the first value:
    self.cpp.package.includedirs = ["myinclude"]
    # For datarootdir takes the first value:
    self.cpp.package.resdirs = ["myres"]
```

---

**Note:** It is **not valid** to change the `self.cpp_info` at the `package_info()` method.

---

## Customizing the environment

If your Makefile or configure scripts need some other environment variable rather than CPPFLAGS, LDFLAGS, CXXFLAGS or CFLAGS, you can customize it before calling the `generate()` method. Call the `environment()` method to calculate the mentioned variables and then add the variables that you need. The `environment()` method returns an *Environment* object:

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        at = AutotoolsToolchain(self)
        env = at.environment()
        env.define("FOO", "BAR")
        at.generate(env)
```

The `AutotoolsToolchain` also sets `CXXFLAGS`, `CFLAGS`, `LDFLAGS` and `CPPFLAGS` reading variables from the `[conf]` section in the profiles. *See the conf reference below.*

## Managing the `configure_args`, `make_args` and `autoreconf_args` attributes

`AutotoolsToolchain` provides some help methods so users can add/update/remove values defined in `configure_args`, `make_args` and `autoreconf_args` (all of them lists of strings). Those methods are:

- `update_configure_args(updated_flags)`: will change `AutotoolsToolchain.configure_args`.
- `update_make_args(updated_flags)`: will change `AutotoolsToolchain.make_args`.
- `update_autoreconf_args(updated_flags)`: will change `AutotoolsToolchain.autoreconf_args`.

Where `updated_flags` is a dict-like Python object defining all the flags to change. It follows the next rules:

- Key-value are the flags names and their values, e.g., `{"--enable-tools": no}` will be translated as `--enable-tools=no`.
- If that key has no value, then it will be an empty string, e.g., `{"--disable-verbose": ""}` will be translated as `--disable-verbose`.
- If the key value is `None`, it means that you want to remove that flag from the `xxxxxx_args` (notice that it could be `configure_args`, `make_args` or `autoreconf_args`), e.g., `{"--force": None}` will remove that flag from the final result.

In a nutshell, you will:

- **Add arguments:** if the given flag in `updated_flags` does not already exist in `xxxxxx_args`.
- **Update arguments:** if the given flag in `updated_flags` already exists in attribute `xxxxxx_args`.
- **Remove arguments:** if the given flag in `updated_flags` already exists in `xxxxxx_args` and it's passed with `None` as value.

For instance:

```
from conan import ConanFile
from conan.tools.gnu import AutotoolsToolchain
```

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```

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        at = AutotoolsToolchain(self)
        at.update_configure_args({
            "--new-super-flag": "", # add new flag '--new-super-flag'
            "--host": "my-gnu-triplet", # update flag '--host=my-gnu-triplet'
            "--force": None # remove existing '--force' flag
        })
        at.generate()

```

## Reference

**class AutotoolsToolchain**(conanfile, namespace=None, prefix='/')

### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **namespace** – This argument avoids collisions when you have multiple toolchain calls in the same recipe. By setting this argument, the `conanbuild.conf` file used to pass information to the build helper will be named as `<namespace>_conanbuild.conf`. The default value is `None` meaning that the name of the generated file is `conanbuild.conf`. This namespace must be also set with the same value in the constructor of the Autotools build helper so that it reads the information from the proper file.
- **prefix** – Folder to use for `--prefix` argument ("/" by default).

**update\_configure\_args**(updated\_flags)

Helper to update/prune flags from `self.configure_args`.

### Parameters

**updated\_flags** – dict with arguments as keys and their argument values. Notice that if argument value is `None`, this one will be pruned.

**update\_make\_args**(updated\_flags)

Helper to update/prune arguments from `self.make_args`.

### Parameters

**updated\_flags** – dict with arguments as keys and their argument values. Notice that if argument value is `None`, this one will be pruned.

**update\_autoreconf\_args**(updated\_flags)

Helper to update/prune arguments from `self.autoreconf_args`.

### Parameters

**updated\_flags** – dict with arguments as keys and their argument values. Notice that if argument value is `None`, this one will be pruned.

## conf

- `tools.build:cxxflags` list of extra C++ flags that will be used by `CXXFLAGS`.
- `tools.build:cflags` list of extra of pure C flags that will be used by `CFLAGS`.
- `tools.build:sharedlinkflags` list of extra linker flags that will be used by `LDFLAGS`.
- `tools.build:exelinkflags` list of extra linker flags that will be used by `LDFLAGS`.
- `tools.build:defines` list of preprocessor definitions that will be used by `CPPFLAGS`.
- `tools.build:linker_scripts` list of linker scripts, each of which will be prefixed with `-T` and added to `LDFLAGS`. Only use this flag with linkers that supports specifying linker scripts with the `-T` flag, such as `ld`, `gold`, and `lld`.
- `tools.build:sysroot` defines the `--sysroot` flag to the compiler.
- `tools.android:ndk_path` (*new since Conan 2.5.0*) argument for NDK path in case of Android cross-compilation. It is used to set some environment variables like `CC`, `CXX`, `LD`, `STRIP`, `RANLIB`, `AS`, `AR`, and, since *Conan 2.11.0*, `ADDR2LINE`, `NM`, `OBJCOPY`, `OBJDUMP`, `READELF`, and `ELFEDIT` in the `conanautotoolstoolchain.sh|bat` script, as long as they are not already defined in the `buildenv` environment. If they are defined in the `buildenv` environment, the `conanautotoolstoolchain` file will not define them, leaving their definition to the `VirtualBuildEnv` generator.
- `tools.build:compiler_executables` dict-like Python object which specifies the compiler as key and the compiler executable path as value. Those keys will be mapped as follows:
  - `c`: will set `CC` (and `CC_FOR_BUILD` if cross-building) in `conanautotoolstoolchain.sh|bat` script.
  - `cpp`: will set `CXX` (and `CXX_FOR_BUILD` if cross-building) in `conanautotoolstoolchain.sh|bat` script.
  - `rc`: will set `RC` in `conanautotoolstoolchain.sh|bat` script.
  - `cuda`: will set `NVCC` in `conanautotoolstoolchain.sh|bat` script.
  - `fortran`: will set `FC` in `conanautotoolstoolchain.sh|bat` script.

---

**Note: flags order of preference:** Flags specified in the `tools.build` configuration, such as `cxxflags`, `cflags`, `sharedlinkflags`, `exelinkflags`, and `defines`, will always take precedence over those set by the `AutotoolsToolchain` attributes.

---

## Autotools

The `Autotools` build helper is a wrapper around the command line invocation of `autotools`. It will abstract the calls like `./configure` or `make` into Python method calls.

Usage:

```
from conan import ConanFile
from conan.tools.gnu import Autotools

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def build(self):
        autotools = Autotools(self)
        autotools.configure()
        autotools.make()
```



It will read the `conanbuild.conf` file generated by the [AutotoolsToolchain](#) to know read the arguments for calling the `configure` and `make` scripts:

- **configure\_args**: Arguments to call the `configure` script.
- **make\_args**: Arguments to call the `make` script.

## Reference

**class Autotools**(*conanfile, namespace=None*)

### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **namespace** – this argument avoids collisions when you have multiple toolchain calls in the same recipe. By setting this argument, the `conanbuild.conf` file used to pass information to the toolchain will be named as: `<namespace>_conanbuild.conf`. The default value is `None` meaning that the name of the generated file is `conanbuild.conf`. This namespace must be also set with the same value in the constructor of the `AutotoolsToolchain` so that it reads the information from the proper file.

**configure**(*build\_script\_folder=None, args=None*)

Call the `configure` script.

### Parameters

- **args** – List of arguments to use for the `configure` call.
- **build\_script\_folder** – Subfolder where the `configure` script is located. If not specified `conanfile.source_folder` is used.

**make**(*target=None, args=None*)

Call the `make` program.

### Parameters

- **target** – (Optional, Defaulted to `None`): Choose which target to build. This allows building of e.g., docs, shared libraries or install for some AutoTools projects
- **args** – (Optional, Defaulted to `None`): List of arguments to use for the `make` call.

**install**(*args=None, target='install'*)

This is just an “alias” of `self.make(target="install")`

### Parameters

- **args** – (Optional, Defaulted to `None`): List of arguments to use for the `make` call. By default an argument `DESTDIR=unix_path(self.package_folder)` is added to the call if the passed value is `None`. See more information about [tools.microsoft.unix\\_path\(\) function](#)
- **target** – (Optional, Defaulted to `None`): Choose which target to install.

**autoreconf**(*build\_script\_folder=None, args=None*)

Call `autoreconf`

### Parameters

- **args** – (Optional, Defaulted to `None`): List of arguments to use for the `autoreconf` call.
- **build\_script\_folder** – Subfolder where the `configure` script is located. If not specified `conanfile.source_folder` is used.

### A note about relocatable shared libraries in macOS built the Autotools build helper

When building a shared library with Autotools in macOS a section `LC_ID_DYLIB` and another `LC_LOAD_DYLIB` are added to the `.dylib`. These sections store `install_name` information, which is the location of the folder where the library or its dependencies are installed. You can check the `install_name` of your shared libraries using the `otool` command:

```
$ otool -l path/to/libMyLib.dylib
...
cmd LC_ID_DYLIB
  cmdsize 48
    name path/to/libMyLib.dylib (offset 24)
time stamp 1 Thu Jan  1 01:00:01 1970
  current version 1.0.0
compatibility version 1.0.0
...
Load command 11
  cmd LC_LOAD_DYLIB
  cmdsize 48
    name path/to/dependency.dylib (offset 24)
time stamp 2 Thu Jan  1 01:00:02 1970
  current version 1.0.0
compatibility version 1.0.0
...
```

### Why is this a problem when using Conan?

When using Conan the library will be built in the local cache and this means that this location will point to Conan's local cache folder where the library was installed. This location is where the library tells any other binaries using it where to load it at runtime. This is a problem since you can build the shared library in one machine, then upload it to a server and install it in another machine to use it. In this case, as Autotools behaves by default, you would have a library storing an `install_name` pointing to a folder that does not exist in your current machine so you would get linker errors when building.

### How to address this problem in Conan

The only thing Conan can do to make these shared libraries relocatable is to patch the built binaries after installation. To do this, when using the Autotools build helper and after running the Makefile's `install()` step, you can use the `fix_apple_shared_install_name()` tool to search for the built `.dylib` files and patch them by running the `install_name_tool` macOS utility, like this:

```
from conan.tools.apple import fix_apple_shared_install_name
class HelloConan(ConanFile):
    ...
    def package(self):
        autotools = Autotools(self)
        autotools.install()
        fix_apple_shared_install_name(self)
```

This will change the value of the `LC_ID_DYLIB` and `LC_LOAD_DYLIB` sections in the `.dylib` file to:

```
$ otool -l path/to/libMyLib.dylib
...
cmd LC_ID_DYLIB
  cmdsize 48
    name @rpath/libMyLib.dylib (offset 24)
time stamp 1 Thu Jan  1 01:00:01 1970
  current version 1.0.0
compatibility version 1.0.0
...
Load command 11
  cmd LC_LOAD_DYLIB
  cmdsize 48
    name @rpath/dependency.dylib (offset 24)
time stamp 2 Thu Jan  1 01:00:02 1970
  current version 1.0.0
compatibility version 1.0.0
```

The `@rpath` special keyword will tell the loader to search a list of paths to find the library. These paths can be defined by the consumer of that library by defining the `LC_RPATH` field. This is done by passing the `-Wl,-rpath -Wl,/path/to/libMyLib.dylib` linker flag when building the consumer of the library. Then if Conan builds an executable that consumes the `libMyLib.dylib` library, it will automatically add the `-Wl,-rpath -Wl,/path/to/libMyLib.dylib` flag so that the library is correctly found when building.

## MakeDeps

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

MakeDeps is the dependencies generator for make. It generates a Makefile file named `conandeps.mk` containing a valid make file syntax with all dependencies listed, including their components.

This generator can be used by name in conanfiles:

Listing 50: conanfile.py

```
class Pkg(ConanFile):
    generators = "MakeDeps"
```

Listing 51: conanfile.txt

```
[generators]
MakeDeps
```

And it can also be fully instantiated in the `conanfile generate()` method:

```
from conan import ConanFile
from conan.tools.gnu import MakeDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "zlib/1.2.13"
```

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```
def generate(self):
    pc = MakeDeps(self)
    pc.generate()
```

## Generated files

*make* format file named `conandeps.mk`, containing a valid makefile file syntax. The `prefix` variable is automatically adjusted to the `package_folder`:

```
CONAN_DEPS = zlib

# zlib/1.2.13
CONAN_NAME_ZLIB = zlib
CONAN_VERSION_ZLIB = 1.2.13
CONAN_REFERENCE_ZLIB = zlib/1.2.13
CONAN_ROOT_ZLIB = /home/conan/.conan2/p/b/zlib273508b343e8c/p
CONAN_INCLUDE_DIRS_ZLIB = $(CONAN_INCLUDE_DIR_FLAG)$(CONAN_ROOT_ZLIB)/include
CONAN_LIB_DIRS_ZLIB = $(CONAN_LIB_DIR_FLAG)$(CONAN_ROOT_ZLIB)/lib
CONAN_BIN_DIRS_ZLIB = $(CONAN_BIN_DIR_FLAG)$(CONAN_ROOT_ZLIB)/bin
CONAN_LIBS_ZLIB = $(CONAN_LIB_FLAG)z

CONAN_INCLUDE_DIRS = $(CONAN_INCLUDE_DIRS_ZLIB)
CONAN_LIB_DIRS = $(CONAN_LIB_DIRS_ZLIB)
CONAN_BIN_DIRS = $(CONAN_BIN_DIRS_ZLIB)
CONAN_LIBS = $(CONAN_LIBS_ZLIB)
```

## Properties

Makefile variables will be generated for each property set in `package_info()` of all dependencies and their components. Let's take following receipt:

```
from conan import ConanFile

class MyLib(ConanFile):

    name = "mylib"
    version = "1.0"

    def package_info(self):
        self.cpp_info.set_property("my.prop", "some vale")
        self.cpp_info.components["mycomp"].set_property("comp_prop", "comp_value")
```

The resulting makefile variable assignments would look like this:

```
# mylib/1.0

#[...]
CONAN_PROPERTY_MYLIB_MY_PROP = some value
CONAN_PROPERTY_MYLIB_MYCOMP_COMP_PROP = comp_value
```

When substituting package names, component names and property names into makefile variable names, the names are converted to uppercase and all characters except A-Z, 0-9 and `_` are replaced with `_` (see example above with a dot in the property name). The property value is not modified, it is put to the right side of the variable assignment literally. Any whitespace and special character remain unchanged, no quotation or escaping is applied, because GNU Make is not consistent in escaping spaces and cannot handle whitespaces in path names anyway. Because values with newlines would break the makefile they are skipped and a warning is displayed.

## Customization

### Flags

By default, the `conandeps.mk` will contain all dependencies listed, including their `cpp_info` information, but will not pass any flags to the compiler.

Thus, the consumer should pass the following flags to the compiler:

- **CONAN\_LIB\_FLAG**: Add a prefix to all libs variables, e.g. `-l`
- **CONAN\_DEFINE\_FLAG**: Add a prefix to all defines variables, e.g. `-D`
- **CONAN\_SYSTEM\_LIB\_FLAG**: Add a prefix to all system\_libs variables, e.g. `-l`
- **CONAN\_INCLUDE\_DIR\_FLAG**: Add a prefix to all include dirs variables, e.g. `-I`
- **CONAN\_LIB\_DIR\_FLAG**: Add a prefix to all lib dirs variables, e.g. `-L`
- **CONAN\_BIN\_DIR\_FLAG**: Add a prefix to all bin dirs variables, e.g. `-L`

Those flags should be appended as prefixes to flags variables. For example, if the `CONAN_LIB_FLAG` is set to `-l`, the `CONAN_LIBS` variable will be set to `-lz`.

## Reference

### `class MakeDeps(conanfile)`

Generates a Makefile with the variables needed to build a project with the specified.

#### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

**generate()** → None

Collects all dependencies and components, then, generating a Makefile

### PkgConfigDeps

The `PkgConfigDeps` is the dependencies generator for pkg-config. Generates pkg-config files named `<PKG-NAME>.pc` containing a valid pkg-config file syntax.

This generator can be used by name in conanfiles:

Listing 52: `conanfile.py`

```
class Pkg(ConanFile):
    generators = "PkgConfigDeps"
```

Listing 53: conanfile.txt

```
[generators]
PkgConfigDeps
```

And it can also be fully instantiated in the conanfile `generate()` method:

```
from conan import ConanFile
from conan.tools.gnu import PkgConfigDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "zlib/1.2.11"

    def generate(self):
        pc = PkgConfigDeps(self)
        pc.generate()
```

## Generated files

*pkg-config* format files named `<PKG-NAME>.pc`, containing a valid *pkg-config* file syntax. The `prefix` variable is automatically adjusted to the `package_folder`:

```
prefix=/Users/YOUR_USER/.conan/data/zlib/1.2.11/_/_/package/
↪647afeb69d3b0a2d3d316e80b24d38c714cc6900
libdir=${prefix}/lib
includedir=${prefix}/include
bindir=${prefix}/bin

Name: zlib
Description: Conan package: zlib
Version: 1.2.11
Libs: -L"${libdir}" -lz -F Frameworks
Cflags: -I"${includedir}"
```

## Customization

### Naming

By default, the `*.pc` files will be named following these rules:

- For packages, it uses the package name, e.g., package `zlib/1.2.11` -> `zlib.pc`.
- For components, the package name + hyphen + component name, e.g., `openssl/3.0.0` with `self.cpp_info.components["crypto"]` -> `openssl-crypto.pc`.

You can change that default behavior with the `pkg_config_name` and `pkg_config_aliases` properties. See *Properties section below*.

If a recipe uses **components**, the files generated will be `<[PKG-NAME] - [COMP-NAME]>.pc` with their corresponding flags and require relations.

Additionally, a <PKG-NAME>.pc is generated to maintain compatibility for consumers with recipes that start supporting components. This <PKG-NAME>.pc file declares all the components of the package as requires while the rest of the fields will be empty, relying on the propagation of flags coming from the components <[PKG-NAME] - [COMP-NAME]>.pc files.

## Reference

**class** PkgConfigDeps(*conanfile*)

### property content

Get all the .pc files content

### generate()

Save all the \*.pc files

### set\_property(dep, prop, value)

Using this method you can overwrite the *property* values set by the Conan recipes from the consumer. This can be done for *pkg\_config\_name*, *pkg\_config\_aliases* and *pkg\_config\_custom\_content* properties.

### Parameters

- **dep** – Name of the dependency to set the *property*. For components use the syntax: `dep_name::component_name`.
- **prop** – Name of the *property*.
- **value** – Value of the property. Use `None` to invalidate any value set by the upstream recipe.

## Attributes

### build\_context\_activated

When you have a **build-require**, by default, the \*.pc files are not generated. But you can activate it using the **build\_context\_activated** attribute:

```
tool_requires = ["my_tool/0.0.1"]
def generate(self):
    pc = PkgConfigDeps(self)
    # generate the *.pc file for the tool require
    pc.build_context_activated = ["my_tool"]
    pc.generate()
```

### build\_context\_folder

*New since Conan 2.2.0*

When you have the same package as a **build-require** and as a **regular require** it will cause a conflict in the generator because the file names of the \*.pc files will collide as well as the names, requires names, etc.

For example, this is a typical situation with some requirements (capnproto, protobuf...) that contain a tool used to generate source code at build time (so it is a **build\_require**), but also providing a library to link to the final application, so you also have a **regular require**. Solving this conflict is specially important when we are cross-building because the tool (that will run in the building machine) belongs to a different binary package than the library, that will “run” in the host machine.

You can use the `build_context_folder` attribute to specify a folder to save the `*.pc` files created by all those build requirements listed in the `build_context_activated` one:

```
tool_requires = ["my_tool/0.0.1"]
requires = ["my_tool/0.0.1"]
def generate(self):
    pc = PkgConfigDeps(self)
    # generate the *.pc file for the tool require
    pc.build_context_activated = ["my_tool"]
    # save all the *.pc files coming from the "my_tool" build context and its
    requirements
    pc.build_context_folder = "build" # [generators_folder]/build/
    pc.generate()
```

### build\_context\_suffix

*DEPRECATED: use build\_context\_folder attribute instead*

Same concept as the quoted `build_context_folder` attribute above, but this is meant to specify a suffix for a requirement, so the files/requires/names of the requirement in the build context (tool require) will be renamed:

```
tool_requires = ["my_tool/0.0.1"]
requires = ["my_tool/0.0.1"]
def generate(self):
    pc = PkgConfigDeps(self)
    # generate the *.pc file for the tool require
    pc.build_context_activated = ["my_tool"]
    # disambiguate the files, requires, names, etc
    pc.build_context_suffix = {"my_tool": "_BUILD"}
    pc.generate()
```

---

**Important:** This attribute should not be used simultaneously with the `build_context_folder` attribute.

---

## Properties

The following properties affect the `PkgConfigDeps` generator:

- **pkg\_config\_name** property will define the name of the generated `*.pc` file (xxxxx.pc)
- **pkg\_config\_aliases** property sets some aliases of any package/component name for `pkg_config` generator. This property only accepts list-like Python objects.
- **pkg\_config\_custom\_content** property will add user defined content to the `.pc` files created by this generator as freeform variables. That content can be a string or a dict-like Python object. Notice that the variables declared here will overwrite those ones already defined by Conan. Click [here](#) for more information about the type of variables in a `*.pc` file.
- **system\_package\_version**: property sets a custom version to be used in the `Version` field belonging to the created `*.pc` file for the package.
- **component\_version** property sets a custom version to be used in the `Version` field belonging to the created `*.pc` file for that component (takes precedence over the **system\_package\_version** property).



These properties can be defined at global `cpp_info` level or at component level.

Example:

```
def package_info(self):
    custom_content = {"datadir": "${prefix}/share"} # or "datadir=${prefix}/share"
    self.cpp_info.set_property("pkg_config_custom_content", custom_content)
    self.cpp_info.set_property("pkg_config_name", "myname")
    self.cpp_info.components["mycomponent"].set_property("pkg_config_name",
    ↪ "componentname")
    self.cpp_info.components["mycomponent"].set_property("pkg_config_aliases", ["alias1",
    ↪ "alias2"])
    self.cpp_info.components["mycomponent"].set_property("component_version", "1.14.12")
```

## PkgConfig

This tool can execute `pkg_config` executable to extract information from existing `.pc` files. This can be useful for example to create a “system” package recipe over some system installed library, as a way to automatically extract the `.pc` information from the system. Or if some proprietary package has a build system that only outputs `.pc` files.

Usage:

Read a `pc` file and access the information:

```
pkg_config = PkgConfig(conanfile, "libastral", pkg_config_path=<somedir>)

print(pkg_config.provides) # something like "libastral = 6.6.6"
print(pkg_config.version) # something like "6.6.6"
print(pkg_config.includedirs) # something like ['/usr/local/include/libastral']
print(pkg_config.defines) # something like['_USE_LIBASTRAL']
print(pkg_config.libs) # something like['astral', 'm']
print(pkg_config.libdirs) # something like ['/usr/local/lib/libastral']
print(pkg_config.linkflags) # something like ['-Wl,--whole-archive']
print(pkg_config.variables['prefix']) # something like '/usr/local'
```

Use the `pc` file information to fill a `cpp_info` object:

```
def package_info(self):
    pkg_config = PkgConfig(conanfile, "libastral", pkg_config_path=tmp_dir)
    pkg_config.fill_cpp_info(self.cpp_info, is_system=False, system_libs=["m", "rt"])
```

## Reference

**class** `PkgConfig`(*conanfile*, *library*, *pkg\_config\_path*=None)

### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **library** – The library which `.pc` file is to be parsed. It must exist in the `pkg_config` path.
- **pkg\_config\_path** – If defined it will be prepended to `PKG_CONFIG_PATH` environment variable, so the execution finds the required files.

**fill\_cpp\_info**(*cpp\_info*, *is\_system=True*, *system\_libs=None*)

Method to fill a `cpp_info` object from the `PkgConfig` configuration

**Parameters**

- **cpp\_info** – Can be the global one (`self.cpp_info`) or a component one (`self.components["foo"].cpp_info`).
- **is\_system** – If `True`, all detected libraries will be assigned to `cpp_info.system_libs`, and none to `cpp_info.libs`.
- **system\_libs** – If `True`, all detected libraries will be assigned to `cpp_info.system_libs`, and none to `cpp_info.libs`.

## conf

This helper will listen to `tools.gnu:pkg_config` from the [global.conf](#) to define the `pkg_config` executable name or full path. It will by default it is `pkg-config`.

### 9.4.9 conan.tools.google

#### Bazel

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

The Bazel build helper is a wrapper around the command line invocation of bazel. It will abstract the calls like `bazel <rcpaths> build <configs> <targets>` into Python method calls.

The helper is intended to be used in the `conanfile.py` `build()` method, to call Bazel commands automatically when a package is being built directly by Conan (create, install)

```
from conan import ConanFile
from conan.tools.google import Bazel

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def build(self):
        bz = Bazel(self)
        bz.build(target="//main:hello-world")
```

## Reference

**class** `Bazel`(*conanfile*)

### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

**build**(*args=None, target='//...', clean=True*)

Runs “`bazel <rcpaths> build <configs> <args> <targets>`” command where:

- **rcpaths**: adds `--bazelrc=xxxx` per rc-file path. It listens to `BazelToolchain` (`--bazelrc=conan_bzl.rc`), and `tools.google.bazel:bazelrc_path` conf.
- **configs**: adds `--config=xxxx` per bazel-build configuration. It listens to `BazelToolchain` (`--config=conan-config`), and `tools.google.bazel:configs` conf.
- **args**: they are any extra arguments to add to the `bazel build` execution.
- **targets**: all the target labels.

### Parameters

- **target** – It is the target label. By default, it’s “`//...`” which runs all the targets.
- **args** – list of extra arguments to pass to the CLI.
- **clean** – boolean that indicates to run a “`bazel clean`” before running the “`bazel build`”. Notice that this is important to ensure a fresh bazel cache every

**test**(*target=None*)

Runs “`bazel test <targets>`” command.

## Properties

The following properties affect the Bazel build helper:

- `tools.build:skip_test=<bool>` (boolean) if `True`, it runs the `bazel test <target>`.

## conf

Bazel is affected by these *[conf]* variables:

- `tools.google.bazel:bazelrc_path`: List of paths to other `bazelrc` files to be used as **bazel** `--bazelrc=rcpath1 ... build`.
- `tools.google.bazel:configs`: List of Bazel configurations to be used as **bazel build** `--config=config1 ....`

See also:

- *Build a simple Bazel project using Conan*
- *Build a simple Bazel 7.x project using Conan*

## BazelDeps

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

The BazelDeps is the dependencies generator for Bazel. Generates a `<REPOSITORY>/BUILD.bazel` file per dependency, where the `<REPOSITORY>/` folder is the Conan recipe reference name by default, e.g., `mypkg/BUILD.bazel`. Apart from that, it also generates Bazel 6.x compatible file like `dependencies.bzl`, and other Bazel `>= 7.1` compatible ones like `conan_deps_module_extension.bzl` and `conan_deps_repo_rules.bzl`. All of them contain the logic to load all your Conan dependencies through your `WORKSPACE | MODULE.bazel`.

The BazelDeps generator can be used by name in conanfiles:

Listing 54: conanfile.py

```
class Pkg(ConanFile):
    generators = "BazelDeps"
```

Listing 55: conanfile.txt

```
[generators]
BazelDeps
```

And it can also be fully instantiated in the conanfile `generate()` method:

```
from conan import ConanFile
from conan.tools.google import BazelDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "zlib/1.2.11"

    def generate(self):
        bz = BazelDeps(self)
        bz.generate()
```

## Generated files

When the BazelDeps generator is used, every invocation of `conan install` will generate several bazel files. For the `conanfile.py` above, for example:

```
$ conan install .
.
├── BUILD.bazel
├── conanfile.py
├── dependencies.bzl
├── zlib
│   └── BUILD.bazel
```

Every **conan install** generates these files:

- *BUILD.bazel*: An empty file aimed to be alongside the *dependencies.bzl* one. More information [here](#).

- *zlib/BUILD.bazel*: contains all the targets that you can load from any of your *BUILD* files. More information in *Customization*.
- *dependencies.bzl*: (Bazel 6.x compatible) this file tells your Bazel *WORKSPACE* how to load the dependencies.
- *conan\_deps\_module\_extension.bzl*: (since Conan 2.4.0)(Bazel >= 7.1 compatible) This file is used to load each dependency as repository.
- *conan\_deps\_repo\_rules.bzl*: (since Conan 2.4.0)(Bazel >= 7.1 compatible) The rule provided by this file is used to create a repository. It is not intended to be used by consumers but by *conan\_deps\_module\_extension.bzl*.

Let's check the content of the files created:

### Bazel 6.x compatible

Listing 56: dependencies.bzl

```
# This Bazel module should be loaded by your WORKSPACE file.
# Add these lines to your WORKSPACE one (assuming that you're using the "bazel_layout"):
# load("@//conan:dependencies.bzl", "load_conan_dependencies")
# load_conan_dependencies()

def load_conan_dependencies():
    native.new_local_repository(
        name="zlib",
        path="/path/to/conan/package/folder/",
        build_file="/your/current/working/directory/zlib/BUILD.bazel",
    )
```

### Bazel >= 7.1 compatible

Listing 57: conan\_deps\_repo\_rules.bzl

```
# This bazel repository rule is used to load Conan dependencies into the Bazel workspace.
# It's used by a generated module file that provides information about the conan packages.
# Each conan package is loaded into a bazel repository rule, with having the name of the
# package. The whole method is based on symlinks to not copy the whole package into the
# Bazel workspace, which is expensive.
def _conan_dependency_repo(rctx):
    package_path = rctx.workspace_root.get_child(rctx.attr.package_path)

    child_packages = package_path.readdir()
    for child in child_packages:
        rctx.symlink(child, child.basename)

    rctx.symlink(rctx.attr.build_file_path, "BUILD.bazel")

conan_dependency_repo = repository_rule(
    implementation = _conan_dependency_repo,
    attrs = {
        "package_path": attr.string(
            mandatory = True,
            doc = "The path to the Conan package in conan cache.",
        ),
        "build_file_path": attr.string(
            mandatory = True,
```

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```

        doc = "The path to the BUILD file.",
    ),
},
)

```

Listing 58: conan\_deps\_module\_extension.bzl

```

# This module provides a repo for each requires-dependency in your conanfile.
# It's generated by the BazelDeps, and should be used in your Module.bazel file.
load(":conan_deps_repo_rules.bzl", "conan_dependency_repo")

def _load_dependencies_impl(mctx):
    conan_dependency_repo(
        name = "zlib",
        package_path = "/path/to/conan/package/folder/",
        build_file_path = "/your/current/working/directory/zlib/BUILD.bazel",
    )

    return mctx.extension_metadata(
        # It will only warn you if any direct
        # dependency is not imported by the 'use_repo' or even it is imported
        # but not created. Notice that root_module_direct_dev_deps can not be None as we
        # are giving 'all' value to root_module_direct_deps.
        # Fix the 'use_repo' calls by running 'bazel mod tidy'
        root_module_direct_deps = 'all',
        root_module_direct_dev_deps = [],

        # Prevent writing function content to lockfiles:
        # - https://bazel.build/rules/lib/builtins/module_ctx#extension_metadata
        # Important for remote build. Actually it's not reproducible, as local paths will
        # be different on different machines. But we assume that conan works correctly.
        ↪here.
        # IMPORTANT: Not compatible with bazel < 7.1
        reproducible = True,
    )

conan_extension = module_extension(
    implementation = _load_dependencies_impl,
    os_dependent = True,
    arch_dependent = True,
)

```

Given the examples above, and imagining that your *WORKSPACE* | *MODULE.bazel* is at the same directory, you would have to add these lines in there:

### Bazel 6.x compatible

Listing 59: WORKSPACE

```

load("@//:dependencies.bzl", "load_conan_dependencies")
load_conan_dependencies()

```

### Bazel >= 7.1 compatible

Listing 60: MODULE.bazel

```
load_conan_dependencies = use_extension("/:conan_deps_module_extension.bzl", "conan_
↪extension")
# use_repo(load_conan_dependencies, "dep1", "dep2", ..., "depN")
use_repo(load_conan_dependencies, "zlib")
```

As you can observe, the `zlib/BUILD.bazel` defines these global targets:

Listing 61: zlib/BUILD.bazel

```
# Components precompiled libs
# Root package precompiled libs
cc_import(
    name = "z_precompiled",
    static_library = "lib/libz.a",
)

# Components libraries declaration
# Package library declaration
cc_library(
    name = "zlib",
    hdrs = glob([
        "include/**",
    ]),
    includes = [
        "include",
    ],
    visibility = ["//visibility:public"],
    deps = [
        ":z_precompiled",
    ],
)

# Filegroup library declaration
filegroup(
    name = "zlib_binaries",
    srcs = glob([
        "bin/**",
    ]),
    visibility = ["//visibility:public"],
)
```

- `zlib`: bazel library target. The label used to depend on it would be `@zlib//:zlib`.
- `zlib_binaries`: bazel filegroup target. The label used to depend on it would be `@zlib//:zlib_binaries`.

You can put all the files generated by BazelDeps into another folder using the `bazel_layout`:

Listing 62: conanfile.py

```
from conan import ConanFile
from conan.tools.google import BazelDeps, bazel_layout
```

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```
class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "zlib/1.2.11"

    def layout(self):
        bazel_layout(self)

    def generate(self):
        bz = BazelDeps(self)
        bz.generate()
```

Running again the **conan install** command, we now get this structure:

```
$ conan install .
.
├── conan
│   ├── BUILD.bazel
│   ├── dependencies.bzl
│   ├── conan_deps_module_extension.bzl
│   ├── conan_deps_repo_rules.bzl
│   └── zlib
│       └── BUILD.bazel
└── conanfile.py
```

Now your Conan-bazel files were generated in the *conan/* folder, your WORKSPACE will look like:

Listing 63: WORKSPACE

```
load("@//conan:dependencies.bzl", "load_conan_dependencies")
load_conan_dependencies()
```

Or your MODULE.bazel:

Listing 64: MODULE.bazel

```
load_conan_dependencies = use_extension("//conan:conan_deps_module_extension.bzl",
    ↪ "conan_extension")
use_repo(load_conan_dependencies, "zlib")
```

## Customization

### Naming

The `<REPOSITORY>/BUILD.bazel` file contains all the targets declared by the dependency. Both the `<REPOSITORY>/` folder and the targets declared in there will be named following these rules by default:

- **For packages, it uses the package name as folder/target name, e.g., package `zlib/1.2.11` will have:**
  - Folder: `zlib/BUILD.bazel`.
  - Global target: `zlib`.
  - How it can be consumed: `@zlib//:zlib`.



- For components, the package name + hyphen + component name, e.g., package openssl/3.1.4 will have:
  - Folder: openssl/BUILD.bazel.
  - Global target: openssl.
  - Components targets: openssl-ssl, and openssl-crypto.
  - **How it can be consumed:**
    - \* @openssl//:openssl (global one which includes all the components)
    - \* @openssl//:openssl-ssl (component one)
    - \* @openssl//:openssl-crypto (component one)

You can change that default behavior with the `bazel_target_name` and the `bazel_repository_name` properties. See [Properties section below](#).

## Reference

**class BazelDeps**(*conanfile*)

### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

### build\_context\_activated

Activates the build context for the specified Conan package names.

### generate()

Generates all the targets <DEP>/BUILD.bazel files, a dependencies.bzl (for bazel<7), a conan\_deps\_repo\_rules.bzl and a conan\_deps\_module\_extension.bzl file (for bazel>=7.1) one in the build folder.

In case of bazel < 7, it's important to highlight that the dependencies.bzl file should be loaded by your WORKSPACE Bazel file:

```
load("@//[BUILD_FOLDER]:dependencies.bzl", "load_conan_dependencies")
load_conan_dependencies()
```

In case of bazel >= 7.1, the conan\_deps\_module\_extension.bzl file should be loaded by your Module.bazel file, e.g. like this:

```
load_conan_dependencies = use_extension(
    "//build:conan_deps_module_extension.bzl",
    "conan_extension"
)
use_repo(load_conan_dependencies, "dep-1", "dep-2", ...)
```

## build\_context\_activated

When you have a **build-requirement**, by default, the Bazel files are not generated. But you can activate it using the **build\_context\_activated** attribute:

```
def build_requirements(self):
    self.tool_requires("my_tool/0.0.1")

def layout(self):
    bazel_layout(self)

def generate(self):
    bz = BazelDeps(self)
    # generate the build-mytool/BUILD.bazel file for the tool require
    bz.build_context_activated = ["my_tool"]
    bz.generate()
```

Running the **conan install** command, the structure created is as follows:

```
$ conan install . -pr:b default

.
├── conan
│   ├── BUILD.bazel
│   ├── build-my_tool
│   │   └── BUILD.bazel
│   ├── conan_deps_module_extension.bzl
│   ├── conan_deps_repo_rules.bzl
│   └── dependencies.bzl
└── conanfile.py
```

Notice that *my\_tool* Bazel folder is prefixed with *build-* which indicates that it's being used in the build context.

## Properties

The following properties affect the BazelDeps generator:

- **bazel\_target\_name** property will define the name of the target declared in the <REPOSITORY>/BUILD.bazel. This property can be defined at both global and component `cpp_info` level.
- **bazel\_repository\_name** property will define the name of the folder where the dependency *BUILD.bazel* will be allocated. This property can only be defined at global `cpp_info` level.

Example:

```
def package_info(self):
    self.cpp_info.set_property("bazel_target_name", "my_target")
    self.cpp_info.set_property("bazel_repository_name", "my_repo")
    self.cpp_info.components["mycomponent"].set_property("bazel_target_name", "component_
↪name")
```

See also:

- *Build a simple Bazel project using Conan*
- *Build a simple Bazel 7.x project using Conan*

## BazelToolchain

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

The BazelToolchain is the toolchain generator for Bazel. It will generate a `conan_bzl.rc` file that contains a build configuration `conan-config` to inject all the parameters into the **bazel build** command.

The BazelToolchain generator can be used by name in conanfiles:

Listing 65: conanfile.py

```
class Pkg(ConanFile):
    generators = "BazelToolchain"
```

Listing 66: conanfile.txt

```
[generators]
BazelToolchain
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 67: conanfile.py

```
from conan import ConanFile
from conan.tools.google import BazelToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = BazelToolchain(self)
        tc.generate()
```

## Generated files

After running **conan install** command, the BazelToolchain generates the `conan_bzl.rc` file that contains Bazel build parameters (it will depend on your current Conan settings and options from your *default* profile):

Listing 68: conan\_bzl.rc

```
# Automatic bazelrc file created by Conan

build:conan-config --cxxopt=-std=gnu++17

build:conan-config --dynamic_mode=off
build:conan-config --compilation_mode=opt
```

The *Bazel build helper* will use that `conan_bzl.rc` file to perform a call using this configuration. The outgoing command will look like this **bazel --bazelrc=/path/to/conan\_bzl.rc build --config=conan-config <target>**.

## Reference

**class** `BazelToolchain`(*conanfile*)

**Parameters**

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

**force\_pic**

Boolean used to add `-force_pic=True`. Depends on `self.options.shared` and `self.options.fPIC` values

**dynamic\_mode**

String used to add `-dynamic_mode=["fully"]` or `["off"]`. Depends on `self.options.shared` value.

**cppstd**

String used to add `-cppstd=[FLAG]`. Depends on your settings.

**copt**

List of flags used to add `-copt=flag1 ... -copt=flagN`

**conlyopt**

List of flags used to add `-conlyopt=flag1 ... -conlyopt=flagN`

**cxxopt**

List of flags used to add `-cxxopt=flag1 ... -cxxopt=flagN`

**linkopt**

List of flags used to add `-linkopt=flag1 ... -linkopt=flagN`

**compilation\_mode**

String used to add `-compilation_mode=["opt"]` or `["dbg"]`. Depends on `self.settings.build_type`

**compiler**

String used to add `-compiler=xxxx`.

**cpu**

String used to add `-cpu=xxxxx`. At the moment, it's only added if cross-building.

**crosstool\_top**

String used to add `-crosstool_top`.

**generate()**

Creates a `conan_bzl.rc` file with some bazel-build configuration. This last mentioned is put as `conan-config`.

## conf

`BazelToolchain` is affected by these [\[conf\]](#) variables:

- `tools.build:cxxflags` list of extra C++ flags that will be used by `cxxopt`.
- `tools.build:cflags` list of extra of pure C flags that will be used by `conlyopt`.
- `tools.build:sharedlinkflags` list of extra linker flags that will be used by `linkopt`.
- `tools.build:exelinkflags` list of extra linker flags that will be used by `linkopt`.
- `tools.build:linker_scripts` list of linker scripts, each of which will be prefixed with `-T` and added to `linkopt`.

**See also:**

- *Build a simple Bazel project using Conan*
- *Build a simple Bazel 7.x project using Conan*

## 9.4.10 conan.tools.intel

### IntelCC

This tool helps you to manage the new Intel oneAPI DPC++/C++ and Classic ecosystem in Conan.

**Warning:** This generator is **experimental** and subject to breaking changes.

**Warning:** macOS is not supported for the Intel oneAPI DPC++/C++ (icx/icpx or dpcpp) compilers. For macOS or Xcode support, you'll have to use the Intel C++ Classic Compiler.

**Note:** Remember, you need to have installed previously the [Intel oneAPI software](#).

This generator creates a `conanintelsetvars.sh|bat` wrapping the Intel script `setvars.sh|bat` that sets the Intel oneAPI environment variables needed. That script is the first step to start using the Intel compilers because it's setting some important variables in your local environment.

In summary, the IntelCC generator:

1. Reads your profile `[settings]` and `[conf]`.
2. Uses that information to generate a `conanintelsetvars.sh|bat` script with the command to load the Intel `setvars.sh|bat` script.
3. Then, you or the chosen generator will be able to run that script and use any Intel compiler to compile the project.

**Note:** You can launch the `conanintelsetvars.sh|bat` before calling your intel compiler to build a project. Conan will also call it in the `conanfile build(self)` method when running any command with `self.run`.

At first, ensure you are using a *profile* like this one:

Listing 69: *intelprofile*

```
[settings]
...
compiler=intel-cc
compiler.mode=dpcpp
compiler.version=2021.3
compiler.libcxx=libstdc++
build_type=Release

[buildenv]
CC=dpcpp
CXX=dpcpp
```

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```
[conf]
tools.intel:installation_path=/opt/intel/oneapi
```

The IntelCC generator can be used by name in conanfiles:

Listing 70: *conanfile.py*

```
class Pkg(ConanFile):
    generators = "IntelCC"
```

Listing 71: *conanfile.txt*

```
[generators]
IntelCC
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 72: *conanfile.py*

```
from conan import ConanFile
from conan.tools.intel import IntelCC

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        intelcc = IntelCC(self)
        intelcc.generate()
```

Now, running the command **conan install . -pr intelprofile** generates the `conanintelsetvars.sh|bat` script which runs the Intel *setvars* script and loads all the variables into your local environment.

## Custom configurations

Apply different installation paths and command arguments simply by changing the `[conf]` entries. For instance:

Listing 73: *intelprofile*

```
[settings]
...
compiler=intel-cc
compiler.mode=dpcpp
compiler.version=2021.3
compiler.libcxx=libstdc++
build_type=Release

[buildenv]
CC=dpcpp
CXX=dpcpp

[conf]
```

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```
tools.intel:installation_path=/opt/intel/oneapi
tools.intel:setvars_args=--config="full/path/to/your/config.txt" --force
```

Run again a **conan install . -pr intelprofile**, then the `conanintelsetvars.sh` script (if we are using Linux OS) will contain something like:

Listing 74: `conanintelsetvars.sh`

```
. "/opt/intel/oneapi/setvars.sh" --config="full/path/to/your/config.txt" --force
```

## Reference

### **class IntelCC**(*conanfile*)

Class that manages Intel oneAPI DPC++/C++/Classic Compilers vars generation

#### **arch**

arch setting

#### **property ms\_toolset**

Get Microsoft Visual Studio Toolset depending on the mode selected

#### **generate**(*scope='build'*)

Generate the Conan Intel file to be loaded in build environment by default

#### **property installation\_path**

Get the Intel oneAPI installation root path

#### **property command**

The Intel oneAPI DPC++/C++ Compiler includes environment configuration scripts to configure your build and development environment variables:

- On Linux, the file is a shell script called `setvars.sh`.
- On Windows, the file is a batch file called `setvars.bat`.
- Linux -> >> `./<install-dir>/setvars.sh <arg1> <arg2> ... <argn><arg1> <arg2> ... <argn>` The compiler environment script file accepts an optional target architecture argument `<arg>`: - intel64: Generate code and use libraries for Intel 64 architecture-based targets. - ia32: Generate code and use libraries for IA-32 architecture-based targets.
- Windows -> >> `call <install-dir>\setvars.bat [<arg1>] [<arg2>]` Where `<arg1>` is optional and can be one of the following: - intel64: Generate code and use libraries for Intel 64 architecture (host and target). - ia32: Generate code and use libraries for IA-32 architecture (host and target).

With the `dpcpp` compiler, `<arg1>` is `intel64` by default.

The `<arg2>` is optional. If specified, it is one of the following: - `vs2019`: Microsoft Visual Studio\* 2019 - `vs2017`: Microsoft Visual Studio 2017

#### **Returns**

*str* `setvars.sh|bat` command to be run

## conf

IntelCC uses these *configuration entries*:

- `tools.intel:installation_path`: **(required)** argument to tell Conan the installation path, if it's not defined, Conan will try to find it out automatically.
- `tools.intel:setvars_args`: **(optional)** it is used to pass whatever we want as arguments to our `setvars.sh|bat` file. You can check out all the possible ones from the Intel official documentation.

## 9.4.11 conan.tools.layout

### Predefined layouts

There are some pre-defined common *layouts*, ready to be simply used in recipes:

- `cmake_layout()`: *a layout for a typical CMake project*
- `vs_layout()`: a layout for a typical Visual Studio project
- `basic_layout()`: *a very basic layout for a generic project*

The pre-defined layouts define the Conanfile `.folders` and `.cpp` attributes with typical values. To check which values are set by these pre-defined layouts please check the reference for the *layout()* method. For example in the `cmake_layout()` the source folder is set to `"."`, meaning that Conan will expect the sources in the same directory where the conanfile is (most likely the project root, where a `CMakeLists.txt` file will be typically found). If you have a different folder where the `CMakeLists.txt` is located, you can use the `src_folder` argument:

```
from conan.tools.cmake import cmake_layout

def layout(self):
    cmake_layout(self, src_folder="mysrcfolder")
```

Even if this pre-defined layout doesn't suit your specific projects layout, checking how they implement their logic shows how you could implement your own logic (and probably put it in a common `python_require` if you are going to use it in multiple packages).

To learn more about the layouts and how to use them while developing packages, please check the Conan package layout *tutorial*.

### basic\_layout

Usage:

```
from conan.tools.layout import basic_layout

def layout(self):
    basic_layout(self)
```

The current layout implementation is very simple, basically sets a different build folder for different build\_types and sets the generators output folder inside the build folder. This way we avoid to clutter our project while working locally.

```
def basic_layout(conanfile, src_folder="."):
    conanfile.folders.build = "build"
    if conanfile.settings.get_safe("build_type"):
```

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```

        conanfile.folders.build += "-{}".format(str(conanfile.settings.build_type).
↪lower())
        conanfile.folders.generators = os.path.join(conanfile.folders.build, "conan")
        conanfile.cpp.build.bindirs = ["."]
        conanfile.cpp.build.libdirs = ["."]
        conanfile.folders.source = src_folder

```

## 9.4.12 conan.tools.meson

### MesonToolchain

---

**Important:** This class will generate files that are only compatible with Meson versions  $\geq 0.55.0$

---

The MesonToolchain is the toolchain generator for Meson and it can be used in the `generate()` method as follows:

```

from conan import ConanFile
from conan.tools.meson import MesonToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "hello/0.1"
    options = {"shared": [True, False]}
    default_options = {"shared": False}

    def generate(self):
        tc = MesonToolchain(self)
        tc.preprocessor_definitions["MYDEFINE"] = "MYDEF_VALUE"
        tc.generate()

```

---

**Important:** When your recipe has dependencies MesonToolchain only works with the PkgConfigDeps generator. Please, do not use other generators, as they can have overlapping definitions that can conflict.

---

### Generated files

The MesonToolchain generates the following files after a **conan install** (or when building the package in the cache) with the information provided in the `generate()` method as well as information translated from the current settings, conf, etc.:

- *conan\_meson\_native.ini*: if doing a native build.
- *conan\_meson\_cross.ini*: if doing a cross-build (*conan.tools.build*).

### conan\_meson\_native.ini

This file contains the definitions of all the Meson properties related to the Conan options and settings for the current package, platform, etc. This includes but is not limited to the following:

- Detection of `default_library` from Conan settings.
  - Based on existence/value of an option named `shared`.
- Detection of `buildtype` from Conan settings.
- Definition of the C++ standard as necessary.
- The Visual Studio runtime (`b_vscrt`), obtained from Conan input settings.

### conan\_meson\_cross.ini

This file contains the same information as the previous *conan\_meson\_native.ini*, but with additional information to describe host, target, and build machines (such as the processor architecture).

Check out the meson documentation for more details on native and cross files:

- [Machine files](#)
- [Native environments](#)
- [Cross compilation](#)

### Default directories

MesonToolchain manages some of the directories used by Meson. These are variables declared under the `[project options]` section of the files *conan\_meson\_native.ini* and *conan\_meson\_cross.ini* (see more information about [Meson directories](#)):

`bindir`: value coming from `self.cpp.package.bindirs`. Defaulted to `None`. `sbindir`: value coming from `self.cpp.package.bindirs`. Defaulted to `None`. `libexecdir`: value coming from `self.cpp.package.bindirs`. Defaulted to `None`. `datadir`: value coming from `self.cpp.package.resdirs`. Defaulted to `None`. `localedir`: value coming from `self.cpp.package.resdirs`. Defaulted to `None`. `mandir`: value coming from `self.cpp.package.resdirs`. Defaulted to `None`. `infodir`: value coming from `self.cpp.package.resdirs`. Defaulted to `None`. `includedir`: value coming from `self.cpp.package.includedirs`. Defaulted to `None`. `libdir`: value coming from `self.cpp.package.libdirs`. Defaulted to `None`.

Notice that it needs a layout to be able to initialize those `self.cpp.package.xxxxx` variables. For instance:

```
from conan import ConanFile
from conan.tools.meson import MesonToolchain
class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    def layout(self):
        self.folders.build = "build"
        self.cpp.package.resdirs = ["res"]
    def generate(self):
        tc = MesonToolchain(self)
        self.output.info(tc.project_options["datadir"]) # Will print '["res"]'
        tc.generate()
```

---

**Note:** All of them are saved only if they have any value. If the values are ``None``, they won't be mentioned in [project options] section.

---

## Customization

### Attributes

#### project\_options

This attribute allows defining Meson project options:

```
def generate(self):
    tc = MesonToolchain(self)
    tc.project_options["MYVAR"] = "MyValue"
    tc.generate()
```

This is translated to:

- One project options definition for MYVAR in `conan_meson_native.ini` or `conan_meson_cross.ini` file.

The `wrap_mode: nofallback` is defined by default as a project option, to make sure that dependencies are found in Conan packages. It is possible to change or remove it with:

```
def generate(self):
    tc = MesonToolchain(self)
    tc.project_options.pop("wrap_mode")
    tc.generate()
```

Note that in this case, Meson might be able to find dependencies in “wraps”, it is the responsibility of the user to check the behavior and make sure about the dependencies origin.

#### subproject\_options

This attribute allows defining Meson subproject options:

```
def generate(self):
    tc = MesonToolchain(self)
    tc.subproject_options["SUBPROJECT"] = [{'MYVAR': 'MyValue'}]
    tc.generate()
```

This is translated to:

- One subproject SUBPROJECT and option definition for MYVAR in the `conan_meson_native.ini` or `conan_meson_cross.ini` file.

Note that in contrast to `project_options`, `subproject_options` is a dictionary of lists of dictionaries. This is because Meson allows multiple subprojects, and each subproject can have multiple options.

## preprocessor\_definitions

This attribute allows defining compiler preprocessor definitions, for multiple configurations (Debug, Release, etc).

```
def generate(self):
    tc = MesonToolchain(self)
    tc.preprocessor_definitions["MYDEF"] = "MyValue"
    tc.generate()
```

This is translated to:

- One preprocessor definition for MYDEF in `conan_meson_native.ini` or `conan_meson_cross.ini` file.

## conf

MesonToolchain is affected by these [conf] variables:

- `tools.meson.mesontoolchain:backend`. the meson **backend** to use. Possible values: `ninja`, `vs`, `vs2010`, `vs2015`, `vs2017`, `vs2019`, `xcode`.
- `tools.apple: sdk_path` argument for SDK path in case of Apple cross-compilation. It is used as value of the flag `-isysroot`.
- `tools.android:ndk_path` argument for NDK path in case of Android cross-compilation. It is used to get some binaries like `c`, `cpp` and `ar` used in [binaries] section from `conan_meson_cross.ini`.
- `tools.build:cxxflags` list of extra C++ flags that is used by `cpp_args`.
- `tools.build:cflags` list of extra of pure C flags that is used by `c_args`.
- `tools.build:sharedlinkflags` list of extra linker flags that is used by `c_link_args` and `cpp_link_args`.
- `tools.build:exelinkflags` list of extra linker flags that is used by `c_link_args` and `cpp_link_args`.
- `tools.build:linker_scripts` list of linker scripts, each of which will be prefixed with `-T` and passed to `c_link_args` and `cpp_link_args`. Only use this flag with linkers that supports specifying linker scripts with the `-T` flag, such as `ld`, `gold`, and `lld`.
- `tools.build:defines` list of preprocessor definitions, each of which will be prefixed with `-D` and passed to `cpp_args` and `c_args`.
- `tools.build:compiler_executables` dict-like Python object which specifies the compiler as key and the compiler executable path as value. Those keys will be mapped as follows:
- `tools.build:sysroot` which accepts a path to the system root directory and sets the `--sysroot` flag that is used by `c_args`, `cpp_args`, `c_link_args` and `cpp_link_args`.
  - `c`: will set `c` in [binaries] section from `conan_meson_xxxx.ini`.
  - `cpp`: will set `cpp` in [binaries] section from `conan_meson_xxxx.ini`.
  - `objc`: will set `objc` in [binaries] section from `conan_meson_xxxx.ini`.
  - `objcpp`: will set `objcpp` in [binaries] section from `conan_meson_xxxx.ini`.

## Using Proper Data Types for Conan Options in Meson

Always transform Conan options into valid Python data types before assigning them as Meson values:

```
options = {"shared": [True, False], "fPIC": [True, False], "with_msg": ["ANY"]}
default_options = {"shared": False, "fPIC": True, "with_msg": "Hi everyone!"}

def generate(self):
    tc = MesonToolchain(self)
    tc.project_options["DYNAMIC"] = bool(self.options.shared) # shared is bool
    tc.project_options["GREETINGS"] = str(self.options.with_msg) # with_msg is str
    tc.subproject_options["SUBPROJECT"] = [{"MYVAR": str(self.options.with_msg)}] #
    ↪with_msg is str
    tc.subproject_options["SUBPROJECT"].append({'MYVAR': bool(self.options.shared)}) #
    ↪shared is bool
    tc.generate()
```

In contrast, directly assigning a Conan option as a Meson value is strongly discouraged:

```
options = {"shared": [True, False], "fPIC": [True, False], "with_msg": ["ANY"]}
default_options = {"shared": False, "fPIC": True, "with_msg": "Hi everyone!"}
# ...
def generate(self):
    tc = MesonToolchain(self)
    tc.project_options["DYNAMIC"] = self.options.shared # == <PackageOption object>
    tc.project_options["GREETINGS"] = self.options.with_msg # == <PackageOption object>
    tc.subproject_options["SUBPROJECT"] = [{"MYVAR": self.options.with_msg}] # ==
    ↪<PackageOption object>
    tc.subproject_options["SUBPROJECT"].append({'MYVAR': self.options.shared}) # ==
    ↪<PackageOption object>
    tc.generate()
```

These are not boolean or string values but an internal Conan class representing such option values. If you assign these values directly, upon executing the `generate()` function, you should receive a warning in your console stating, `WARN: deprecated: Please, do not use a Conan option value directly. This method is considered bad practice as it can result in unexpected errors during your project's build process.`

## Cross-building for Apple and Android

The MesonToolchain generator adds all the flags required to cross-compile for Apple (MacOS M1, iOS, etc.) and Android.

### Apple

It adds link flags `-arch XXX`, `-isysroot [SDK_PATH]` and the minimum deployment target flag, e.g., `-mios-version-min=8.0` to the MesonToolchain `c_args`, `c_link_args`, `cpp_args`, and `cpp_link_args` attributes, given the Conan settings for any Apple OS (iOS, watchOS, etc.) and the `tools.apple.sdk_path` configuration value like it's shown in this example of host profile:

Listing 75: ios\_host\_profile

```
[settings]
os = iOS
os.version = 10.0
```

(continues on next page)

(continued from previous page)

```
os.sdk = iphoneos
arch = armv8
compiler = apple-clang
compiler.version = 12.0
compiler.libcxx = libc++

[conf]
tools.apple:sdk_path=/my/path/to/iPhoneOS.sdk
```

## Android

It initializes the MesonToolchain `c`, `cpp`, and `ar` attributes, which are needed to cross-compile for Android, given the Conan settings for Android and the `tools.android:ndk_path` configuration value like it's shown in this example of host profile:

Listing 76: `android_host_profile`

```
[settings]
os = Android
os.api_level = 21
arch = armv8

[conf]
tools.android:ndk_path=/my/path/to/NDK
```

## Cross-building and `native=true`

New since [Conan 2.3.0](#)

When you are cross-building, sometimes you need to build a tool which is used to generate source files. For this you would want to build some targets with the system's native compiler. Then, you need Conan to create both context files:

```
def generate(self):
    tc = MesonToolchain(self)
    tc.generate()
    # Forcing to create the native context too
    if cross_building(self):
        tc = MesonToolchain(self, native=True)
        tc.generate()
```

See also [this reference](#) from the Meson documentation for more information.

## Objective-C arguments

In Apple OS's there are also specific Objective-C/Objective-C++ arguments: `objc`, `objcpp`, `objc_args`, `objc_link_args`, `objcpp_args`, and `objcpp_link_args`, as public attributes of the `MesonToolchain` class, where the variables `objc` and `objcpp` are initialized as `clang` and `clang++` respectively by default.

See also:

- *Getting started with Meson*

## Reference

**class MesonToolchain**(*conanfile*, *backend=None*, *native=False*)

MesonToolchain generator

### Parameters

- **conanfile** – < ConanFile object > The current recipe object. Always use `self`.
- **backend** – str backend Meson variable value. By default, `ninja`.
- **native** – bool Indicates whether you want Conan to create the `conan_meson_native.ini` in a cross-building context. Notice that it only makes sense if your project's meson.build uses the `native=true` (see also <https://mesonbuild.com/Cross-compilation.html#mixing-host-and-build-targets>).

### extra\_cxxflags

List of extra CXX flags. Added to `cpp_args`

### extra\_cflags

List of extra C flags. Added to `c_args`

### extra\_ldflags

List of extra linker flags. Added to `c_link_args` and `cpp_link_args`

### extra\_defines

List of extra preprocessor definitions. Added to `c_args` and `cpp_args` with the format `-D[FLAG_N]`.

### properties

Dict-like object that defines Meson properties with key=value format

### project\_options

Dict-like object that defines Meson project options with key=value format

### preprocessor\_definitions

Dict-like object that defines Meson preprocessor definitions

### subproject\_options

Dict-like object that defines Meson subproject options.

### pkg\_config\_path

Defines the Meson `pkg_config_path` variable

### cross\_build

Dict-like object with the build, host, and target as the Meson machine context

### c

Sets the Meson `c` variable, defaulting to the CC build environment value. If provided as a blank-separated string, it will be transformed into a list. Otherwise, it remains a single string.

### cpp

Sets the Meson `cpp` variable, defaulting to the CXX build environment value. If provided as a blank-separated string, it will be transformed into a list. Otherwise, it remains a single string.

### ld

Sets the Meson `ld` variable, defaulting to the LD build environment value. If provided as a blank-separated string, it will be transformed into a list. Otherwise, it remains a single string.

**c\_ld**

Defines the Meson `c_ld` variable. Defaulted to `CC_LD` environment value

**cpp\_ld**

Defines the Meson `cpp_ld` variable. Defaulted to `CXX_LD` environment value

**ar**

Defines the Meson `ar` variable. Defaulted to `AR` build environment value

**strip**

Defines the Meson `strip` variable. Defaulted to `STRIP` build environment value

**as\_**

Defines the Meson `as` variable. Defaulted to `AS` build environment value

**windres**

Defines the Meson `windres` variable. Defaulted to `WINDRES` build environment value

**pkgconfig**

Defines the Meson `pkgconfig` variable. Defaulted to `PKG_CONFIG` build environment value

**c\_args**

Defines the Meson `c_args` variable. Defaulted to `CFLAGS` build environment value

**c\_link\_args**

Defines the Meson `c_link_args` variable. Defaulted to `LDFLAGS` build environment value

**cpp\_args**

Defines the Meson `cpp_args` variable. Defaulted to `CXXFLAGS` build environment value

**cpp\_link\_args**

Defines the Meson `cpp_link_args` variable. Defaulted to `LDFLAGS` build environment value

**apple\_arch\_flag**

Apple arch flag as a list, e.g., `["-arch", "i386"]`

**apple\_isysroot\_flag**

Apple sysroot flag as a list, e.g., `["-isysroot", "./Platforms/MacOSX.platform"]`

**apple\_min\_version\_flag**

Apple minimum binary version flag as a list, e.g., `["-mios-version-min", "10.8"]`

**objc**

Defines the Meson `objc` variable. Defaulted to `None`, if if any Apple OS clang

**objcpp**

Defines the Meson `objcpp` variable. Defaulted to `None`, if if any Apple OS clang++

**objc\_args**

Defines the Meson `objc_args` variable. Defaulted to `OBJCFLAGS` build environment value

**objc\_link\_args**

Defines the Meson `objc_link_args` variable. Defaulted to `LDFLAGS` build environment value

**objcpp\_args**

Defines the Meson `objcpp_args` variable. Defaulted to `OBJCXXFLAGS` build environment value



**objcpp\_link\_args**

Defines the Meson `objcpp_link_args` variable. Defaulted to `LDFLAGS` build environment value

**generate()**

Creates a `conan_meson_native.ini` (if native builds) or a `conan_meson_cross.ini` (if cross builds) with the proper content. If Windows OS, it will be created a `conanvcvars.bat` as well.

**Meson**

The `Meson()` build helper is intended to be used in the `build()` and `package()` methods, to call Meson commands automatically.

```
from conan import ConanFile
from conan.tools.meson import Meson

class PkgConan(ConanFile):

    def build(self):
        meson = Meson(self)
        meson.configure()
        meson.build()

    def package(self):
        meson = Meson(self)
        meson.install()
```

**Reference****class Meson**(conanfile)

This class calls Meson commands when a package is being built. Notice that this one should be used together with the `MesonToolchain` generator.

**Parameters**

**conanfile** – < `ConanFile` object > The current recipe object. Always use `self`.

**configure**(reconfigure=False)

Runs `meson setup [FILE] "BUILD_FOLDER" "SOURCE_FOLDER" [-Dprefix=/]` command, where `FILE` could be `--native-file conan_meson_native.ini` (if native builds) or `--cross-file conan_meson_cross.ini` (if cross builds).

**Parameters**

**reconfigure** – bool value that adds `--reconfigure` param to the final command.

**build**(target=None)

Runs `meson compile -C . -j[N_JOBS] [TARGET]` in the build folder. You can specify `N_JOBS` through the configuration line `tools.build:jobs=N_JOBS` in your profile `[conf]` section.

**Parameters**

**target** – str Specifies the target to be executed.

**install()**

Runs `meson install -C "." --destdir` in the build folder.

**test()**

Runs `meson test -v -C "."` in the build folder.

## conf

The Meson build helper is affected by these [conf] variables:

- `tools.meson.mesontoolchain:extra_machine_files=[<FILENAME>]` configuration to add your machine files at the end of the command using the correct parameter depending on native or cross builds. See [this Meson reference](#) for more information.
- `tools.compilation:verbosity` which accepts one of `quiet` or `verbose` and sets the `--verbose` flag in `Meson.build()`
- `tools.build:verbosity` which accepts one of `quiet` or `verbose` and sets the `--quiet` flag in `Meson.install()`

### 9.4.13 conan.tools.microsoft

#### MSBuild

The MSBuild build helper is a wrapper around the command line invocation of MSBuild. It abstracts the calls like `msbuild "MyProject.sln" /p:Configuration=<conf> /p:Platform=<platform>` into Python method ones.

This helper can be used like:

```
from conan import ConanFile
from conan.tools.microsoft import MSBuild

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def build(self):
        msbuild = MSBuild(self)
        msbuild.build("MyProject.sln")
```

The `MSBuild.build()` method internally implements a call to `msbuild` like:

```
$ <vcvars-cmd> && msbuild "MyProject.sln" /p:Configuration=<configuration> /p:Platform=
↪<platform>
```

Where:

- `<vcvars-cmd>` calls the Visual Studio prompt that matches the current recipe `settings`.
- `configuration`, typically `Release`, `Debug`, which will be obtained from `settings.build_type` but this can be customized with the `build_type` attribute.
- `<platform>` is the architecture, a mapping from the `settings.arch` to the common `'x86'`, `'x64'`, `'ARM'`, `'ARM64'`. This can be customized with the `platform` attribute.

## Customization

### attributes

You can customize the following attributes in case you need to change them:

- **build\_type** (default `settings.build_type`): Value for the `/p:Configuration`.
- **platform** (default based on `settings.arch` to select one of these values: ('x86', 'x64', 'ARM', 'ARM64')): Value for the `/p:Platform`.

Example:

```
from conan import ConanFile
from conan.tools.microsoft import MSBuild
class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    def build(self):
        msbuild = MSBuild(self)
        msbuild.build_type = "MyRelease"
        msbuild.platform = "MyPlatform"
        msbuild.build("MyProject.sln")
```

### conf

MSBuild is affected by these [conf] variables:

- `tools.build:verbosity` accepts one of `quiet` or `verbose` to be passed to the `MSBuild.build()` call as `msbuild .... /verbosity:{Quiet,Detailed}`.
- `tools.microsoft.msbuild:max_cpu_count` maximum number of CPUs to be passed to the `MSBuild.build()` call as `msbuild .... /m:N`. If `max_cpu_count=0`, then it will use `/m` without arguments, which means use all available cpus.

## Reference

### class MSBuild(*conanfile*)

MSBuild build helper class

#### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

#### command(*sln*, *targets=None*)

Gets the msbuild command line. For instance, `msbuild "MyProject.sln" /p:Configuration=<conf> /p:Platform=<platform>`.

#### Parameters

- **sln** – str name of Visual Studio \*.sln file
- **targets** – targets is an optional argument, defaults to `None`, and otherwise it is a list of targets to build

#### Returns

str msbuild command line.

**build**(sln, targets=None)

Runs the msbuild command line obtained from `self.command(sln)`.

#### Parameters

- **sln** – str name of Visual Studio \*.sln file
- **targets** – targets is an optional argument, defaults to None, and otherwise it is a list of targets to build

## MSBuildDeps

The MSBuildDeps is the dependency information generator for Microsoft MSBuild build system. It will generate multiple *xxx.props* properties files, one per dependency of a package, to be used by consumers using MSBuild or Visual Studio, just adding the generated properties files to the solution and projects.

The MSBuildDeps generator can be used by name in conanfiles:

Listing 77: conanfile.py

```
class Pkg(ConanFile):
    generators = "MSBuildDeps"
```

Listing 78: conanfile.txt

```
[generators]
MSBuildDeps
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 79: conanfile.py

```
from conan import ConanFile
from conan.tools.microsoft import MSBuildDeps

class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    requires = "zlib/1.2.11", "bzip2/1.0.8"

    def generate(self):
        ms = MSBuildDeps(self)
        ms.generate()
```

## Generated files

The MSBuildDeps generator is a multi-configuration generator, and generates different files for any different Debug/Release configuration. For instance, running these commands:

```
$ conan install . # default is Release
$ conan install . -s build_type=Debug
```

It generates the next files:

- *conan\_zlib\_vars\_release\_x64.props*: Conanzlibxxxx variables definitions for the zlib dependency, Release config, like ConanzlibIncludeDirs, ConanzlibLibs, etc.

- *conan\_zlib\_vars\_debug\_x64.props*: Same `Conanzlib` `variables` for `` `zlib` dependency, Debug config
- *conan\_zlib\_release\_x64.props*: Activation of `Conanzlibxxxx` variables in the current build as standard C/C++ build configuration, Release config. This file contains also the transitive dependencies definitions.
- *conan\_zlib\_debug\_x64.props*: Same activation of `Conanzlibxxxx` variables, Debug config, also inclusion of transitive dependencies.
- *conan\_zlib.props*: Properties file for `zlib`. It conditionally includes, depending on the configuration, one of the two immediately above Release/Debug properties files.
- Same 5 files are generated for every dependency in the graph, in this case *conan\_bzip.props* too, which conditionally includes the Release/Debug bzip properties files.
- *conandeps.props*: Properties files that includes all direct dependencies, for this case *conan\_zlib.props* and *conan\_bzip2.props*

Add the *conandeps.props* to your solution project files if you want to depend on all the declared dependencies. For single project solutions, this is probably the way to go. For multi-project solutions, you might be more efficient and add properties files per project. You could add *conan\_zlib.props* properties to “project1” in the solution and *conan\_bzip2.props* to “project2” in the solution for example.

The above files are generated when the package doesn’t have components. If the package has defined components, the following files will be generated:

- *conan\_pkgname\_compname\_vars\_release\_x64.props*: Definition of variables for the component `compname` of the package `pkgname`
- *conan\_pkgname\_compname\_release\_x64.props*: Activation of the above variables into VS effective variables to be used in the build
- *conan\_pkgname\_compname.props*: Properties file for component `compname` of package `pkgname`. It conditionally includes, depending on the configuration, the specific activation property files.
- *conan\_pkgname.props*: Properties file for package `pkgname`. It includes and aggregates all the components of the package.
- *conandeps.props*: Same as above, aggregates all the direct dependencies property files for the packages (like *conan\_pkgname.props*)

If your project depends only on certain components, the specific *conan\_pkgname\_compname.props* files can be added to the project instead of the global or the package ones.

## Requirement traits support

The above generated files, more specifically the files containing the variables (*conan\_pkgname\_vars\_release\_x64.props*/*conan\_pkgname\_compname\_vars\_release\_x64.props*), will not contain all the information if the requirement traits have excluded them. For example, by default, the `includedirs` of transitive dependencies will be empty, as those headers shouldn’t be included by the user unless a specific `requires` to that package is defined.

## Configurations

If your Visual Studio project defines custom configurations, like `ReleaseShared`, or `MyCustomConfig`, it is possible to define it into the `MSBuildDeps` generator, so different project configurations can use different set of dependencies. Let's say that our current project can be built as a shared library, with the custom configuration `ReleaseShared`, and the package also controls this with the `shared` option:

```
from conan import ConanFile
from conan.tools.microsoft import MSBuildDeps

class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    options = {"shared": [True, False]}
    default_options = {"shared": False}
    requires = "zlib/1.2.11"

    def generate(self):
        ms = MSBuildDeps(self)
        # We assume that -o *:shared=True is used to install all shared deps too
        if self.options.shared:
            ms.configuration = str(self.settings.build_type) + "Shared"
        ms.generate()
```

This generates new properties files for this custom configuration, and switching it in the IDE allows to gather dependencies configuration like `Debug/Release`, and even static and/or shared libraries.

## Dependencies

`MSBuildDeps` uses the `self.dependencies` to access to the dependencies information. The following dependencies are translated to properties files:

- All the direct dependencies, which are the ones declared by the current `conanfile`, live in the host context: all regular `requires`, plus the `tool_requires`, that are in the host context, e.g. test frameworks like `gtest` or `catch`.
- All transitive `requires` of those direct dependencies (all in the host context)
- Tool `requires`, in the build context, that is, application and executables that run in the build machine irrespective of the destination platform, are added exclusively to the `<ExecutablePath>` property, taking the value from `$(Conan{{name}}BinaryDirectories)` defined properties. This allows to define custom build commands, invoke code generation tools, with the `<CustomBuild>` and `<Command>` elements.

## Customization

### conf

`MSBuildDeps` is affected by these `[conf]` variables:

- `tools.microsoft.msbuilddeps:exclude_code_analysis` list of packages names patterns to be added to the Visual Studio `CAExcludePath` property.

## Reference

### class MSBuildDeps(*conanfile*)

MSBuildDeps class generator conandeps.props: unconditional import of all *direct* dependencies only

#### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use self.

#### configuration\_key

Defines the configuration key used to conditionally select which property sheet to import (defaults to Configuration).

#### platform\_key

Defines the platform key used to conditionally select which property sheet to import (defaults to Platform).

#### generate()

Generates conan\_<pkg>\_<config>\_vars.props, conan\_<pkg>\_<config>.props, and conan\_<pkg>.props files into the conanfile.generators\_folder.

## MSBuildToolchain

The MSBuildToolchain is the toolchain generator for MSBuild. It will generate MSBuild properties files that can be added to the Visual Studio solution projects. This generator translates the current package configuration, settings, and options, into MSBuild properties files syntax.

This generator can be used by name in conanfiles:

Listing 80: conanfile.py

```
class Pkg(ConanFile):
    generators = "MSBuildToolchain"
```

Listing 81: conanfile.txt

```
[generators]
MSBuildToolchain
```

And it can also be fully instantiated in the conanfile generate() method:

```
from conan import ConanFile
from conan.tools.microsoft import MSBuildToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = MSBuildToolchain(self)
        tc.generate()
```

The MSBuildToolchain will generate three files after a conan install command:

```
$ conan install . # default is Release
$ conan install . -s build_type=Debug
```

- The main *conantoolchain.props* file, to be added to the project.

- A *conantoolchain\_<config>.props* file, that will be conditionally included from the previous *conan-toolchain.props* file based on the configuration and platform, e.g., *conantoolchain\_release\_x86.props*.
- A *conanvcvars.bat* file with the `vcvars` invocation to define the build environment from the command line, or any other automated tools (might not be required if opening the IDE). This file will be automatically called by the `MSBuild.build()` method.

Every invocation with different configuration creates a new properties `.props` file, that is also conditionally included. That allows to install different configurations, then switch among them directly from the Visual Studio IDE.

The `MSBuildToolchain` files can configure:

- The Visual Studio runtime (*MT/MD/MTd/MDd*), obtained from Conan input settings.
- The C++ standard, obtained from Conan input settings.

One of the advantages of using toolchains is that they help to achieve the exact same build with local development flows, than when the package is created in the cache.

## Customization

### conf

`MSBuildToolchain` is affected by these `[conf]` variables:

- `tools.microsoft.msbuildtoolchain:compile_options` dict-like object of extra compile options to be added to `<ClCompile>` section. The dict will be translated as follows: `<[KEY]>[VALUE]</[KEY]>`.
- `tools.microsoft:winsdk_version` value will define the `<WindowsTargetPlatformVersion>` element in the toolchain file.
- `tools.build:cxxflags` list of extra C++ flags that will be appended to `<AdditionalOptions>` section from `<ClCompile>` and `<ResourceCompile>` one.
- `tools.build:cflags` list of extra of pure C flags that will be appended to `<AdditionalOptions>` section from `<ClCompile>` and `<ResourceCompile>` one.
- `tools.build:sharedlinkflags` list of extra linker flags that will be appended to `<AdditionalOptions>` section from `<Link>` one.
- `tools.build:exelinkflags` list of extra linker flags that will be appended to `<AdditionalOptions>` section from `<Link>` one.
- `tools.build:defines` list of preprocessor definitions that will be appended to `<PreprocessorDefinitions>` section from `<ResourceCompile>` one.

## Reference

**class** `MSBuildToolchain`(*conanfile*)

`MSBuildToolchain` class generator

### Parameters

**conanfile** – `< ConanFile object >` The current recipe object. Always use `self`.

### generate()

Generates a *conantoolchain.props*, a *conantoolchain\_<config>.props*, and, if `compiler=msvc`, a *conanvcvars.bat* files. In the first two cases, they'll have the valid XML format with all the good settings like any other VS project `*.props` file. The last one emulates the *vcvarsall.bat* env script. See also *VCVars*.



## Attributes

- **properties:** Additional properties added to the generated `.props` files. You can define the properties in a key-value syntax like:

```
from conan import ConanFile
from conan.tools.microsoft import MSBuildToolchain

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        msbuild = MSBuildToolchain(self)
        msbuild.properties["IncludeExternals"] = "true"
        msbuild.generate()
```

Then, the generated `conantoolchain_<config>.props` file will contain the defined property in its contents:

```
<?xml version="1.0" encoding="utf-8"?>
<Project xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
<ItemDefinitionGroup>
...
</ItemDefinitionGroup>
<PropertyGroup Label="Configuration">
...
<IncludeExternals>true</IncludeExternals>
...
</PropertyGroup>
</Project>
```

## VCVars

Generates a file called `conanvcvars.bat` that activates the Visual Studio developer command prompt according to the current settings by wrapping the `vcvarsall` Microsoft bash script.

The VCVars generator can be used by name in conanfiles:

Listing 82: `conanfile.py`

```
class Pkg(ConanFile):
    generators = "VCVars"
```

Listing 83: `conanfile.txt`

```
[generators]
VCVars
```

And it can also be fully instantiated in the conanfile `generate()` method:

Listing 84: `conanfile.py`

```
from conan import ConanFile
from conan.tools.microsoft import VCVars
```

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```
class Pkg(ConanFile):
    settings = "os", "compiler", "arch", "build_type"
    requires = "zlib/1.2.11", "bzip2/1.0.8"

    def generate(self):
        ms = VCVars(self)
        ms.generate()
```

## Customization

### conf

VCVars is affected by these [conf] variables:

- `tools.microsoft.msbuild:installation_path` indicates the path to Visual Studio installation folder. For instance: `C:\Program Files (x86)\Microsoft Visual Studio\2019\Community`, `C:\Program Files (x86)\Microsoft Visual Studio 14.0`, etc.
- `tools.microsoft:winsdk_version` defines the specific winsdk version in the vcvars command line.
- `tools.env.virtualenv:powershell` generates an additional `conanvcvars.ps1` so it can be run from the Powershell console.

## Reference

### class VCVars(*conanfile*)

VCVars class generator to generate a `conanvcvars.bat` script that activates the correct Visual Studio prompt.

This generator will be automatically called by other generators such as `CMakeToolchain` when considered necessary, for example if building with Visual Studio compiler using the `CMake Ninja` generator, which needs an active Visual Studio prompt. Then, it is not necessary to explicitly instantiate this generator in most cases.

#### Parameters

**conanfile** – `ConanFile` object The current recipe object. Always use `self`.

#### generate(*scope='build'*)

Creates a `conanvcvars.bat` file that calls Visual `vcvars` with the necessary args to activate the correct Visual Studio prompt matching the Conan settings.

#### Parameters

**scope** – str activation scope, by default “build”. It means it will add a call to this `conanvcvars.bat` from the aggregating general `conanbuild.bat`, which is the script that will be called by default in `self.run()` calls and build helpers such as `cmake.configure()` and `cmake.build()`.

## NMakeDeps

This generator can be used as:

```
from conan import ConanFile

class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch"

    requires = "mydep/1.0"
    # attribute declaration
    generators = "NMakeDeps"

    # OR explicit usage in the generate() method
    def generate(self):
        deps = NMakeDeps(self)
        deps.generate()

    def build(self):
        self.run(f"nmake /f makefile")
```

The generator will create a `conannmakedeps.bat` environment script that defines `CL`, `LIB` and `_LINK_` environment variables, injecting necessary flags to locate and link the dependencies declared in `requires`. This generator should most likely be used together with `NMakeToolchain` one.

## NMakeToolchain

This generator can be used as:

```
from conan import ConanFile

class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch"
    generators = "NMakeToolchain"

    def build(self):
        self.run("nmake /f makefile")
```

Or it can be fully instantiated in the `conanfile generate()` method:

```
from conan import ConanFile
from conan.tools.microsoft import NMakeToolchain

class Pkg(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = NMakeToolchain(self)
        tc.generate()

    def build(self):
        self.run("nmake /f makefile")
```

NMakeToolchain generator will create a `conannmaketoolchain.bat` environment script injecting flags deduced from profile (build\_type, runtime, cppstd, build flags from conf) into environment variables NMake can understand: `CL` and `_LINK_`. It will also generate a `conanvcvars.bat` script that activates the correct VS prompt matching the Conan host settings `arch`, `compiler` and `compiler.version`, and build settings `arch`.

## constructor

```
def __init__(self, conanfile):
```

- `conanfile`: the current recipe object. Always use `self`.

## Attributes

You can change some attributes before calling the `generate()` method if you want to inject more flags:

```
from conan import ConanFile
from conan.tools.microsoft import NMakeToolchain

class Pkg(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = NMakeToolchain(self)
        tc.extra_cflags.append("/my_flag")
        tc.extra_defines.append("FOO=BAR")
        tc.generate()
```

- `extra_cflags` (Defaulted to `[]`): Additional cflags.
- `extra_cxxflags` (Defaulted to `[]`): Additional cxxflags.
- `extra_defines` (Defaulted to `[]`): Additional defines.
- `extra_ldflags` (Defaulted to `[]`): Additional ldflags.

## conf

NMakeToolchain is affected by these `[conf]` variables:

- `tools.build:cflags` list of extra pure C flags that will be used by CL.
- `tools.build:cxxflags` list of extra C++ flags that will be used by CL.
- `tools.build:defines` list of preprocessor definitions that will be used by CL.
- `tools.build:sharedlinkflags` list of extra linker flags that will be used by `_LINK_`.
- `tools.build:exelinkflags` list of extra linker flags that will be used by `_LINK_`.
- `tools.build:compiler_executables` dict-like Python object which specifies the compiler as key and the compiler executable path as value. Those keys will be mapped as follows:
  - `asm`: will set `AS` in `conannmaketoolchain.sh|bat` script.
  - `c`: will set `CC` in `conannmaketoolchain.sh|bat` script.
  - `cpp`: will set `CPP` and `CXX` in `conannmaketoolchain.sh|bat` script.

- rc: will set RC in *conannmaketoolchain.sh|bat* script.

## Customizing the environment

If your Makefile script needs some other environment variable rather than CL and \_LINK\_, you can customize it before calling the `generate()` method. Call the `environment()` method to calculate the mentioned variables and then add the variables that you need. The `environment()` method returns an *Environment* object:

```
from conan import ConanFile
from conan.tools.microsoft import NMakeToolchain

class Pkg(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = NMakeToolchain(self)
        env = tc.environment()
        env.define("FOO", "BAR")
        tc.generate(env)
```

You can also inspect default environment variables NMakeToolchain will inject in *conannmaketoolchain.sh|bat* script:

```
from conan import ConanFile
from conan.tools.microsoft import NMakeToolchain

class Pkg(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = NMakeToolchain(self)
        env_vars = tc.vars()
        cl_env_var = env_vars.get("CL")
```

## vs\_layout

**vs\_layout**(*conanfile*)

Initialize a layout for a typical Visual Studio project.

### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

## conan.tools.microsoft.visual

### check\_min\_vs

**check\_min\_vs**(*conanfile*, *version*, *raise\_invalid=True*)

This is a helper method to allow the migration of 1.X -> 2.0 and VisualStudio -> msvc settings without breaking recipes. The legacy “Visual Studio” with different toolset is not managed, not worth the complexity.

### Parameters

- **raise\_invalid** – bool Whether to raise or return False if the version check fails

- **conanfile** – < ConanFile object > The current recipe object. Always use `self`.
- **version** – str Visual Studio or msvc version number.

Example:

```
def validate(self):  
    check_min_vs(self, "192")
```

## msvc\_runtime\_flag

**msvc\_runtime\_flag**(conanfile)

Gets the MSVC runtime flag given the `compiler.runtime` value from the settings.

### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

### Returns

str runtime flag.

## is\_msvc

**is\_msvc**(conanfile, build\_context=False)

Validates if the current compiler is msvc.

### Parameters

- **conanfile** – < ConanFile object > The current recipe object. Always use `self`.
- **build\_context** – If True, will use the settings from the build context, not host ones

### Returns

bool True, if the host compiler is msvc, otherwise, False.

## is\_msvc\_static\_runtime

**is\_msvc\_static\_runtime**(conanfile)

Validates when building with Visual Studio or msvc and MT on runtime.

### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

### Returns

bool True, if msvc + runtime MT. Otherwise, False.

## msvs\_toolset

### msvs\_toolset(conanfile)

Returns the corresponding platform toolset based on the compiler setting. In case no toolset is configured in the profile, it will return a toolset based on the compiler version, otherwise, it will return the toolset from the profile. When there is no compiler version neither toolset configured, it will return None. It supports msvc, intel-cc and clang compilers. For clang, it assumes the ClangCl toolset, as provided by the Visual Studio installer.

#### Parameters

**conanfile** – Conanfile instance to access settings.compiler

#### Returns

A toolset when compiler.version is valid or compiler.toolset is configured. Otherwise, None.

## conan.tools.microsoft.subsystems

## unix\_path

### unix\_path(conanfile, path, scope='build')

## 9.4.14 conan.tools.qbs

### Qbs

The Qbs build helper is a wrapper around the command line invocation of the Qbs build tool. It will abstract the calls like `qbs resolve`, `qbs build` and `qbs install` into Python method calls.

The helper is intended to be used in the `build()` and `package()` methods, to call Qbs commands automatically when a package is being built directly by Conan (create, install).

```
from conan import ConanFile
from conan.tools.qbs import Qbs, QbsDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    exports_sources = "*.h", "*.cpp", "*.qbs",
    requires = "hello/0.1"
    options = {"shared": [True, False], "fPIC": [True, False]}
    default_options = {"shared": False, "fPIC": True}

    def generate(self):
        deps = QbsDeps(self)
        deps.generate()

    def build(self):
        qbs = Qbs(self)
        qbs.resolve()
        qbs.build()

    def package(self):
        qbs = Qbs(self)
        qbs.install()
```

## Reference

**class Qbs**(*conanfile*, *project\_file=None*)

Qbs helper to use together with the QbsDeps feature. This class provides helper methods that wraps calls to the Qbs tool.

### Parameters

- **conanfile** – The current recipe object. Always use `self`.
- **project\_file** – The name to the main project file. If not set, Qbs will try to autodetect the project file.

**add\_configuration**(*name*, *values*)

Adds a build configuration for the multi-configuration build. This Qbs feature is rarely needed since each conan package can contain only one configuration, however might be useful when creating multiple versions of the same product that should be put in the same Conan package.

### Parameters

- **name** – the name of the configuration. This corresponds to the `config` parameter of `qbs resolve`, `qbs build` and `qbs install` commands.
- **values** – the dict containing Qbs properties and their values for this configuration.

**resolve**(*parallel=True*)

Wraps the `qbs resolve` call. If QbsDeps generator is used, this will also set the necessary properties of the Qbs “conan” module provider automatically adding dependencies to the project. :param `parallel`: Whether to use multi-threaded resolving. Defaults to `True`.

**build**(*products=None*)

Wraps the `qbs build` call.

### Parameters

- **products** – The list of product names to build. If not set, builds all products that have `builtByDefault` set to `true`. This parameter corresponds to the `--products` option of the `qbs build` command.

The `resolve()` method should be called before calling this method.

**build\_all**()

Wraps the `qbs build --all-products` call. This method builds all products, even if their `builtByDefault` property is `false`. The `resolve()` method should be called before calling this method.

**install**()

Wraps the `qbs install` call. Performs the installation of files marked as installable in the Qbs project. The `build()` or `build_all()` methods should be called before calling this method.

## QbsDeps

The QbsDeps generator produces the necessary files for each dependency to be able to use the `qbs Depends` item to locate the dependencies. It can be used like:

```
from conan import ConanFile

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
```

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```
requires = "hello/0.1"
generators = "QbsDeps"
```

It is also possible to use QbsDeps manually in the `generate()` method:

```
from conan import ConanFile
from conan.tools.qbs import QbsDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "hello/0.1"

    def generate(self):
        deps = QbsDeps(self)
        deps.generate()
```

The dependency to the application can be added using the Depends item:

Listing 85: **project.qbs**

```
CppApplication {
    Depends { name: "hello"; version: "0.1" }
    files: "main.c"
    qbs.installPrefix: ""
    install: true
    qbsModuleProviders: "conan"
    moduleProviders.conan.installDirectory: "build"
}
```

Note that we are setting the `qbsModuleProviders` property to "conan" in order to tell Qbs that dependencies are generated by Conan. We also set the `installDirectory` property of the conan module provider to "build" to tell the provider to look for generated files in the build directory within the source directory. It is also possible to set this value from command line.

We install dependencies using the `conan install` command.

```
$ conan install . --output-folder=build --build missing
```

Finally, we can build the project by simply calling Qbs:

```
$ qbs
```

Note, that Qbs helper will automatically set the `conan.installDirectory` property when QbsDeps generator is used.

#### See also:

- Check the [Qbs helper](#) for details.

## Reference

### `class QbsDeps(conanfile)`

This class will generate a JSON file for each dependency inside the “conan-qbs-deps” folder. Each JSON file contains information necessary for Qbs “conan” module provider to be able to generate Qbs module files.

#### Parameters

**conanfile** – The current recipe object. Always use `self`.

#### `property content`

Returns all dependency information as a Python dict object where key is the dependency name and value is a dict with dependency properties.

#### `generate()`

This method will save the generated files to the “conan-qbs-deps” directory inside the `conanfile.generators_folder` directory. Generates a single JSON file per dependency or component.

## 9.4.15 conan.tools.ros

### ROSEnv

The ROSEnv generator is an environment generator that, in conjunction with *CMakeDeps* and *CMakeToolchain*, allows to consume Conan packages from a ROS package.

Listing 86: conanfile.txt

```
[requires]
fmt/11.0.2

[generators]
CMakeDeps
CMakeToolchain
ROSEnv
```

This generator will create a `conanroshenv.sh` script with the required environment variables that allow CMake and Colcon to locate the packages installed by Conan.

This script needs to be *sourced* before the **colcon build** command:

```
$ cd workspace
$ conan install ...
$ source conanroshenv.sh
$ colcon build
```

## Reference

### class ROSEnv(*conanfile*)

Generator to serve as integration for Robot Operating System 2 development workspaces.

IMPORTANT: This generator should be used together with CMakeDeps and CMakeToolchain generators.

#### Parameters

**conanfile** – < ConanFile object > The current recipe object. Always use `self`.

#### generate()

Creates a `conanroshenv.sh` with the environment variables that are needed to build and execute ROS packages with Conan dependencies.

## 9.4.16 conan.tools.scm

### Git

The Git helper is a thin wrapper over the `git` command. It can be used for different purposes: - Obtaining the current tag in the `set_version()` method to assign it to `self.version` - Clone sources in third-party or open source package recipes in the `source()` method (in general, doing a `download()` or `get()` to fetch release tarballs will be preferred) - Capturing the “scm” coordinates (url, commit) of your own package sources in the `export()` method, to be able to reproduce a build from source later, retrieving the code in the `source()` method. See the [example of git-scm capture](#).

The `Git()` constructor receives the current folder as argument, but that can be changed if necessary, for example, to clone the sources of some repo in `source()`:

```
def source(self):
    git = Git(self) # by default, the current folder "."
    git.clone(url="<repourl>", target="target") # git clone url target
    # we need to cd directory for next command "checkout" to work
    git.folder = "target" # cd target
    git.checkout(commit="<commit>") # git checkout commit
```

An alternative, equivalent approach would be:

```
def source(self):
    git = Git(self, "target")
    # Cloning in current dir, not a children folder
    git.clone(url="<repourl>", target=".")
    git.checkout(commit="<commit>")
```

### class Git(*conanfile*, *folder*='.', *excluded*=None)

Git is a wrapper for several common patterns used with `git` tool.

#### Parameters

- **conanfile** – Conanfile instance.
- **folder** – Current directory, by default `.`, the current working directory.
- **excluded** – Files to be excluded from the “dirty” checks. It will compose with the configuration `core.scm:excluded` (the configuration has higher priority). It is a list of patterns to `fnmatch`.

**run**(*cmd*, *hidden\_output=None*)

Executes `git <cmd>`

**Returns**

The console output of the command.

**get\_commit**(*repository=False*)

**Parameters**

**repository** – By default gets the commit of the defined folder, use `repo=True` to get the commit of the repository instead.

**Returns**

The current commit, with `git rev-list HEAD -n 1 -- <folder>`. The latest commit is returned, irrespective of local not committed changes.

**get\_remote\_url**(*remote='origin'*)

Obtains the URL of the remote git repository, with `git remote -v`

**Warning!** Be aware that This method will get the output from `git remote -v`. If you added tokens or credentials to the remote in the URL, they will be exposed. Credentials shouldn't be added to git remotes definitions, but using a credentials manager or similar mechanism. If you still want to use this approach, it is your responsibility to strip the credentials from the result.

**Parameters**

**remote** – Name of the remote git repository ('origin' by default).

**Returns**

URL of the remote git repository.

**commit\_in\_remote**(*commit*, *remote='origin'*)

Checks that the given commit exists in the remote, with `branch -r --contains <commit>` and checking an occurrence of a branch in that remote exists.

**Parameters**

- **commit** – Commit to check.
- **remote** – Name of the remote git repository ('origin' by default).

**Returns**

True if the given commit exists in the remote, False otherwise.

**is\_dirty**(*repository=False*)

Returns if the current folder is dirty, running `git status -s` The `Git(..., excluded=[])` argument and the `core.scm:excluded` configuration will define file patterns to be skipped from this check.

**Parameters**

**repository** – By default checks if the current folder is dirty. If `repository=True` it will check the root repository folder instead, not the current one.

**Returns**

True, if the current folder is dirty. Otherwise, False.

**get\_url\_and\_commit**(*remote='origin'*, *repository=False*)

This is an advanced method, that returns both the current commit, and the remote repository url. This method is intended to capture the current remote coordinates for a package creation, so that can be used later to build again from sources from the same commit. This is the behavior:

- If the repository is dirty, it will raise an exception. Doesn't make sense to capture coordinates of something dirty, as it will not be reproducible. If there are local changes, and the user wants to test a local conan create, should commit the changes first (locally, not push the changes).

- If the repository is not dirty, but the commit doesn't exist in the given remote, the method will return that commit and the URL of the local user checkout. This way, a package can be conan create created locally, testing everything works, before pushing some changes to the remote.
- If the repository is not dirty, and the commit exists in the specified remote, it will return that commit and the url of the remote.

**Warning!** Be aware that This method will get the output from `git remote -v`. If you added tokens or credentials to the remote in the URL, they will be exposed. Credentials shouldn't be added to git remotes definitions, but using a credentials manager or similar mechanism. If you still want to use this approach, it is your responsibility to strip the credentials from the result.

#### Parameters

- **remote** – Name of the remote git repository ('origin' by default).
- **repository** – By default gets the commit of the defined folder, use `repo=True` to get the commit of the repository instead.

#### Returns

(url, commit) tuple

#### `get_repo_root()`

Get the current repository top folder with `git rev-parse --show-toplevel`

#### Returns

Repository top folder.

#### `clone(url, target="", args=None, hide_url=True)`

Performs a `git clone <url> <args> <target>` operation, where target is the target directory.

#### Parameters

- **url** – URL of remote repository.
- **target** – Target folder.
- **args** – Extra arguments to pass to the git clone as a list.
- **hide\_url** – Hides the URL from the log output to prevent accidental credential leaks. Can be disabled by passing `False`.

#### `fetch_commit(url, commit, hide_url=True)`

Experimental: does a single commit fetch and checkout, instead of a full clone, should be faster.

#### Parameters

- **url** – URL of remote repository.
- **commit** – The commit ref to checkout.
- **hide\_url** – Hides the URL from the log output to prevent accidental credential leaks. Can be disabled by passing `False`.

#### `checkout(commit)`

Checkouts the given commit using `git checkout <commit>`.

#### Parameters

**commit** – Commit to checkout.

#### `included_files()`

Run `git ls-files --full-name --others --cached --exclude-standard` to get the list of files not ignored by `.gitignore`

**Returns**

List of files.

**coordinates\_to\_conandata()**

Capture the “url” and “commit” from the Git repo, calling `get_url_and_commit()`, and then store those in the `conandata.yml` under the “scm” key. This information can be used later to clone and checkout the exact source point that was used to create this package, and can be useful even if the recipe uses `exports_sources` as mechanism to embed the sources.

**checkout\_from\_conandata\_coordinates()**

Reads the “scm” field from the `conandata.yml`, that must contain at least “url” and “commit” and then do a `clone(url, target=".")` followed by a `checkout(commit)`.

## Version

This is a helper class to work with versions, it splits the version string based on dots and hyphens. It exposes all the version components as properties and offers total ordering through compare operators.

Listing 87: Comparing versions

```
compiler_lower_than_12 = Version(self.settings.compiler.version) < "12.0"

is_legacy = Version(self.version) < 2
```

**class Version(value, qualifier=False)**

This is NOT an implementation of semver, as users may use any pattern in their versions. It is just a helper to parse “.” or “-” and compare taking into account integers when possible

## Attributes

The `Version` class offers ways to access the different parts of the version number:

### main

Get all the main digits.

```
v = Version("1.2.3.4-alpha.3+b1")
assert [str(i) for i in v.main] == ['1', '2', '3', '4', '5']
```

### major

Get the major digit.

```
v = Version("1.2.3.4-alpha.3+b1")
assert str(v.major) == "1"
```

## minor

Get the minor digit.

```
v = Version("1.2.3.4-alpha.3+b1")
assert str(v.minor) == "2"
```

## patch

Get the patch digit.

```
v = Version("1.2.3.4-alpha.3+b1")
assert str(v.patch) == "3"
```

## micro

Get the micro digit.

```
v = Version("1.2.3.4-alpha.3+b1")
assert str(v.micro) == "4"
```

## pre

Get the pre-release digit.

```
v = Version("1.2.3.4-alpha.3+b1")
assert str(v.pre) == "alpha.3"
```

## build

Get the build digit.

```
v = Version("1.2.3.4-alpha.3+b1")
assert str(v.build) == "b1"
```

## 9.4.17 conan.tools.scons

### SConsDeps

The SConsDeps is the dependency generator for [SCons](#). It will generate a *SConscript\_conandeps* file containing the necessary information for SCons to build against the desired dependencies.

The SConsDeps generator can be used by name in conanfiles:

Listing 88: conanfile.py

```
from conan import ConanFile

class Pkg(ConanFile):
    generators = "SConsDeps"
```

Listing 89: conanfile.txt

```
[generators]
SConsDeps
```

It can also be fully instantiated in the conanfile `generate()` method:

```
from conan import ConanFile
from conan.tools.scons import SConsDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"

    def generate(self):
        tc = SConsDeps(self)
        tc.generate()
```

After executing the `conan install` command, the `SConsDeps` generator will create the `SConscript_conandeps` file. This file will provide the following information for `SCons`: `CPPPATH`, `LIBPATH`, `BINPATH`, `LIBS`, `FRAMEWORKS`, `FRAMEWORKPATH`, `CXXDEFINES`, `CXXFLAGS`, `CCFLAGS`, `SHLINKFLAGS`, and `LINKFLAGS`. This information is generated for the accumulated list of all dependencies and also for each one of the requirements. You can load it in your consumer `SConscript` like this:

Listing 90: consumer *SConscript*

```
...
info = SConscript('./SConscript_conandeps')
# You can use conandeps to get the information
# for all the dependencies.
flags = info["conandeps"]

# Or use the name of the requirement if
# you only want the information about that one.
flags = info["zlib"]

env.MergeFlags(flags)
...
```



### 9.4.18 conan.tools.premake

#### Premake

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

The Premake build helper is a wrapper around the command line invocation of Premake. It will abstract the project configuration command.

The helper is intended to be used in the `conanfile.py` `build()` method, to call Premake commands automatically when a package is being built directly by Conan (create, install)

```
from conan.tools.premake import Premake
from conan.tools.microsoft import MSBuild

class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch"

    # The VCVars generator might be needed in Windows-MSVC
    generators = "VCVars"

    def build(self):
        p = Premake(self)
        p.configure()
        # At the moment Premake does not contain .build() method
        # report in Github issues your use cases and feedback to request it
        build_type = str(self.settings.build_type)
        if self.settings.os == "Windows":
            msbuild = MSBuild(self)
            msbuild.build("HelloWorld.sln")
        else:
            self.run(f"make config={build_type.lower()}_x86_64")
        p = os.path.join(self.build_folder, "bin", build_type, "HelloWorld")
        self.run(f'"{p}"')
```

#### PremakeDeps

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

The PremakeDeps is the dependencies generator for Premake.

The PremakeDeps generator can be used by name in conanfiles:

Listing 91: conanfile.py

```
class Pkg(ConanFile):
    generators = "PremakeDeps"
```

Listing 92: conanfile.txt

```
[generators]
PremakeDeps
```

And it can also be fully instantiated in the `conanfile generate()` method:

```
from conan import ConanFile
from conan.tools.premake import PremakeDeps

class App(ConanFile):
    settings = "os", "arch", "compiler", "build_type"
    requires = "zlib/1.2.11"

    def generate(self):
        bz = PremakeDeps(self)
        bz.generate()
```

## Generated files

When the `PremakeDeps` generator is used, every invocation of `conan install` will generate a `include('conandeps.premake5.lua')` that can be included and used in the project:

```
-- premake5.lua

include('conandeps.premake5.lua')

workspace "HelloWorld"
    conan_setup()
    configurations { "Debug", "Release" }
    platforms { "x86_64" }
```

## 9.4.19 conan.tools.system

### conan.tools.system.package\_manager

The tools under `conan.tools.system.package_manager` are wrappers around some of the most popular system package managers for different platforms. You can use them to invoke system package managers in recipes and perform the most typical operations, like installing a package, updating the package manager database or checking if a package is installed. By default, when you invoke them they will not try to install anything on the system, to change this behavior you can set the value of the `tools.system.package_manager:mode` *configuration*.

You can use these tools inside the `system_requirements()` method of your recipe, like:

Listing 93: conanfile.py

```
from conan.tools.system.package_manager import Apt, Yum, PacMan, Zypper

def system_requirements(self):
    # depending on the platform or the tools.system.package_manager:tool configuration
    # only one of these will be executed
```

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```
Apt(self).install(["libgl-dev"])
Yum(self).install(["libglvnd-devel"])
PacMan(self).install(["libglvnd"])
Zypper(self).install(["Mesa-libGL-devel"])
```

Conan will automatically choose which package manager to use by looking at the Operating System name. In the example above, if we are running on Ubuntu Linux, Conan will ignore all the calls except for the `Apt()` one and will only try to install the packages using the `apt-get` tool. Conan uses the following mapping by default:

- *Apt* for **Linux** with distribution names: *ubuntu, debian, raspbian* or *linuxmint*
- *Yum* for **Linux** with distribution names: *pidora, scientific, xenserver, amazon, oracle, amzn, almalinux* or *rocky*
- *Dnf* for **Linux** with distribution names: *fedora, rhel, centos, mageia*
- *Apk* for **Linux** with distribution names: *alpine*
- *Brew* for **macOS**
- *PacMan* for **Linux** with distribution names: *arch, manjaro* and when using **Windows** with *msys2*
- *Chocolatey* for **Windows**
- *Zypper* for **Linux** with distribution names: *opensuse, sles*
- *Pkg* for **FreeBSD**
- *PkgUtil* for **Solaris**

You can override this default mapping and set the package manager tool you want to use by default setting the configuration property `tools.system.package_manager:tool`.

## Methods available for system package manager tools

All these wrappers share three methods that represent the most common operations with a system package manager. They take the same form for all of the package managers except for *Apt* that also accepts the *recommends* argument for the *install method*.

- `install(self, packages, update=False, check=True, host_package=True)`: try to install the list of packages passed as a parameter. If the parameter `check` is `True` it will check if those packages are already installed before installing them. If the parameter `update` is `True` it will try to update the package manager database before checking and installing. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*. If the parameter `host_package` is `True` it will install the packages for the host machine architecture (the machine that will run the software), it has an effect when cross building. This method will return the return code of the executed commands.
- `install_substitutes(packages_substitutes, update=False, check=True)`: try to install the list of lists of substitutes packages passed as a parameter, e.g., `[["pkg1", "pkg2"], ["pkg3"]]`. It succeeds if one of the substitutes list is completely installed, so it's intended to be used when you have different packages for different distros. Internally, it's calling the previous `install(packages, update=update, check=check)` method, so `update` and `check` have the same purpose as above.
- `update()` update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.
- `check(packages)` check if the list of packages passed as parameter are already installed. It will return a list with the packages that are missing.

## Configuration properties that affect how system package managers are invoked

As explained above there are several [conf] that affect how these tools are invoked:

- `tools.system.package_manager:tool`: to choose which package manager tool you want to use by default: "apk", "apt-get", "yum", "dnf", "brew", "pacman", "choco", "zypper", "pkg" or "pkgutil"
- `tools.system.package_manager:mode`: mode to use when invoking the package manager tool. There are two possible values:
  - "check": it will just check for missing packages at most and will not try to update the package manager database or install any packages in any case. It will raise an error if required packages are not installed in the system. This is the default value.
  - "report": Just capture the `.install()` calls to capture packages, but do not check nor install them. Never raises an error. Mostly useful for `conan graph info` commands.
  - "report-installed": Report, without failing which packages are needed (same as `report`) and also check which of them are actually installed in the current system.
  - "install": it will allow Conan to perform update or install operations.
- `tools.system.package_manager:sudo`: Use `sudo` when invoking the package manager tools in Linux (False by default)
- `tools.system.package_manager:sudo_askpass`: Use the `-A` argument if using `sudo` in Linux to invoke the system package manager (False by default)

There are some specific arguments for each of these tools. Here is the complete reference:

### `conan.tools.system.package_manager.Apk`

Will invoke the `apk` command. Enabled by default for **Linux** with distribution names: *alpine*.

## Reference

**class** `Apk`(*conanfile*, *\_arch\_names=None*)

Constructor method. Note that *Apk* does not support architecture names since Alpine Linux does not support multiarch. Therefore, the `arch_names` argument is ignored.

### Parameters

**conanfile** – the current recipe object. Always use `self`.

**check**(*\*args*, *\*\*kwargs*)

Check if the list of packages passed as parameter are already installed.

### Parameters

**packages** – list of packages to check.

### Returns

list of packages from the `packages` argument that are not installed in the system.

**install**(*\*args*, *\*\*kwargs*)

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

### Parameters

- **packages** – try to install the list of packages passed as a parameter.

- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes(\*args, \*\*kwargs)**

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in Ubuntu `>= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

**Parameters**

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update(\*args, \*\*kwargs)**

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

**Returns**

the return code of the executed package manager update command.

Alpine Linux does not support multiple architectures in the same repository, so there is no mapping from Conan architectures to Alpine architectures.

**conan.tools.system.package\_manager.Apt**

Will invoke the `apt-get` command. Enabled by default for **Linux** with distribution names: *ubuntu*, *debian*, *raspbian* and *linuxmint*.

**Reference**

```
class Apt(conanfile, arch_names=None)
```

**Parameters**

- **conanfile** – The current recipe object. Always use `self`.
- **arch\_names** – This argument maps the Conan architecture setting with the package manager tool architecture names. It is `None` by default, which means that it will use a default mapping for the most common architectures. For example, if you are using `x86_64` Conan architecture setting, it will map this value to `amd64` for `Apt` and try to install the `<package_name>:amd64` package.

**install**(*packages*, *update=False*, *check=True*, *recommends=False*, *host\_package=True*)

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

#### Parameters

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.
- **host\_package** – install the packages for the host machine architecture (the machine that will run the software), it has an effect when cross building.
- **recommends** – if the parameter `recommends` is `False` it will add the `'--no-install-recommends'` argument to the `apt-get` command call.

#### Returns

the return code of the executed apt command.

**check**(\*args, \*\*kwargs)

Check if the list of packages passed as parameter are already installed.

#### Parameters

**packages** – list of packages to check.

#### Returns

list of packages from the packages argument that are not installed in the system.

**install\_substitutes**(\*args, \*\*kwargs)

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for Apt is named `libxcb-util-dev` in Ubuntu `>= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

#### Parameters

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

#### Returns

the return code of the executed package manager command.

**update**(\*args, \*\*kwargs)

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

#### Returns

the return code of the executed package manager update command.

You can pass the `arch_names` argument to override the default Conan mapping like this:

Listing 94: conanfile.py

```
...
def system_requirements(self):
    apt = Apt(self, arch_names={"<conan_arch_setting>": "apt_arch_setting"})
    apt.install(["libgl-dev"])
```

The default mapping that Conan uses for *APT* packages architecture is:

```
self._arch_names = {"x86_64": "x86_64",
                    "x86": "i?86",
                    "ppc32": "powerpc",
                    "ppc64le": "ppc64le",
                    "armv7": "armv7",
                    "armv7hf": "armv7hl",
                    "armv8": "aarch64",
                    "s390x": "s390x"} if arch_names is None else arch_names
```

### conan.tools.system.package\_manager.Yum

Will invoke the `yum` command. Enabled by default for **Linux** with distribution names: *pidora*, *scientific*, *xenserver*, *amazon*, *oracle*, *amzn* and *almalinux*.

## Reference

```
class Yum(conanfile, arch_names=None)
```

### Parameters

- **conanfile** – the current recipe object. Always use `self`.
- **arch\_names** – this argument maps the Conan architecture setting with the package manager tool architecture names. It is `None` by default, which means that it will use a default mapping for the most common architectures. For example, if you are using `x86` Conan architecture setting, it will map this value to `i?86` for *Yum* and try to install the `<package_name>.i?86` package.

```
check(*args, **kwargs)
```

Check if the list of packages passed as parameter are already installed.

### Parameters

**packages** – list of packages to check.

### Returns

list of packages from the packages argument that are not installed in the system.

```
install(*args, **kwargs)
```

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

### Parameters

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.

- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes(\*args, \*\*kwargs)**

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in `Ubuntu >= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

**Parameters**

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update(\*args, \*\*kwargs)**

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

**Returns**

the return code of the executed package manager update command.

The default mapping Conan uses for *Yum* packages architecture is:

```
self._arch_names = {"x86_64": "x86_64",
                    "x86": "i?86",
                    "ppc32": "powerpc",
                    "ppc64le": "ppc64le",
                    "armv7": "armv7",
                    "armv7hf": "armv7hl",
                    "armv8": "aarch64",
                    "s390x": "s390x"} if arch_names is None else arch_names
```

**conan.tools.system.package\_manager.Dnf**

Will invoke the `dnf` command. Enabled by default for **Linux** with distribution names: *fedora*, *rhel*, *centos* and *mageia*. This tool has exactly the same default values, constructor and methods than the *Yum* tool.



## conan.tools.system.package\_manager.PacMan

Will invoke the *pacman* command. Enabled by default for **Linux** with distribution names: *arch*, *manjaro* and when using **Windows** with *msys2*

### Reference

**class** `PacMan`(*conanfile*, *arch\_names=None*)

#### Parameters

- **conanfile** – the current recipe object. Always use `self`.
- **arch\_names** – this argument maps the Conan architecture setting with the package manager tool architecture names. It is `None` by default, which means that it will use a default mapping for the most common architectures. If you are using `x86` Conan architecture setting, it will map this value to `lib32` for *PacMan* and try to install the `<package_name>-lib32` package.

**check**(\*args, \*\*kwargs)

Check if the list of packages passed as parameter are already installed.

#### Parameters

**packages** – list of packages to check.

#### Returns

list of packages from the `packages` argument that are not installed in the system.

**install**(\*args, \*\*kwargs)

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

#### Parameters

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

#### Returns

the return code of the executed package manager command.

**install\_substitutes**(\*args, \*\*kwargs)

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in Ubuntu `>= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

#### Parameters

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update(\*args, \*\*kwargs)**

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

**Returns**

the return code of the executed package manager update command.

The default mapping Conan uses for *PacMan* packages architecture is:

```
self._arch_names = {"x86": "lib32"} if arch_names is None else arch_names
```

**conan.tools.system.package\_manager.Zypper**

Will invoke the *zypper* command. Enabled by default for **Linux** with distribution names: *opensuse, sles*.

**Reference****class Zypper(conanfile)****Parameters**

**conanfile** – The current recipe object. Always use `self`.

**check(\*args, \*\*kwargs)**

Check if the list of packages passed as parameter are already installed.

**Parameters**

**packages** – list of packages to check.

**Returns**

list of packages from the packages argument that are not installed in the system.

**install(\*args, \*\*kwargs)**

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

**Parameters**

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes(\*args, \*\*kwargs)**

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in Ubuntu `>= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

**Parameters**

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update(\*args, \*\*kwargs)**

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

**Returns**

the return code of the executed package manager update command.

**conan.tools.system.package\_manager.Brew**

Will invoke the `brew` command. Enabled by default for **macOS**.

**Reference****class Brew(conanfile)****Parameters**

**conanfile** – The current recipe object. Always use `self`.

**check(\*args, \*\*kwargs)**

Check if the list of packages passed as parameter are already installed.

**Parameters**

**packages** – list of packages to check.

**Returns**

list of packages from the packages argument that are not installed in the system.

**install(\*args, \*\*kwargs)**

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

**Parameters**

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes**(\*args, \*\*kwargs)

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in `Ubuntu >= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

#### Parameters

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

#### Returns

the return code of the executed package manager command.

**update**(\*args, \*\*kwargs)

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

#### Returns

the return code of the executed package manager update command.

### **conan.tools.system.package\_manager.Pkg**

Will invoke the `pkg` command. Enabled by default for **Linux** with distribution names: *freebsd*.

## Reference

**class Pkg**(conanfile)

#### Parameters

**conanfile** – The current recipe object. Always use `self`.

**check**(\*args, \*\*kwargs)

Check if the list of packages passed as parameter are already installed.

#### Parameters

**packages** – list of packages to check.

#### Returns

list of packages from the `packages` argument that are not installed in the system.

**install**(\*args, \*\*kwargs)

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

#### Parameters

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.

- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes(\*args, \*\*kwargs)**

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for Apt is named `libxcb-util-dev` in Ubuntu `>= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

**Parameters**

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update(\*args, \*\*kwargs)**

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

**Returns**

the return code of the executed package manager update command.

**conan.tools.system.package\_manager.PkgUtil**

Will invoke the `pkgutil` command. Enabled by default for **Solaris**.

**Reference****class PkgUtil(conanfile)****Parameters**

**conanfile** – The current recipe object. Always use `self`.

**check(\*args, \*\*kwargs)**

Check if the list of packages passed as parameter are already installed.

**Parameters**

**packages** – list of packages to check.

**Returns**

list of packages from the packages argument that are not installed in the system.

**install(\*args, \*\*kwargs)**

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

**Parameters**

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes(\*args, \*\*kwargs)**

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in `Ubuntu >= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

**Parameters**

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update(\*args, \*\*kwargs)**

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` *configuration*.

**Returns**

the return code of the executed package manager update command.

**conan.tools.system.package\_manager.Chocolatey**

Will invoke the `choco` command. Enabled by default for **Windows**.

**Reference****class Chocolatey(conanfile)****Parameters**

**conanfile** – The current recipe object. Always use `self`.

**check(\*args, \*\*kwargs)**

Check if the list of packages passed as parameter are already installed.

**Parameters**

**packages** – list of packages to check.

**Returns**

list of packages from the `packages` argument that are not installed in the system.

**install**(\*args, \*\*kwargs)

Will try to install the list of packages passed as a parameter. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

**Parameters**

- **packages** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**install\_substitutes**(\*args, \*\*kwargs)

Will try to call the `install()` method with several lists of packages passed as a variable number of parameters. This is useful if, for example, the names of the packages are different from one distro or distro version to another. For example, `libxcb` for `Apt` is named `libxcb-util-dev` in Ubuntu `>= 15.0` and `libxcb-util0-dev` for other versions. You can call to:

```
# will install the first list of packages that succeeds in the
↪ installation
Apt.install_substitutes(["libxcb-util-dev"], ["libxcb-util0-dev"])
```

**Parameters**

- **packages\_alternatives** – try to install the list of packages passed as a parameter.
- **update** – try to update the package manager database before checking and installing.
- **check** – check if the packages are already installed before installing them.

**Returns**

the return code of the executed package manager command.

**update**(\*args, \*\*kwargs)

Update the system package manager database. Its behaviour is affected by the value of `tools.system.package_manager:mode` [configuration](#).

**Returns**

the return code of the executed package manager update command.

## 9.5 Configuration files

These are the most important configuration files, used to customize conan.

### 9.5.1 global.conf

The **global.conf** file is located in the Conan user home directory, e.g., `[CONAN_HOME]/global.conf`. If it does not already exist, a default one is automatically created.

#### Introduction to configuration

*global.conf* is aimed to save some core/tools/user configuration variables that will be used by Conan. For instance:

- Package ID modes.
- General HTTP(python-requests) configuration.
- Number of retries when downloading/uploading recipes.
- Related tools configurations (used by toolchains, helpers, etc.)
- Others (required Conan version, CLI non-interactive, etc.)

Let's briefly explain the three types of existing configurations:

- **core.\***: aimed to configure values of Conan core behavior (download retries, package ID modes, etc.). Only definable in *global.conf* file.
- **tools.\***: aimed to configure values of Conan tools (toolchains, build helpers, etc.) used in your recipes. Definable in both *global.conf* and *profiles*.
- **user.\***: aimed to define personal user configurations. They can define whatever user wants. Definable in both *global.conf* and *profiles*.

To list all the possible configurations available, run **conan config list**:

```
$ conan config list
WARN: Downgrading cache from Conan 2.18.0 to 2.11.0
core.cache:storage_path: Absolute path where the packages and database are stored
core.download:download_cache: Define path to a file download cache
core.download:parallel: Number of concurrent threads to download packages
core.download:retry: Number of retries in case of failure when downloading from Conan
↪server
core.download:retry_wait: Seconds to wait between download attempts from Conan server
core.gzip:compresslevel: The Gzip compression level for Conan artifacts (default=9)
core.net.http:cacert_path: Path containing a custom Cacert file
core.net.http:clean_system_proxy: If defined, the proxies system env-vars will be
↪discarded
core.net.http:client_cert: Path or tuple of files containing a client cert (and key)
core.net.http:max_retries: Maximum number of connection retries (requests library)
core.net.http:no_proxy_match: List of urls to skip from proxies configuration
core.net.http:proxies: Dictionary containing the proxy configuration
core.net.http:timeout: Number of seconds without response to timeout (requests library)
core.package_id:config_mode: How the 'config_version' affects binaries. By default 'None'
core.package_id:default_build_mode: By default, 'None'
core.package_id:default_embed_mode: By default, 'full_mode'
core.package_id:default_non_embed_mode: By default, 'minor_mode'
core.package_id:default_python_mode: By default, 'minor_mode'
core.package_id:default_unknown_mode: By default, 'semver_mode'
core.scm:excluded: List of excluded patterns for builtin git dirty checks
core.scm:local_url: By default allows to store local folders as remote url, but not
↪upload them. Use 'allow' for allowing upload and 'block' to completely forbid it
```

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```

core.sources:download_cache: Folder to store the sources backup
core.sources:download_urls: List of URLs to download backup sources from
core.sources:exclude_urls: URLs which will not be backed up
core.sources:upload_url: Remote URL to upload backup sources to
core.upload:parallel: Number of concurrent threads to upload packages
core.upload:retry: Number of retries in case of failure when uploading to Conan server
core.upload:retry_wait: Seconds to wait between upload attempts to Conan server
core.version_ranges:resolve_prereleases: Whether version ranges can resolve to pre-
↳ releases or not
core.allow_uppercase_pkg_names: Temporarily (will be removed in 2.X) allow uppercase_
↳ names
core.default_build_profile: Defines the default build profile ('default' by default)
core.default_profile: Defines the default host profile ('default' by default)
core.non_interactive: Disable interactive user input, raises error if input necessary
core.required_conan_version: Raise if current version does not match the defined range.
core.skip_warnings: Do not show warnings matching any of the patterns in this list.
↳ Current warning tags are 'network', 'deprecated', 'experimental'
core.warnings_as_errors: Treat warnings matching any of the patterns in this list as
↳ errors and then raise an exception. Current warning tags are 'network', 'deprecated'
tools.android:cmake_legacy_toolchain: Define to explicitly pass ANDROID_USE_LEGACY_
↳ TOOLCHAIN_FILE in CMake toolchain
tools.android:ndk_path: Argument for the CMAKE_ANDROID_NDK
tools.apple:enable_arc: (boolean) Enable/Disable ARC Apple Clang flags
tools.apple:enable_bitcode: (boolean) Enable/Disable Bitcode Apple Clang flags
tools.apple:enable_visibility: (boolean) Enable/Disable Visibility Apple Clang flags
tools.apple:sdk_path: Path to the SDK to be used
tools.build.cross_building:can_run: (boolean) Indicates whether is possible to run a non-
↳ native app on the same architecture. It's used by 'can_run' tool
tools.build.cross_building:cross_build: (boolean) Decides whether cross-building or not
↳ regardless of arch/OS settings. Used by 'cross_building' tool
tools.build:cflags: List of extra C flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:compiler_executables: Defines a Python dict-like with the compilers path to
↳ be used. Allowed keys {'c', 'cpp', 'cuda', 'objc', 'objcxx', 'rc', 'fortran', 'asm',
↳ 'hip', 'ispc'}
tools.build:cxxflags: List of extra CXX flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:defines: List of extra definition flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:download_source: Force download of sources for every package
tools.build:exelinkflags: List of extra flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:jobs: Default compile jobs number -jX Ninja, Make, /MP VS (default: max CPUs)
tools.build:linker_scripts: List of linker script files to pass to the linker used by
↳ different toolchains like CMakeToolchain, AutotoolsToolchain, and MesonToolchain
tools.build:sharedlinkflags: List of extra flags used by different toolchains like
↳ CMakeToolchain, AutotoolsToolchain and MesonToolchain
tools.build:skip_test: Do not execute CMake.test() and Meson.test() when enabled
tools.build:sysroot: Pass the --sysroot=<tools.build:sysroot> flag if available. (None
↳ by default)
tools.build:verbosity: Verbosity of build systems if set. Possible values are 'quiet'
↳ and 'verbose'

```

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```

tools.cmake.cmake_layout:build_folder: (Experimental) Allow configuring the base folder
↳ of the build for local builds
tools.cmake.cmake_layout:build_folder_vars: Settings and Options that will produce a
↳ different build folder and different CMake presets names
tools.cmake.cmake_layout:test_folder: (Experimental) Allow configuring the base folder
↳ of the build for test_package
tools.cmake.cmakedeps:new: Use the new CMakeDeps generator
tools.cmake.cmaketoolchain:enabled_blocks: Select the specific blocks to use in the
↳ conan_toolchain.cmake
tools.cmake.cmaketoolchain:extra_variables: Dictionary with variables to be injected in
↳ CMakeToolchain (potential override of CMakeToolchain defined variables)
tools.cmake.cmaketoolchain:find_package_prefer_config: Argument for the CMAKE_FIND_
↳ PACKAGE_PREFER_CONFIG
tools.cmake.cmaketoolchain:generator: User defined CMake generator to use instead of
↳ default
tools.cmake.cmaketoolchain:presets_environment: String to define whether to add or not
↳ the environment section to the CMake presets. Empty by default, will generate the
↳ environment section in CMakePresets. Can take values: 'disabled'.
tools.cmake.cmaketoolchain:system_name: Define CMAKE_SYSTEM_NAME in CMakeToolchain
tools.cmake.cmaketoolchain:system_processor: Define CMAKE_SYSTEM_PROCESSOR in
↳ CMakeToolchain
tools.cmake.cmaketoolchain:system_version: Define CMAKE_SYSTEM_VERSION in CMakeToolchain
tools.cmake.cmaketoolchain:toolchain_file: Use other existing file rather than conan_
↳ toolchain.cmake one
tools.cmake.cmaketoolchain:toolset_arch: Toolset architecture to be used as part of
↳ CMAKE_GENERATOR_TOOLSET in CMakeToolchain
tools.cmake.cmaketoolchain:toolset_cuda: (Experimental) Path to a CUDA toolset to use,
↳ or version if installed at the system level
tools.cmake.cmaketoolchain:user_toolchain: Inject existing user toolchains at the
↳ beginning of conan_toolchain.cmake
tools.cmake.cmake_program: Path to CMake executable
tools.cmake.install_strip: Add --strip to cmake.install()
tools.compilation:verbosity: Verbosity of compilation tools if set. Possible values are
↳ 'quiet' and 'verbose'
tools.deployer:symlinks: Set to False to disable deployers copying symlinks
tools.env.virtualenv:powershell: If specified, it generates PowerShell launchers (.ps1).
↳ Use this configuration setting the PowerShell executable you want to use (e.g.,
↳ 'powershell.exe' or 'pwsh'). Setting it to True or False is deprecated as of Conan 2.
↳ 11.0.
tools.files.download:retry: Number of retries in case of failure when downloading
tools.files.download:retry_wait: Seconds to wait between download attempts
tools.files.download:verify: If set, overrides recipes on whether to perform SSL
↳ verification for their downloaded files. Only recommended to be set while testing
tools.files.unzip:filter: Define tar extraction filter: 'fully_trusted', 'tar', 'data'
tools.gnu:build_triplet: Custom build triplet to pass to Autotools scripts
tools.gnu.define_libcxx11_abi: Force definition of GLIBCXX_USE_CXX11_ABI=1 for
↳ libstdc++11
tools.gnu:host_triplet: Custom host triplet to pass to Autotools scripts
tools.gnu.make_program: Indicate path to make program
tools.gnu.pkg_config: Path to pkg-config executable used by PkgConfig build helper
tools.google.bazel:bazelrc_path: List of paths to bazelrc files to be used as 'bazel --
↳ bazelrc=rcpath1 ... build'

```

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```

tools.google.bazel.configs: List of Bazel configurations to be used as 'bazel build --
↳ config=config1 ...'
tools.graph.skip_binaries: Allow the graph to skip binaries not needed in the current
↳ configuration (True by default)
tools.graph.skip_build: (Experimental) Do not expand build/tool_requires
tools.graph.skip_test: (Experimental) Do not expand test_requires. If building it might
↳ need 'tools.build.skip_test=True'
tools.graph.vendor: (Experimental) If 'build', enables the computation of dependencies
↳ of vendoring packages to build them
tools.info.package_id.conf: List of existing configuration to be part of the package ID
tools.intel.installation_path: Defines the Intel oneAPI installation root path
tools.intel.setvars_args: Custom arguments to be passed onto the setvars.sh|bat script
↳ from Intel oneAPI
tools.meson.mesontoolchain.backend: Any Meson backend: ninja, vs, vs2010, vs2012, vs2013,
↳ vs2015, vs2017, vs2019, xcode
tools.meson.mesontoolchain.extra_machine_files: List of paths for any additional native/
↳ cross file references to be appended to the existing Conan ones
tools.microsoft.bash.active: If Conan is already running inside bash terminal in Windows
tools.microsoft.bash.path: The path to the shell to run when conanfile.win_bash==True
tools.microsoft.bash.subsystem: The subsystem to be used when conanfile.win_bash==True.
↳ Possible values: msys2, msys, cygwin, wsl, sfu
tools.microsoft.msbuild.installation_path: VS install path, to avoid auto-detect via
↳ vswhere, like C:/Program Files (x86)/Microsoft Visual Studio/2019/Community. Use empty
↳ string to disable
tools.microsoft.msbuild.max_cpu_count: Argument for the /m when running msvc to build
↳ parallel projects
tools.microsoft.msbuild.vs_version: Defines the IDE version (15, 16, 17) when using the
↳ msvc compiler. Necessary if compiler.version specifies a toolset that is not the IDE
↳ default
tools.microsoft.msbuilddeps.exclude_code_analysis: Suppress MSBuild code analysis for
↳ patterns
tools.microsoft.msbuildtoolchain.compile_options: Dictionary with MSBuild compiler
↳ options
tools.microsoft.msvc_update: Force the specific update irrespective of compiler.update
↳ (CMakeToolchain and VCVars)
tools.microsoft.winsdk_version: Use this winsdk_version in vcvars
tools.system.package_manager.mode: Mode for package_manager tools: 'check', 'report',
↳ 'report-installed' or 'install'
tools.system.package_manager.sudo: Use 'sudo' when invoking the package manager tools in
↳ Linux (False by default)
tools.system.package_manager.sudo_askpass: Use the '-A' argument if using sudo in Linux
↳ to invoke the system package manager (False by default)
tools.system.package_manager.tool: Default package manager tool: 'apk', 'apt-get', 'yum',
↳ 'dnf', 'brew', 'pacman', 'choco', 'zypper', 'pkg' or 'pkgutil'

```

## Description of configurations

### core.cache:storage\_path

Absolute path to a folder where the Conan packages and the database of the packages will be stored. This folder will be the heaviest Conan storage folder, as it stores the binary packages downloaded or created.

Listing 95: *global.conf*

```
core.cache:storage_path = C:\Users\danielm\my_conan_storage_folder
```

**Default value:** <CONAN\_HOME>/p

### core.download:download\_cache

Absolute path to a folder where the Conan packages will be stored *compressed*. This is useful to avoid recurrent downloads of the same packages, especially in CI.

Listing 96: *global.conf*

```
core.cache:download_cache = C:\Users\danielm\my_download_cache
```

**Default value:** Not defined.

## User/Tools configurations

Tools and user configurations can be defined in both the *global.conf* file and *Conan profiles*. They look like:

Listing 97: *global.conf*

```
tools.build:verbosity=verbose
tools.microsoft.msbuild:max_cpu_count=2
tools.microsoft.msbuild:vs_version = 16
tools.build:jobs=10
# User conf variable
user.confvar:something=False
```

---

**Important:** Profiles values will have priority over globally defined ones in *global.conf*.

---

These are some hints about configuration items scope and naming:

- **core.xxx** and **tools.yyy** are Conan built-ins, users cannot define their own ones in these scopes.
- **core.xxx** can be defined in *global.conf* or via the `--core-conf` CLI argument only, but not in profiles.
- **tools.yyy** can be defined in *global.conf*, in profiles `[conf]` section and as CLI `-c` arguments
- **user.zzz** can be defined everywhere, and they are totally at the user discretion, no established naming convention. However this would be more or less expected:
  - For open source libraries, specially those in conancenter, `user.packagename:conf` might be expected, like the boost recipe defining `user.boost:conf`

- For private usage, the recommendation could be to use something like `user.orgname:conf` for global org configuration across all projects, `user.orgname.project:conf` for project or package configuration, though `user.project:conf` might be also good if the project name is unique enough.
- They `_must_` have one `:` separator, like `user.myorg:conf`, but not `user.myorg.conf` or `user.myorg`. This is to disambiguate from patterns, which are discussed below.

### Configuration file template

It is possible to use **jinja2** template engine for *global.conf*. When Conan loads this file, it immediately parses and renders the template, which must result in a standard tools-configuration text.

```
# Using all the cores automatically
tools.build:jobs={{os.cpu_count()}}
# Using the current OS
user.myconf.system:name = {{platform.system()}}
```

Conan also injects `detect_api` (non-stable, read the reference) to the jinja rendering context. You can use it like this:

```
user.myteam:myconf1={{detect_api.detect_os()}}
user.myteam:myconf2={{detect_api.detect_arch()}}
```

For more information on how to use it, please check *the detect\_api section* in the profiles reference.

The Python packages passed to render the template are `os` and `platform` for all platforms and `distro` in Linux platforms. Additionally, the variables `conan_version` and `conan_home_folder` are also available.

### Configuration data types

All the values will be interpreted by Conan as the result of the python built-in *eval()* function:

```
# String
tools.build:verbosity=verbose
# Boolean
tools.system.package_manager:sudo=True
# Integer
tools.microsoft.msbuild:max_cpu_count=2
# List of values
user.myconf.build:ldflags=["--flag1", "--flag2"]
# Dictionary
tools.microsoft.msbuildtoolchain:compile_options={"ExceptionHandling": "Async"}
```

### Configuration data operators

It's also possible to use some extra operators when you're composing tool configurations in your *global.conf* or any of your profiles:

- `+=` == **append**: appends values at the end of the existing value (only for lists).
- `+=` == **prepend**: puts values at the beginning of the existing value (only for lists).
- `*=` == **update**: updates the specified keys only, leaving the rest unmodified (only for dictionaries)
- `!=` == **unset**: gets rid of any configuration value.

Listing 98: *global.conf*

```
# Define the value => ["-f1"]
user.myconf.build:flags=["-f1"]

# Append the value ["-f2"] => ["-f1", "-f2"]
user.myconf.build:flags+=["-f2"]

# Prepend the value ["-f0"] => ["-f0", "-f1", "-f2"]
user.myconf.build:flags+=["-f0"]

# Unset the value
user.myconf.build:flags=!

# Define the value => {"a": 1, "b": 2}
user.myconf.build:other={"a": 1, "b": 2}

# Update b = 4 => {"a": 1, "b": 4}
user.myconf.build:other*={"b": 4}
```

## Configuration patterns

You can use package patterns to apply the configuration in those dependencies which are matching:

```
*:tools.cmake.cmaketoolchain:generator=Ninja
zlib/*:tools.cmake.cmaketoolchain:generator=Visual Studio 16 2019
```

This example shows you how to specify a general **generator** for all your packages except for **zlib** which is defining **Visual Studio 16 2019** as its generator.

Besides that, it's quite relevant to say that **the order matters**. So, if we change the order of the configuration lines above:

```
zlib/*:tools.cmake.cmaketoolchain:generator=Visual Studio 16 2019
*:tools.cmake.cmaketoolchain:generator=Ninja
```

The result is that you're specifying a general **generator** for all your packages, and that's it. The **zlib** line has no effect because it's the first one evaluated, and after that, Conan is overriding that specific pattern with the most general one, so it deserves to pay special attention to the order.

## 9.5.2 Information about built-in confs

This section provides extra information about specific confs.

### Networking confs

#### Configuration of client certificates

Conan supports client TLS certificates. You can configure the path to your existing *Cacert* file and/or your client certificate (and the key) using the following configuration variables:

- `core.net.http:cacert_path`: Path containing a custom Cacert file.
- `core.net.http:client_cert`: Path or tuple of files containing a client certificate (and the key). See more details in [Python requests and Client Side Certificates](#)

For instance:

Listing 99: [CONAN\_HOME]/global.conf

```
core.net.http:cacert_path=/path/to/cacert.pem
core.net.http:client_cert=('/path/client.cert', '/path/client.key')
```

#### See also:

- [Managing configuration in your recipes \(self.conf\\_info\)](#)
- `tools.files.download:verify`: Setting `tools.files.download:verify=False` constitutes a security risk if enabled, as it disables certificate validation. Do not use it unless you understand the implications (And even then, properly scoping the conf to only the required recipes is a good idea) or if you are using it for development purposes

### UX confs

#### Skip warnings

There are several warnings that Conan outputs in certain cases which can be omitted via the `core:skip_warnings` conf, by adding the warning tag to its value.

Those warnings are:

- `deprecated`: Messages for deprecated features such as legacy generators
- `network`: Messages related to network issues, such as retries

## 9.5.3 profiles

### Introduction to profiles

Conan profiles allow users to set a complete configuration set for **settings**, **options**, **environment variables** (for build time and runtime context), **tool requirements**, and **configuration variables** in a file.

They have this structure:

```
[settings]
arch=x86_64
build_type=Release
os=Macos

[options]
mylib/*:shared=True

[tool_requires]
tool1/0.1@user/channel
*: tool4/0.1@user/channel

[buildenv]
VAR1=value

[runenv]
EnvironmentVar1=My Value

[conf]
tools.build:jobs=2

[replace_requires]
zlib/1.2.12: zlib[*]

[replace_tool_requires]
7zip/*: 7zip/system

[platform_requires]
dlib/1.3.22

[platform_tool_requires]
cmake/3.24.2
```

Profiles can be created with the `detect` option in `conan profile` command, and edited later. If you don't specify a *name*, the command will create the default profile:

Listing 100: *Creating the Conan default profile*

```
$ conan profile detect
apple-clang>=13, using the major as version
Detected profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos

WARN: This profile is a guess of your environment, please check it.
WARN: Defaulted to cppstd='gnu17' for apple-clang.
WARN: The output of this command is not guaranteed to be stable and can change in future.
```

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```

↪ Conan versions.
WARN: Use your own profile files for stability.
Saving detected profile to [CONAN_HOME]/profiles/default

```

---

#### Note: A note about the detected C++ standard by Conan

Conan will always set the default C++ standard as the one that the detected compiler version uses by default, except for the case of macOS using apple-clang. In this case, for apple-clang>=11, it sets `compiler.cppstd=gnu17`. If you want to use a different C++ standard, you can edit the default profile file directly.

---

Listing 101: *Creating another profile: myprofile*

```

$ conan profile detect --name myprofile
Found apple-clang 14.0
apple-clang>=13, using the major as version
Detected profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos

WARN: This profile is a guess of your environment, please check it.
WARN: Defaulted to cppstd='gnu17' for apple-clang.
WARN: The output of this command is not guaranteed to be stable and can change in future.
↪ Conan versions.
WARN: Use your own profile files for stability.
Saving detected profile to [CONAN_HOME]/profiles/myprofile

```

Profile files can be used with `-pr/--profile` option in many commands like `conan install` or `conan create` commands. If you don't specify any profile at all, the default profile will be always used:

Listing 102: Using the *default* profile

```
$ conan create .
```

Listing 103: Using a *myprofile* profile

```
$ conan create . -pr=myprofile
```

## Using profiles

Profiles can be located in different folders:

```
$ conan install . -pr /abs/path/to/myprofile # abs path
$ conan install . -pr ./relpath/to/myprofile # resolved to current dir
$ conan install . -pr ../relpath/to/myprofile # resolved to relative dir
$ conan install . -pr myprofile # resolved to [CONAN_HOME]/profiles/myprofile
```

Listing existing profiles in the *profiles* folder can be done like this:

```
$ conan profile list
Profiles found in the cache:
default
myprofile1
myprofile2
...
```

You can also show the profile's content per context:

```
$ conan profile show -pr myprofile
Host profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos

Build profile:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos
```

### See also:

- Manage your profiles and share them using *conan config install*.
- Check the command and its sub-commands of *conan profile*.

## Profile sections

These are the available sections in profiles:

### [settings]

List of settings available from *settings.yml*:

Listing 104: *myprofile*

```
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu17
compiler.libcxx=libc++
compiler.version=14
os=Macos
```

### [options]

List of options available from your recipe and its dependencies:

Listing 105: *myprofile*

```
[options]
mypkg/*:my_pkg_option=True
*:shared=True
```

### [tool\_requires]

List of `tool_requires` required by your recipe or its dependencies:

Listing 106: *myprofile*

```
[tool_requires]
cmake/3.25.2
```

**See also:**

Read more about tool requires in this section: *Using build tools as Conan packages*.

**[system\_tools] (DEPRECATED)**

---

**Note:** This section is **deprecated** and has been replaced by *[platform\_requires]* and *[platform\_tool\_requires]* sections.

---

**[buildenv]**

List of environment variables that will be injected to the environment every time the ConanFile `run(cmd, env="conanbuild")` method is invoked (build time context is automatically run by *VirtualBuildEnv*).

Besides that, it is able to apply some additional operators to each variable declared when you're composing profiles or even local variables:

- `+=` == append: appends values at the end of the existing value.
- `+=` == prepend: puts values at the beginning of the existing value.
- `!=` == unset: gets rid of any variable value.

Another essential point to mention is the possibility of defining variables as *PATH* ones by simply putting `(path)` as the prefix of the variable. It is useful to automatically get the append/prepend of the *PATH* in different systems (Windows uses `;` as separation, and UNIX `:`).

Listing 107: *myprofile*

```
[buildenv]
# Define a variable "MyVar1"
MyVar1=My Value; other

# Append another value to "MyVar1"
MyVar1+=MyValue12

# Define a PATH variable "MyPath1"
MyPath1=(path)/some/path11

# Prepend another PATH to "MyPath1"
MyPath1+=(path)/other path/path12

# Unset the variable "MyPath1"
MyPath1=!
```

Then, the result of applying this profile is:

- **MyVar1:** My Value; other MyValue12
- **MyPath1:**

- Unix: /other path/path12:/some/path11
  - Windows: /other path/path12;/some/path11
- mypkg\*:PATH: None

**Warning:** Note that [buildenv] and [runenv] environment variables definition keeps user blank spaces in values. MYVAR = MyValue will produce a " MyValue" value, which will be different than MYVAR=MyValue that will produce "MyValue". avoid using extra spaces around = in profiles, use the syntax shown above.

## [runenv]

List of environment variables that will be injected to the environment every time the ConanFile run(cmd, env="conanrun") method is invoked (runtime context is automatically run by *VirtualRunEnv*).

All the operators/patterns explained for *[buildenv]* applies to this one in the same way:

Listing 108: *myprofile*

```
[runenv]
MyVar1=My Value; other
MyVar1+=MyValue12
MyPath1=(path)/some/path11
MyPath1+=(path)/other path/path12
MyPath1=!
```

## [conf]

**Note:** It's recommended to have previously read the *global.conf* section.

List of user/tools configurations:

Listing 109: *myprofile*

```
[conf]
tools.build:verbosity=verbose
tools.microsoft.msbuild:max_cpu_count=2
tools.microsoft.msbuild:vs_version = 16
tools.build:jobs=10
# User conf variable
user.confvar:something=False
```

Recall some hints about configuration scope and naming:

- core.xxx configuration can only be defined in global.conf file, but not in profiles
- tools.yyy and user.zzz can be defined in global.conf and they will affect both the “build” and the “host” context. But configurations defined in a profile [conf] will only affect the respective “build” or “host” context of the profile, not both.

They can also be used in *global.conf*, but **profiles values will have priority over globally defined ones in *global.conf***, so let's see an example that is a bit more complex, trying different configurations coming from the *global.conf* and another profile *myprofile*:

Listing 110: *global.conf*

```
# Defining several lists
user.myconf.build:ldflags=["--flag1 value1"]
user.myconf.build:cflags=["--flag1 value1"]
```

Listing 111: *myprofile*

```
[settings]
...

[conf]
# Appending values into the existing list
user.myconf.build:ldflags+=["--flag2 value2"]

# Unsetting the existing value (it'd be like we define it as an empty value)
user.myconf.build:cflags=!

# Prepending values into the existing list
user.myconf.build:ldflags+=["--prefix prefix-value"]
```

Running, for instance, **conan install . -pr myprofile**, the configuration output will be something like:

```
...
Configuration:
[settings]
[options]
[tool_requires]
[conf]
user.myconf.build:cflags=!
user.myconf.build:ldflags=['--prefix prefix-value', '--flag1 value1', '--flag2 value2']
...
```

## [replace\_requires]

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

This section allows the user to redefine requires of recipes. This can be useful when a package can be changed by a similar one like *zlib* and *zlibng*. It is also useful to solve conflicts, or to replace some dependencies by system alternatives wrapped in another Conan package recipe.

References listed under this section work as a **literal replacement of requires in recipes**, and is done as the very first step before any other processing of recipe requirements, without processing them or checking for conflicts.

As an example, we could define *zlibng* as a replacement for the typical `ZLIB`

Listing 112: *myprofile*

```
[replace_requires]
zlib/*: zlibng/*
```

Using the \* pattern for the zlibng reference means that zlib will be replaced by the exact same version of zlibng. Other examples are:

Listing 113: *myprofile*

```
[replace_requires]
dep/*: dep/1.1          # To override dep/[>=1.0 <2] in recipes to a specific
↳version dep/1.1)
dep/*: dep/*@system      # To override a dep/1.3 in recipes to dep/1.3@system
dep/*: dep/[>=1 <2]      # To override every dep requirement in recipes to a
↳specific version range
dep/*@*/*: dep/*@system/* # To override "dep/1.3@comp/stable" in recipes to the same
↳version with other user but same channel
dep/1.1: dep/1.1@system  # To replace exact reference in recipes by the same one in
↳the system
dep/1.1@*: dep/1.1@*/stable # To replace dep/[>=1.0 <2]@comp version range in recipes
↳by 1.1 version in stable channel
```

#### Note: Best practices

- Please make rational use of this feature. It is not a versioning mechanism and is not intended to replace actual requires in recipes.
- The usage of this feature is intended for **temporarily** solving conflicts or replacing a specific dependency by a system one in some cross-build scenarios.

#### [replace\_tool\_requires]

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Same usage as the *replace\_requires* section but in this case for *tool\_requires*.

Listing 114: *myprofile*

```
[replace_tool_requires]
cmake/*: cmake/3.25.2
```

In this case, whatever version of `cmake` declared in recipes, will be replaced by the reference `cmake/3.25.2`.

### [platform\_requires]

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

This section allows the user to redefine requires of recipes replacing them with platform-provided dependencies, this means that Conan will not try to download the reference or look for it in the cache and will assume that it is installed in your system and ready to be used.

For example, if the `zlib 1.2.11` library is already installed in your system or it is part of your build toolchain and you would like Conan to use it, you could specify so as:

Listing 115: *myprofile*

```
[platform_requires]
zlib/1.2.11
```

### [platform\_tool\_requires]

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Same usage as the `platform_requires` section but in this case for `tool_requires` such as `cmake`, `meson`...

As an example, let's say you have already installed `cmake==3.24.2` in your system:

```
$ cmake --version
cmake version 3.24.2

CMake suite maintained and supported by Kitware (kitware.com/cmake).
```

And you have in your recipe (or the transitive dependencies) declared a **tool\_requires**, i.e., something like this:

Listing 116: *conanfile.py*

```
from conan import ConanFile

class PkgConan(ConanFile):
    name = "pkg"
    version = "2.0"
    # ....
```

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```

# Exact version
def build_requirements(self):
    self.tool_requires("cmake/3.24.2")

# Or even version ranges
def build_requirements(self):
    self.tool_requires("cmake/[>=3.20.0]")

```

Given this situation, it could make sense to want to use your already installed CMake version, so it's enough to declare it as a `platform_tool_requires` in your profile:

Listing 117: *myprofile*

```

...

[platform_tool_requires]
cmake/3.24.2

```

Whenever you want to create the package, you'll see that build requirement is already satisfied because of the platform tool declaration:

```

$ conan create . -pr myprofile --build=missing
...
----- Computing dependency graph -----
Graph root
  virtual
Requirements
  pkg/2.0#3488ec5c2829b44387152a6c4b013767 - Cache
Build requirements
  cmake/3.24.2 - Platform

----- Computing necessary packages -----

----- Computing necessary packages -----
pkg/2.0: Forced build from source
Requirements
  pkg/2.0#3488ec5c2829b44387152a6c4b013767:20496b332552131b67fb99bf425f95f64d0d0818 - ✗
↳ Build
Build requirements
  cmake/3.24.2 - Platform

```

Note that if the `platform_tool_requires` declared **does not make a strict match** with the `tool_requires` one (version or version range), then Conan will try to bring them remotely or locally as usual.

## Profile rendering

The profiles are rendered as **jinja2** templates by default. When Conan loads a profile, it immediately parses and renders the template, which must result in a standard text profile.

Some of the capabilities of the profile templates are:

- Using the platform information, like obtaining the current OS, is possible because the Python `platform` module is added to the render context:

Listing 118: *profile\_vars*

```
[settings]
os = {{ {"Darwin": "Macos"}.get(platform.system(), platform.system()) }}
```

- Reading environment variables can be done because the Python `os` module is added to the render context:

Listing 119: *profile\_vars*

```
[settings]
build_type = {{ os.getenv("MY_BUILD_TYPE") }}
```

- Defining your own variables and using them in the profile:

Listing 120: *profile\_vars*

```
{% set os = "FreeBSD" %}
{% set clang = "my/path/to/clang" %}

[settings]
os = {{ os }}

[conf]
tools.build:compiler_executables={'c': '{{ clang }}', 'cpp': '{{ clang + '++' }}' }
```

- Joining and defining paths, including referencing the current profile directory. For example, defining a toolchain whose file is located besides the profile can be done. Besides the `os` Python module, the variable `profile_dir` pointing to the current profile folder is added to the context.

Listing 121: *profile\_vars*

```
[conf]
tools.cmake.cmaketoolchain:toolchain_file = {{ os.path.join(profile_dir, "toolchain.
↪cmake") }}
```

- Getting settings from a filename, including referencing the current profile name. For example, defining a generic profile which is configured according to its file name. The variable `profile_name` pointing to the current profile file name is added to the context.

Listing 122: *Linux-x86\_64-gcc-12*

```
{% set os, arch, compiler, compiler_version = profile_name.split('-') %}
[settings]
os={{ os }}
arch={{ arch }}
compiler={{ compiler }}
```

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```
compiler.version={{ compiler_version }}
```

- Including or importing other files from `profiles` folder:

Listing 123: *profile\_vars*

```
{% set a = "Debug" %}
```

Listing 124: *myprofile*

```
{% import "profile_vars" as vars %}
[settings]
build_type = {{ vars.a }}
```

When including or importing other files using relative paths, the Jinja renderer uses the base path of the current profile file as the first location to look for. If this search fails, the Jinja renderer will also start looking in the Conan home profiles folder (typically in `<userhome>/conan2/profiles`).

- Any other feature supported by *jinja2* is possible: for loops, if-else, etc. This would be useful to define custom per-package settings or options for multiple packages in a large dependency graph.

### Profile Rendering with ``detect\_api``

**Warning: Stability Guarantees:** The `detect_api`, similar to `conan profile detect`, does not offer strong stability guarantees.

**Usage Recommendations:** The `detect_api` is not a regular API meant for creating new commands or similar functionalities. While auto-detection can be convenient, it's not the recommended approach for all scenarios. This API is internal to Conan and is only exposed for profile and *global.conf* rendering. It's advised to use it judiciously.

Conan also injects `detect_api` to the Jinja rendering context. With it, it's possible to use Conan's auto-detection capabilities directly within Jinja profile templates. This provides a way to dynamically determine certain settings based on the environment.

`detect_api` can be invoked within the Jinja template of a profile. For instance, to detect the operating system and architecture, you can use:

```
[settings]
os={{detect_api.detect_os()}}
arch={{detect_api.detect_arch()}}
```

Similarly, for more advanced detections like determining the compiler, its version, and the associated runtime, you can use:

```
{% set compiler, version, compiler_exe = detect_api.detect_default_compiler() %}
{% set runtime, _ = detect_api.default_msvc_runtime(compiler) %}
[settings]
compiler={{compiler}}
compiler.version={{detect_api.default_compiler_version(compiler, version)}}
compiler.runtime={{runtime}}
compiler.cppstd={{detect_api.default_cppstd(compiler, version)}}
compiler.libcxx={{detect_api.detect_libcxx(compiler, version, compiler_exe)}}
```

`detect_api` reference:

- `detect_os()`: returns operating system as a string (e.g., “Windows”, “Macos”).
- `detect_arch()`: returns system architecture as a string (e.g., “x86\_64”, “armv8”).
- `detect_libc(ldd="/usr/bin/ldd")`: **experimental** returns a tuple with the name (e.g., “gnu”, “musl”) and version (e.g., “2.39”, “1.2.4”) of the C library.
- `detect_libcxx(compiler, version, compiler_exe=None)`: returns C++ standard library as a string (e.g., “libstdc++”, “libc++”).
- `default_msvc_runtime(compiler)`: returns tuple with runtime (e.g., “dynamic”) and its version (e.g., “v143”).
- `default_cppstd(compiler, compiler_version)`: returns default C++ standard as a string (e.g., “gnu14”).
- `detect_default_compiler()`: returns tuple with compiler name (e.g., “gcc”), its version and the executable path.
- `detect_msvc_update(version)`: returns the MSVC update version as a string (e.g., “12” for VS 17.12.1). Note that in Conan profiles, the `compiler.update` setting accepts values from 0 to 10. To convert the result from `detect_msvc_update` into the format required by profiles, you can do something like this:

Example:

```
...
[settings]
compiler=msvc
compiler=194 # for msvc toolset starting in 14.40 (VS 17.10)
# If we are using VS 17.12 we convert 12 to 2 so it's 194 with update 2
compiler.update = "{{ (detect_api.detect_msvc_update(version) | int) % 10 }}"
...
```

- `default_msvc_ide_version(version)`: returns MSVC IDE version as a string (e.g., “17”).
- `default_compiler_version(compiler, version)`: returns the default version that Conan uses in profiles, typically dropping some of the minor or patch digits, that do not affect binary compatibility.
- `detect_gcc_compiler(compiler_exe="gcc")`: Return the tuple (‘gcc’, version, executable) for gcc
- `detect_intel_compiler(compiler_exe="icx")`: Return the tuple (‘intel-cc’, version, executable) for intel-cc
- `detect_suncc_compiler(compiler_exe="cc")`: Return the tuple (‘sun-cc’, version, executable) for sun-cc
- `detect_clang_compiler(compiler_exe="clang")`: Return the tuple (‘clang’|‘apple-clang’, version, executable) for clang or apple-clang.
- `detect_msvc_compiler()`: Detect the compiler (‘msvc’, version, None) default version of the latest VS IDE installed
- `detect_cl_compiler(compiler_exe="cl")`: Detect the compiler (‘msvc’, version, executable) for the cl.exe compiler
- `detect_sdk_version(sdk)`: Detect the Apple SDK version (None for non Apple platforms), for the given sdk. Equivalent to `xcrun -sdk {sdk} --show-sdk-version`

## Profile patterns

Profiles (and everywhere where a setting or option is defined) also support patterns definition, so you can override some settings, configuration variables, etc. for some specific packages:

Listing 125: *zlib\_clang\_profile*

```
[settings]
# Only for zlib
zlib/*:compiler=clang
zlib/*:compiler.version=3.5
zlib/*:compiler.libcxx=libstdc++11

# For the all the dependency tree
compiler=gcc
compiler.version=4.9
compiler.libcxx=libstdc++11

[options]
# shared=True option only for zlib package
zlib/*:shared=True

[buildenv]
# For the all the dependency tree
*:MYVAR=my_var

[conf]
# Only for zlib
zlib/*:tools.build:compiler_executables={'c': '/usr/bin/clang', 'cpp': '/usr/bin/clang++
→ '}'
```

Your build tool will locate **clang** compiler only for the **zlib** package and **gcc** (default one) for the rest of your dependency tree.

**Important:** Putting only `zlib:` is deprecated behaviour and won't work, you have to always put a pattern-like expression, e.g., `zlib*:`, `zlib/*:`, `zlib/1.*:`, etc.

They accept patterns too, like `-s *@myuser/*`, which means that packages that have the username “myuser” will use clang 3.5 as compiler, and gcc otherwise:

Listing 126: *myprofile*

```
[settings]
*@myuser/*:compiler=clang
*@myuser/*:compiler.version=3.5
*@myuser/*:compiler.libcxx=libstdc++11
compiler=gcc
compiler.version=4.9
compiler.libcxx=libstdc++11
```

Also `&` can be specified as the package name. It will apply only to the consumer conanfile (.py or .txt). This is a special case because the consumer conanfile might not declare a *name* so it would be impossible to reference it.

Listing 127: *myprofile*

```
[settings]
&:compiler=gcc
&:compiler.version=4.9
&:compiler.libcxx=libstdc++11
```

Partial matches are also supported, so you can define a pattern like `zlib*` to match all the zlib like libraries, so it will match everything starting with `zlib`, like `zlib`, `zlibng`, `zlib/1.2.8@user/channel`, etc.

Listing 128: *myprofile*

```
[settings]
zlib*:compiler=clang
zlib*:compiler.version=3.5
zlib*:compiler.libcxx=libstdc++11
```

## Profile includes

You can include other profile files using the `include()` statement. The path can be relative to the current profile, absolute, or a profile name from the default profile location in the local cache.

The `include()` statement has to be at the top of the profile file:

Listing 129: *gcc\_49*

```
[settings]
compiler=gcc
compiler.version=4.9
compiler.libcxx=libstdc++11
```

Listing 130: *myprofile*

```
include(gcc_49)

[settings]
zlib/*:compiler=clang
zlib/*:compiler.version=3.5
zlib/*:compiler.libcxx=libstdc++11
```

The final result of using *myprofile* is:

Listing 131: *myprofile (virtual result)*

```
[settings]
compiler=gcc
compiler.libcxx=libstdc++11
compiler.version=4.9
zlib/*:compiler=clang
zlib/*:compiler.libcxx=libstdc++11
zlib/*:compiler.version=3.5
```

See also:

- *How to compose two or more profiles*

## 9.5.4 settings.yml

This configuration file is located in the Conan user home, i.e., [CONAN\_HOME]/settings.yml. It looks like this:

```
# This file was generated by Conan. Remove this comment if you edit this file or Conan
# will destroy your changes.
os:
  Windows:
    subsystem: [null, cygwin, msys, msys2, wsl]
  WindowsStore:
    version: ["8.1", "10.0"]
  WindowsCE:
    platform: [ANY]
    version: ["5.0", "6.0", "7.0", "8.0"]
  Linux:
  iOS:
    version: &ios_version
    ["7.0", "7.1", "8.0", "8.1", "8.2", "8.3", "8.4", "9.0", "9.1", "9.2",
↪ "9.3",
    "10.0", "10.1", "10.2", "10.3",
    "11.0", "11.1", "11.2", "11.3", "11.4",
    "12.0", "12.1", "12.2", "12.3", "12.4", "12.5",
    "13.0", "13.1", "13.2", "13.3", "13.4", "13.5", "13.6", "13.7",
    "14.0", "14.1", "14.2", "14.3", "14.4", "14.5", "14.6", "14.7", "14.8
↪ ",
    "15.0", "15.1", "15.2", "15.3", "15.4", "15.5", "15.6", "15.7", "15.8
↪ ",
    "16.0", "16.1", "16.2", "16.3", "16.4", "16.5", "16.6", "16.7",
    "17.0", "17.1", "17.2", "17.3", "17.4", "17.5", "17.6", "17.8",
    "18.0", "18.1"]
    sdk: ["iphoneos", "iphonesimulator"]
    sdk_version: [null, "11.3", "11.4", "12.0", "12.1", "12.2", "12.4",
    "13.0", "13.1", "13.2", "13.4", "13.5", "13.6", "13.7",
    "14.0", "14.1", "14.2", "14.3", "14.4", "14.5", "15.0", "15.2",
↪ "15.4",
    "15.5", "16.0", "16.1", "16.2", "16.4", "17.0", "17.1", "17.2",
↪ "17.4", "17.5",
    "18.0", "18.1"]
  watchOS:
    version: ["4.0", "4.1", "4.2", "4.3", "5.0", "5.1", "5.2", "5.3", "6.0", "6.1",
↪ "6.2", "6.3",
    "7.0", "7.1", "7.2", "7.3", "7.4", "7.5", "7.6",
    "8.0", "8.1", "8.3", "8.4", "8.5", "8.6", "8.7",
    "9.0", "9.1", "9.2", "9.3", "9.4", "9.5", "9.6",
    "10.0", "10.1", "10.2", "10.3", "10.4", "10.5", "10.6",
    "11.0", "11.1"]
    sdk: ["watchos", "watchsimulator"]
    sdk_version: [null, "4.3", "5.0", "5.1", "5.2", "5.3", "6.0", "6.1", "6.2",
    "7.0", "7.1", "7.2", "7.4", "8.0", "8.0.1", "8.3", "8.5", "9.0",
↪ "9.1",
    "9.4", "10.0", "10.1", "10.2", "10.4", "10.5", "11.0", "11.1"]
```

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```

tvOS:
  version: ["11.0", "11.1", "11.2", "11.3", "11.4",
            "12.0", "12.1", "12.2", "12.3", "12.4",
            "13.0", "13.2", "13.3", "13.4",
            "14.0", "14.2", "14.3", "14.4", "14.5", "14.6", "14.7",
            "15.0", "15.1", "15.2", "15.3", "15.4", "15.5", "15.6",
            "16.0", "16.1", "16.2", "16.3", "16.4", "16.5", "16.6",
            "17.0", "17.1", "17.2", "17.3", "17.4", "17.5", "17.6",
            "18.0", "18.1"]
  sdk: ["appletvos", "appletvsimulator"]
  sdk_version: [null, "11.3", "11.4", "12.0", "12.1", "12.2", "12.4",
                "13.0", "13.1", "13.2", "13.4", "14.0", "14.2", "14.3", "14.5",
↳ "15.0",
                "15.2", "15.4", "16.0", "16.1", "16.4", "17.0", "17.1", "17.2",
↳ "17.4", "17.5",
                "18.0", "18.1"]

visionOS:
  version: ["1.0", "1.1", "1.2", "2.0", "2.1"]
  sdk: ["xros", "xrsimulator"]
  sdk_version: [null, "1.0", "1.1", "1.2", "2.0", "2.1"]

Macos:
  version: [null, "10.6", "10.7", "10.8", "10.9", "10.10", "10.11", "10.12", "10.13
↳ ", "10.14", "10.15",
            "11.0", "11.1", "11.2", "11.3", "11.4", "11.5", "11.6", "11.7",
            "12.0", "12.1", "12.2", "12.3", "12.4", "12.5", "12.6", "12.7",
            "13.0", "13.1", "13.2", "13.3", "13.4", "13.5", "13.6", "13.7",
            "14.0", "14.1", "14.2", "14.3", "14.4", "14.5", "14.6", "14.7",
            "15.0", "15.1"]
  sdk_version: [null, "10.13", "10.14", "10.15", "11.0", "11.1", "11.3", "12.0",
↳ "12.1",
                "12.3", "13.0", "13.1", "13.3", "14.0", "14.2", "14.4", "14.5",
                "15.0", "15.1"]

  subsystem:
    null:
    catalyst:
      ios_version: *ios_version

Android:
  api_level: [ANY]
  ndk_version: [null, ANY]

FreeBSD:
SunOS:
AIX:
Arduino:
  board: [ANY]

Emscripten:
Neutrino:
  version: ["6.4", "6.5", "6.6", "7.0", "7.1"]

baremetal:
VxWorks:
  version: ["7"]

arch: [x86, x86_64, ppc32be, ppc32, ppc64le, ppc64,
       armv4, armv4i, armv5el, armv5hf, armv6, armv7, armv7hf, armv7s, armv7k, armv8,

```

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```

→armv8_32, armv8.3, arm64ec,
    sparc, sparcv9,
    mips, mips64, avr, s390, s390x, asm.js, wasm, sh4le,
    e2k-v2, e2k-v3, e2k-v4, e2k-v5, e2k-v6, e2k-v7,
    riscv64, riscv32,
    xtensalx6, xtensalx106, xtensalx7,
    tc131, tc16, tc161, tc162, tc18]
compiler:
  sun-cc:
    version: ["5.10", "5.11", "5.12", "5.13", "5.14", "5.15"]
    threads: [null, posix]
    libcxx: [libCstd, libstdcxx, libstlport, libstdc++]
  gcc:
    version: ["4.1", "4.4", "4.5", "4.6", "4.7", "4.8", "4.9",
              "5", "5.1", "5.2", "5.3", "5.4", "5.5",
              "6", "6.1", "6.2", "6.3", "6.4", "6.5",
              "7", "7.1", "7.2", "7.3", "7.4", "7.5",
              "8", "8.1", "8.2", "8.3", "8.4", "8.5",
              "9", "9.1", "9.2", "9.3", "9.4", "9.5",
              "10", "10.1", "10.2", "10.3", "10.4", "10.5",
              "11", "11.1", "11.2", "11.3", "11.4", "11.5",
              "12", "12.1", "12.2", "12.3", "12.4",
              "13", "13.1", "13.2", "13.3",
              "14", "14.1", "14.2"]
    libcxx: [libstdc++, libstdc++11]
    threads: [null, posix, win32] # Windows MinGW
    exception: [null, dwarf2, sjlj, seh] # Windows MinGW
    cppstd: [null, 98, gnu98, 11, gnu11, 14, gnu14, 17, gnu17, 20, gnu20, 23, gnu23,
→26, gnu26]
    cstd: [null, 99, gnu99, 11, gnu11, 17, gnu17, 23, gnu23]
  msvc:
    version: [170, 180, 190, 191, 192, 193, 194]
    update: [null, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
    runtime: [static, dynamic]
    runtime_type: [Debug, Release]
    cppstd: [null, 14, 17, 20, 23]
    toolset: [null, v110_xp, v120_xp, v140_xp, v141_xp]
    cstd: [null, 11, 17]
  clang:
    version: ["3.3", "3.4", "3.5", "3.6", "3.7", "3.8", "3.9", "4.0",
              "5.0", "6.0", "7.0", "7.1",
              "8", "9", "10", "11", "12", "13", "14", "15", "16", "17", "18", "19"]
    libcxx: [null, libstdc++, libstdc++11, libc++, c++_shared, c++_static]
    cppstd: [null, 98, gnu98, 11, gnu11, 14, gnu14, 17, gnu17, 20, gnu20, 23, gnu23,
→26, gnu26]
    runtime: [null, static, dynamic]
    runtime_type: [null, Debug, Release]
    runtime_version: [null, v140, v141, v142, v143, v144]
    cstd: [null, 99, gnu99, 11, gnu11, 17, gnu17, 23, gnu23]
  apple-clang:
    version: ["5.0", "5.1", "6.0", "6.1", "7.0", "7.3", "8.0", "8.1", "9.0", "9.1",
              "10.0", "11.0", "12.0", "13", "13.0", "13.1", "14", "14.0", "15", "15.0

```

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```

→", "16", "16.0"]
    libcxx: [libstdc++, libc++]
    cppstd: [null, 98, gnu98, 11, gnu11, 14, gnu14, 17, gnu17, 20, gnu20, 23, gnu23, ↵
→26, gnu26]
    cstd: [null, 99, gnu99, 11, gnu11, 17, gnu17, 23, gnu23]
    intel-cc:
        version: ["2021.1", "2021.2", "2021.3", "2021.4", "2022.1", "2022.2",
                  "2022.3", "2023.0", "2023.1", "2023.2", "2024.0",]
        update: [null, ANY]
        mode: ["icx", "classic", "dpcpp"]
        libcxx: [null, libstdc++, libstdc++11, libc++]
        cppstd: [null, 98, gnu98, "03", gnu03, 11, gnu11, 14, gnu14, 17, gnu17, 20, ↵
→gnu20, 23, gnu23]
        runtime: [null, static, dynamic]
        runtime_type: [null, Debug, Release]
    qcc:
        version: ["4.4", "5.4", "8.3"]
        libcxx: [cxx, gpp, cpp, cpp-ne, accp, acpp-ne, ecpp, ecpp-ne]
        cppstd: [null, 98, gnu98, 11, gnu11, 14, gnu14, 17, gnu17]
    mcst-lcc:
        version: ["1.19", "1.20", "1.21", "1.22", "1.23", "1.24", "1.25"]
        libcxx: [libstdc++, libstdc++11]
        cppstd: [null, 98, gnu98, 11, gnu11, 14, gnu14, 17, gnu17, 20, gnu20, 23, gnu23]

build_type: [null, Debug, Release, RelWithDebInfo, MinSizeRel]

```

As you can see, the possible values of settings are defined in the same file. This is done to ensure matching naming and spelling as well as defining a common settings model among users and the OSS community. Some general information about settings:

- If a setting is allowed to be set to any value, you can use `ANY`.
- If a setting is allowed to be set to any value or it can also be unset, you can use `[null, ANY]`.

However, this configuration file can be modified to any needs, including new settings or sub-settings and their values. If you want to distribute an unified `settings.yml` file you can use the *conan config install* command.

#### See also:

- *Conan packages binary compatibility: the package ID*
- *settings*

## Operating systems

`baremetal` operating system is a convention meaning that the binaries run directly on the hardware, without an operating system or equivalent layer. This is to differentiate to the `null` value, which is associated to the “this value is not defined” semantics. `baremetal` is a common name convention for embedded microprocessors and microcontrollers’ code. It is expected that users might customize the space inside the `baremetal` setting with further subsettings to specify their specific hardware platforms, boards, families, etc. At the moment the `os=baremetal` value is still not used by Conan builtin toolchains and helpers, but it is expected that they can evolve and start using it.

## Compilers

Some notes about different compilers:

### msvc

- It uses the compiler version, that is 190 (19.0), 191 (19.1), etc, instead of the Visual Studio IDE (15, 16, etc).
- It is only used by the new build integrations in *conan.tools.cmake* and *conan.tools.microsoft*, but not the previous ones.

When using the msvc compiler, the Visual Studio toolset version (the actual vcvars activation and MSBuild location) will be defined by the default provided by that compiler version:

- msvc compiler version '190': Visual Studio 14 2015
- msvc compiler version '191': Visual Studio 15 2017
- msvc compiler version '192': Visual Studio 16 2019
- msvc compiler version '193': Visual Studio 17 2022

This can be configured in your profiles with the `tools.microsoft.msbuild:vs_version` configuration:

```
[settings]
compiler=msvc
compiler.version=190

[conf]
tools.microsoft.msbuild:vs_version = 16
```

In this case, the vcvars will activate the Visual Studio 16 installation, but the 190 compiler version will still be used because the necessary `toolset=v140` will be set.

The settings define the last digit update: `[null, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9]`, which by default is `null` and means that Conan assumes binary compatibility for the compiler patches, which works in general for the Microsoft compilers. For cases where finer control is desired, you can just add the `update` part to your profiles:

```
[settings]
compiler=msvc
compiler.version=191
compiler.update=3
```

This will be equivalent to the full version 1913 (19.13). If even further details are desired, you could even add your own digits to the `update` subsetting in `settings.yml`.

### intel-cc

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

This compiler is aimed to handle the new Intel oneAPI DPC++/C++/Classic compilers. Instead of having *n* different compilers, you have 3 different **modes** of working:

- `icx` for Intel oneAPI C++.

- `dpcpp` for Intel oneAPI DPC++.
- `classic` for Intel C++ Classic ones.

Besides that, Intel releases some versions with revisions numbers so the `update` field is supposed to be any possible minor number for the Intel compiler version used, e.g, `compiler.version=2021.1` and `compiler.update=311` mean Intel version is `2021.1.311`.

## Architectures

Here you can find a brief explanation of each of the architectures defined as `arch`, `arch_build` and `arch_target` settings.

- **x86**: The popular 32 bit x86 architecture.
- **x86\_64**: The popular 64 bit x64 architecture.
- **ppc64le**: The PowerPC 64 bit Big Endian architecture.
- **ppc32**: The PowerPC 32 bit architecture.
- **ppc64le**: The PowerPC 64 bit Little Endian architecture.
- **ppc64**: The PowerPC 64 bit Big Endian architecture.
- **armv5el**: The ARM 32 bit version 5 architecture, soft-float.
- **armv5hf**: The ARM 32 bit version 5 architecture, hard-float.
- **armv6**: The ARM 32 bit version 6 architecture.
- **armv7**: The ARM 32 bit version 7 architecture.
- **armv7hf**: The ARM 32 bit version 7 hard-float architecture.
- **armv7s**: The ARM 32 bit version 7 *swift* architecture mostly used in Apple's A6 and A6X chips on iPhone 5, iPhone 5C and iPad 4.
- **armv7k**: The ARM 32 bit version 7 *k* architecture mostly used in Apple's WatchOS.
- **armv8**: The ARM 64 bit and 32 bit compatible version 8 architecture. It covers only the `aarch64` instruction set.
- **armv8\_32**: The ARM 32 bit version 8 architecture. It covers only the `aarch32` instruction set (a.k.a. ILP32).
- **armv8.3**: The ARM 64 bit and 32 bit compatible version 8.3 architecture. Also known as `arm64e`, it is used on the A12 chipset added in the latest iPhone models (XS/XS Max/XR).
- **arm64e**: Windows 11 ARM64 (Emulation Compatible). This architecture support is **experimental** and incomplete. The only usage is to define `CMAKE_GENERATOR_PLATFORM` in CMake VS generators. Report new issues in Github if necessary.
- **sparc**: The SPARC (Scalable Processor Architecture) originally developed by Sun Microsystems.
- **sparcv9**: The SPARC version 9 architecture.
- **mips**: The 32 bit MIPS (Microprocessor without Interlocked Pipelined Stages) developed by MIPS Technologies (formerly MIPS Computer Systems).
- **mips64**: The 64 bit MIPS (Microprocessor without Interlocked Pipelined Stages) developed by MIPS Technologies (formerly MIPS Computer Systems).
- **avr**: The 8 bit AVR microcontroller architecture developed by Atmel (Microchip Technology).
- **s390**: The 32 bit address Enterprise Systems Architecture 390 from IBM.

- **s390x**: The 64 bit address Enterprise Systems Architecture 390 from IBM.
- **asm.js**: The subset of JavaScript that can be used as low-level target for compilers, not really a processor architecture, it's produced by Emscripten. Conan treats it as an architecture to align with build systems design (e.g. GNU auto tools and CMake).
- **wasm**: The Web Assembly, not really a processor architecture, but byte-code format for Web, it's produced by Emscripten. Conan treats it as an architecture to align with build systems design (e.g. GNU auto tools and CMake).
- **sh4le**: The Hitachi SH-4 SuperH architecture.
- **e2k-v2**: The Elbrus 2000 v2 512 bit VLIW (Very Long Instruction Word) architecture (Elbrus 2CM, Elbrus 2C+ CPUs) originally developed by MCST (Moscow Center of SPARC Technologies).
- **e2k-v3**: The Elbrus 2000 v3 512 bit VLIW (Very Long Instruction Word) architecture (Elbrus 2S, aka Elbrus 4C, CPU) originally developed by MCST (Moscow Center of SPARC Technologies).
- **e2k-v4**: The Elbrus 2000 v4 512 bit VLIW (Very Long Instruction Word) architecture (Elbrus 8C, Elbrus 8C1, Elbrus 1C+ and Elbrus 1CK CPUs) originally developed by MCST (Moscow Center of SPARC Technologies).
- **e2k-v5**: The Elbrus 2000 v5 512 bit VLIW (Very Long Instruction Word) architecture (Elbrus 8C2 ,aka Elbrus 8CB, CPU) originally developed by MCST (Moscow Center of SPARC Technologies).
- **e2k-v6**: The Elbrus 2000 v6 512 bit VLIW (Very Long Instruction Word) architecture (Elbrus 2C3, Elbrus 12C and Elbrus 16C CPUs) originally developed by MCST (Moscow Center of SPARC Technologies).
- **e2k-v7**: The Elbrus 2000 v7 512 bit VLIW (Very Long Instruction Word) architecture (Elbrus 32C CPU) originally developed by MCST (Moscow Center of SPARC Technologies).
- **xtensalx6**: Xtensa LX6 DPU for ESP32 microcontroller.
- **xtensalx106**: Xtensa LX6 DPU for ESP8266 microcontroller.
- **xtensalx7**: Xtensa LX7 DPU for ESP32-S2 and ESP32-S3 microcontrollers.

## C++ standard libraries (aka compiler.libcxx)

`compiler.libcxx` sub-setting defines C++ standard libraries implementation to be used. The sub-setting applies only to certain compilers, e.g. it applies to *clang*, *apple-clang* and *gcc*, but doesn't apply to *Visual Studio*.

- **libstdc++** (gcc, clang, apple-clang, sun-cc): [The GNU C++ Library](#). NOTE that this implicitly defines `_GLIBCXX_USE_CXX11_ABI=0` to use old ABI. Might be a wise choice for old systems, such as CentOS 6. On Linux systems, you may need to install `libstdc++-dev` (package name could be different in various distros) in order to use the standard library. NOTE that on Apple systems usage of **libstdc++** has been deprecated.
- **libstdc++11** (gcc, clang, apple-clang): [The GNU C++ Library](#). NOTE that this implicitly defines `_GLIBCXX_USE_CXX11_ABI=1` to use new ABI. Might be a wise choice for newer systems, such as Ubuntu 20. On Linux systems, you may need to install `libstdc++-dev` (package name could be different in various distros) in order to use the standard library. NOTE that on Apple systems usage of **libstdc++** has been deprecated.
- **libc++** (clang, apple-clang): [LLVM libc++](#). On Linux systems, you may need to install `libc++-dev` (package name could be different in various distros) in order to use the standard library.
- **c++\_shared** (clang, Android only): use [LLVM libc++](#) as a shared library. Refer to the [C++ Library Support](#) for the additional details.
- **c++\_static** (clang, Android only): use [LLVM libc++](#) as a static library. Refer to the [C++ Library Support](#) for the additional details.
- **libCstd** (sun-cc): Rogue Wave's stdlib. See [Comparing C++ Standard Libraries libCstd, libstlport, and libstdcxx](#).
- **libstlport** (sun-cc): [STLport](#). See [Comparing C++ Standard Libraries libCstd, libstlport, and libstdcxx](#).

- **libstdcxx** (sun-cc): Apache C++ Standard Library. See [Comparing C++ Standard Libraries libCstd, libstlport, and libstdcxx](#).
- **gpp** (qcc): GNU C++ lib. See [QCC documentation](#).
- **cpp** (qcc): Dinkum C++ lib. See [QCC documentation](#).
- **cpp-ne** (qcc): Dinkum C++ lib (no exceptions). See [QCC documentation](#).
- **acpp** (qcc): Dinkum Abridged C++ lib. See [QCC documentation](#).
- **acpp-ne** (qcc): Dinkum Abridged C++ lib (no exceptions). See [QCC documentation](#).
- **ecpp** (qcc): Embedded Dinkum C++ lib. See [QCC documentation](#).
- **ecpp-ne** (qcc): Embedded Dinkum C++ lib (no exceptions). See [QCC documentation](#).
- **cxx** (qcc): LLVM C++. See [QCC documentation](#).

## Customizing settings

Settings are also customizable to add your own ones:

### Adding new settings

It is possible to add new settings at the root of the *settings.yml* file, something like:

```
os:
  Windows:
    subsystem: [null, cygwin, msys, msys2, wsl]
distro: [null, RHEL6, CentOS, Debian]
```

If we want to create different binaries from our recipes defining this new setting, we would need to add to our recipes that:

```
class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch", "distro"
```

The value `null` allows for not defining it (which would be a default value, valid for all the other distros). It is also possible to define values for it in the profiles:

```
[settings]
os = "Linux"
distro = "CentOS"
compiler = "gcc"
```

And use their values to affect our build if desired:

```
class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch", "distro"

    def generate(self):
        tc = CMakeToolchain(self)
        if self.settings.distro == "CentOS":
            tc.cache_variables["SOME_CENTOS_FLAG"] = "Some CentOS Value"
        ...
```

## Adding new sub-settings

The above approach requires modification to all recipes to take it into account. It is also possible to define kind of incompatible settings, like `os=Windows` and `distro=CentOS`. While adding new settings is totally suitable, it might make more sense to add it as a new sub-setting of the Linux OS:

```
os:
  Windows:
    subsystem: [null, cygwin, msys, msys2, wsl]
  Linux:
    distro: [null, RHEL6, CentOS, Debian]
```

With this definition we could define our profiles as:

```
[settings]
os = "Linux"
os.distro = "CentOS"
compiler = "gcc"
```

And any attempt to define `os.distro` for another `os` value rather than `Linux` will raise an error.

As this is a sub-setting, it will be automatically taken into account in all recipes that declare an `os` setting. Note that having a value of `distro=null` possible is important if you want to keep previously created binaries, otherwise you would be forcing to always define a specific `distro` value, and binaries created without this sub-setting, won't be usable anymore.

The sub-setting can also be accessed from recipes:

```
class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch" # Note, no "distro" defined here

    def generate(self):
        tc = CMakeToolchain(self)
        if self.settings.os == "Linux" and self.settings.os.distro == "CentOS":
            tc.cache_variables["SOME_CENTOS_FLAG"] = "Some CentOS Value"
```

It is possible to have ANY to define nested subsettings, being the ANY the fallback for any value not matching the defined ones:

```
os:
  ANY:
    version: [null, ANY]
  Ubuntu:
    version: ["18.04", "20.04"]
```

This will allow settings like `-s os=MyOS -s os.version=1.2.3`, because the version can be ANY for `os!=Ubuntu`, but if we try `-s os=Ubuntu -s os.version=1.2.3` it will error because Ubuntu only accept those defined versions.

## Add new values

In the same way we have added a new `distro` sub-setting, it is possible to add new values to existing settings and sub-settings. For example, if some compiler version is not present in the range of accepted values, you can add those new values.

You can also add a completely new compiler:

```
os:
  Windows:
    subsystem: [null, cygwin, msys, msys2, wsl]
  ...
compiler:
  gcc:
    ...
  mycompiler:
    version: [1.1, 1.2]
  msvc:
```

This works as the above regarding profiles, and the way they can be accessed from recipes. The main issue with custom compilers is that the builtin build helpers, like CMake, MSBuild, etc, internally contains code that will check for those values. For example, the MSBuild build helper will only know how to manage the `msvc` setting and sub-settings, but not the new compiler. For those cases, custom logic can be implemented in the recipes:

```
class Pkg(ConanFile):
    settings = "os", "compiler", "build_type", "arch"

    def build(self):
        if self.settings.compiler == "mycompiler":
            my_custom_compile = ["some", "--flags", "for", "--my=compiler"]
            self.run(["mycompiler", "."] + my_custom_compile)
```

---

**Note:** You can remove items from `settings.yml` file: compilers, OS, architectures, etc. Do that only in the case you really want to protect against creation of binaries for other platforms other than your main supported ones. In the general case, you can leave them, the binary configurations are managed in **profiles**, and you want to define your supported configurations in profiles, not by restricting the `settings.yml`

---

---

**Note:** If you customize your `settings.yml`, you can share, distribute and sync this configuration with your team and CI machines with the `conan config install` command.

---

## settings\_user.yml

The previous section explains how to customize the Conan `settings.yml`, but you could also create your `settings_user.yml`. This file will contain only the new fields-values that you want to use in your recipes, so the final result will be a composition of both files, the `settings.yml` and the `settings_user.yml`.

See also:

- *Customize your settings: create your settings\_user.yml*



### 9.5.5 remotes.json

The **remotes.json** file is located in the Conan user home directory, e.g., `[CONAN_HOME]/remotes.json`.

The default file created by Conan looks like this:

Listing 132: **remotes.json**

```
{
  "remotes": [
    {
      "name": "conancenter",
      "url": "https://center2.conan.io",
      "verify_ssl": true
    }
  ]
}
```

---

#### Note: Default Remote Update in Conan 2.9.2

Starting from **Conan version 2.9.2**, the default remote has been changed to `https://center2.conan.io`. The previous default remote `https://center.conan.io` is now frozen and will no longer receive updates. It is recommended to update your remote configuration to use the new default remote to ensure access to the latest recipes and package updates (for more information, please read [this post](#)).

If you still have the deprecated remote configured as the default, please update using the following command:

```
conan remote update conancenter --url="https://center2.conan.io"
```

---

Essentially, it tells Conan where to list/upload/download the recipes/binaries from the remotes specified by their URLs.

The fields for each remote are:

- **name** (Required, string value): Name of the remote. This name will be used in commands like `conan list`, e.g., `conan list zlib/1.2.11 --remote my_remote_name`.
- **url** (Required, string value): indicates the URL to be used by Conan to search for the recipes/binaries.
- **verify\_ssl** (Required, bool value): Verify SSL certificate of the specified url.
- **disabled** (Optional, bool value, false by default): If the remote is enabled or not to be used by commands like search, list, download and upload. Notice that a disabled remote can be used to authenticate against it even if it's disabled.

#### See also:

- [How to manage SSL \(TLS\) certificates](#)
- [How to manage remotes.json through CLI: `conan remotes`](#).
- [How to use your own secrets manager for Conan remotes logins](#).

### 9.5.6 source\_credentials.json

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

When a `conanfile.py` recipe downloads some sources from other servers with the `download()` or the `get()` helpers like:

```
def source(self):
    # Immutable source .zip
    download(self, f"https://server/that/need/credentials/files/tarballname-{self.
→version}.zip", "downloaded.zip")
    # Also the ``get()`` function, as it internally calls ``download()``
```

These downloads would be typically anonymous for open-source third party libraries in the internet, but it is also possible that some proprietary code in a private organization or provided by a vendor would require some kind of authentication.

For this purpose the `source_credentials.json` file can be provided in the Conan cache. This file has the following format, in which every `credentials` entry should have a `url` that defines the URL that should match the recipe one. If the recipe URL starts with the given one in the credentials files, then the credentials will be injected. If the file provides multiple credentials for multiple URLs, they will be evaluated in order until the first match happens. If no match is found, no credentials will be injected. A custom *auth plugin* can also be used to retrieve credentials directly from your own secrets manager.

It has to be noted that the `source_credentials` applies only to files downloaded with the `tools.files.download()` and `get()` helpers, but it won't be used in other cases. To provide credentials for Conan repos, the `credentials.json` file should be used instead, see *credentials.json*.

```
{
  "credentials": [
    {
      "url": "https://server/that/need/credentials",
      "token": "mytoken"
    }
  ]
}
```

Using the `token` field, will add an `Authorization = Bearer {token}` header. This would be the preferred way of authentication, as it is typically more secure than using `user/password`.

If for some reason HTTP-Basic auth with `user/password` is necessary it can be provided with the `user` and `password` fields:

```
{
  "credentials": [
    {
      "url": "https://server/that/need/credentials",
      "user": "myuser",
      "password": "mypassword"
    }
  ]
}
```

As a general rule, hardcoding secrets like passwords in files is strongly discouraged. To avoid it, the `source_credentials.json` file is always rendered as a jinja template, so it can do operations like getting environment variables `os.getenv()`, allowing the secrets to be configured at the system or CI level:

```
{% set mytk = os.getenv('mytoken') %}
{
  "credentials": [
    {
      "url": "https://server/that/need/credentials",
      "token": "{{mytk}}"
    }
  ]
}
```

#### Note: Best practices

- Avoid using URLs that encode tokens or user/password authentication in the `conanfile.py` recipes. These URLs can easily leak into logs, and can be more difficult to fix in case of credentials changes (this is also valid for Git repositories URLs and clones, better use other Git auth mechanisms like ssh-keys)

#### See also:

- [How to use your own secrets manager for your source server logins.](#)

### 9.5.7 credentials.json

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Conan can authenticate against its Conan remote servers with the following:

- Interactive command line, when some server launches an unauthorized error, the Conan client will ask for user/password interactively and retry.
- With the `conan remote login` command, authentication can be done with argument passing, or interactively.
- With the environment variables `CONAN_LOGIN_USERNAME` for all remotes (`CONAN_LOGIN_USERNAME_{REMOTE}` for an individual remote) and `CONAN_PASSWORD` (`CONAN_PASSWORD_{REMOTE}` for an individual remote), Conan will not request interactively in the command line when necessary, but will take the values from the environment variables as if they were provided by the user.
- With a `credentials.json` file put in the Conan cache.
- With a custom [auth plugin](#).

This section describes the usage of `credentials.json` file.

This file has the following format, in which every `credentials` entry should have a `remote` name, matching the name defined in `conan remote list`. Then, the `user` and `password` fields.

```
{
  "credentials": [
    {
```

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```
        "remote": "default",
        "user": "admin",
        "password": "password"
    }
]
```

Conan will be able to extract the credentials from this file automatically when necessary and requested by the server.

---

**Note:** Conan does not pre-emptively use the credentials to force a login automatically in every remote defined at every Conan command. By default Conan uses the previously stored tokens or anonymous usage, until an explicit `conan remote login` command is done, or until a remote server launches an authentication error. When that happens, authentication against that server will be done, using the `credentials.json` file, the environment variables or the user interactive inputs.

---

The priority of credentials origins is as follows:

- If the `credentials.json` file exist, it has higher priority, if an entry for the remote exists, it will be used. If it doesn't work, it will be an error.
- If an entry in the `credentials.json` for that remote does not exist, it will look for defined environment variables
- If environment variables don't exist, it will request interactively the credentials. If `core:non_interactive=True`, it will error.

The `credentials.json` file is jinja-rendered with injected `platform` and `os` imports, so it allows to use jinja syntax. For example it could do something like the following to get the credentials from environment variables:

```
{% set myuser = os.getenv('myuser') %}
{% set mytk = os.getenv('mytoken') %}
{
    "credentials": [
        {
            "remote": "myremote",
            "user": "{{myuser}}"
            "password": "{{mytk}}"
        }
    ]
}
```

See also:

- [\*How to use your own secrets manager for Conan remotes logins.\*](#)

### 9.5.8 .conanrc

**Warning:** This feature is in **preview**. See *the Conan stability* section for more information.

The **.conanrc** file can be placed in the folder where you are running Conan or any parent folder. This file is used to set up the Conan user home directory by defining the `conan_home` value. This value will take precedence over the `CONAN_HOME` environment variable in case it's also defined. Below are some examples of how you can define the Conan user home in the **.conanrc** file:

Set the Conan home to an absolute folder:

```
# accepts comments
conan_home=/absolute/folder
```

Set the Conan home to a relative folder inside the current folder:

```
conan_home=./relative/folder/inside/current/folder
```

Set the Conan home to a relative folder outside the current folder:

```
conan_home=../relative/folder/outside/current/folder
```

Set the Conan home to a path containing the `~` symbol, which will be expanded to the system's user home:

```
conan_home=~/.use/the/user/home/to/expand/it
```

Be aware that the **.conanrc** file is searched for in all parent folders. For example, in this structure:

```
.
.conanrc
|-- project1
|-- project2
```

If you are running from the folder *project1*, the parent folders are traversed recursively until a **.conanrc** file is found, in case it exists.

## 9.6 Extensions

Conan can be extended in a few ways, with custom user code:

- `python_requires` allow to put common recipe code in a recipe package that can be reused by other recipes by declaring a `python_requires = "mypythoncode/version"`
- You can create your own custom Conan commands to solve self-needs thanks to Python and Conan public API powers altogether.
- It's also possible to make your own custom Conan generators in case you are using build systems that are not supported by the built-in Conan tools. Those can be used from `python_requires` or installed globally.
- `hooks` are “pre” and “post” recipe methods (like `pre_build()` and `post_build()`) extensions that can be used to complement recipes with orthogonal functionality, like quality checks, binary analyzing, logging, etc.
- Binary compatibility `compatibility.py` extension allows to write custom rules for defining custom binary compatibility across different settings and options

- The `cmd_wrapper.py` extension allows to inject arbitrary command wrappers to any `self.run()` recipe command invocation, which can be useful to inject wrappers as parallelization tools
- The package signing extension allows to sign and verify packages at upload and install time respectively
- Deployers, a mechanism to facilitate copying files from one folder, usually the Conan cache, to user folders

---

**Note:** Besides the built-in Conan extensions listed in this document, there is a repository that contains extensions for Conan, such as custom commands and deployers, useful for different purposes like artifactory tasks, Conan Center Index, etc.

You can find more information on how to use those extensions in [the GitHub repository](#).

---

Contents:

## 9.6.1 Python requires

### Introduction

The `python_requires` feature is a very convenient way to share files and code between different recipes. A python require is a special recipe that does not create packages and it is just intended to be reused by other recipes.

A very simple recipe that we want to reuse could be:

```
from conan import ConanFile

myvar = 123

def myfunct():
    return 234

class Pkg(ConanFile):
    name = "pyreq"
    version = "0.1"
    package_type = "python-require"
```

And then we will make it available to other packages with `conan create ..`. Note that a `python-require` package does not create binaries, it is just the recipe part.

```
$ conan create .
# It will only export the recipe, but will NOT create binaries
# python-requires do NOT have binaries
```

We can reuse the above recipe functionality declaring the dependency in the `python_requires` attribute and we can access its members using `self.python_requires["<name>"].module`:

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "pkg"
    version = "0.1"
    python_requires = "pyreq/0.1"

    def build(self):
```

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```
v = self.python_requires["pyreq"].module.myvar # v will be 123
f = self.python_requires["pyreq"].module.myfunct() # f will be 234
self.output.info(f"{v}, {f}")
```

```
$ conan create .
...
pkg/0.1: 123, 234
```

Python requires can also use version ranges, and this can be recommended in many cases if those `python-requires` need to evolve over time:

```
from conan import ConanFile

class Pkg(ConanFile):
    python_requires = "pyreq/[>=1.0 <2]"
```

It is also possible to require more than 1 `python-requires` with `python_requires = "pyreq/0.1", "other/1.2"`

## Extending base classes

A common use case would be to declare a base class with methods we want to reuse in several recipes via inheritance. We'd write this base class in a `python-requires` package:

```
from conan import ConanFile

class MyBase:
    def source(self):
        self.output.info("My cool source!")
    def build(self):
        self.output.info("My cool build!")
    def package(self):
        self.output.info("My cool package!")
    def package_info(self):
        self.output.info("My cool package_info!")

class PyReq(ConanFile):
    name = "pyreq"
    version = "0.1"
    package_type = "python-require"
```

And make it available for reuse with:

```
$ conan create .
```

Note that there are two classes in the recipe file:

- `MyBase` is the one intended for inheritance and doesn't extend `ConanFile`.
- `PyReq` is the one that defines the current package being exported, it is the recipe for the reference `pyreq/0.1`.

Once the package with the base class we want to reuse is available we can use it in other recipes to inherit the functionality from that base class. We'd need to declare the `python_requires` as we did before and we'd need to tell Conan the base classes to use in the attribute `python_requires_extend`. Here our recipe will inherit from the class `MyBase`:

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "pkg"
    version = "0.1"
    python_requires = "pyreq/0.1"
    python_requires_extend = "pyreq.MyBase"
```

The resulting inheritance is equivalent to declare our Pkg class as `class Pkg(pyreq.MyBase, ConanFile)`. So creating the package we can see how the methods from the base class are reused:

```
$ conan create .
...
pkg/0.1: My cool source!
pkg/0.1: My cool build!
pkg/0.1: My cool package!
pkg/0.1: My cool package_info!
...
```

In general, base class attributes are not inherited, and should be avoided as much as possible. There are method alternatives to some of them like `export()` or `set_version()`. For exceptional situations, see the `init()` method documentation for more information to extend inherited attributes.

It is possible to re-implement some of the base class methods, and also to call the base class method explicitly, with the Python `super()` syntax:

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "pkg"
    version = "0.1"
    python_requires = "pyreq/0.1"
    python_requires_extend = "pyreq.MyBase"

    def source(self):
        super().source() # call the base class method
        self.output.info("MY OWN SOURCE") # Your own implementation
```

It is not mandatory to call the base class method, a full overwrite without calling `super()` is possible. Also the call order can be changed, and calling your own code, then `super()` is possible.

## Reusing files

It is possible to access the files exported by a recipe that is used with `python_requires`. We could have this recipe, together with a `myfile.txt` file containing the “Hello” text.

```
from conan import ConanFile

class PyReq(ConanFile):
    name = "pyreq"
    version = "1.0"
    package_type = "python-require"
    exports = ""
```



```
$ echo "Hello" > myfile.txt
$ conan create .
```

Now that the python-require has been created, we can access its path (the place where *myfile.txt* is) with the path attribute:

```
import os

from conan import ConanFile
from conan.tools.files import load

class Pkg(ConanFile):
    python_requires = "pyreq/0.1"

    def build(self):
        pyreq_path = self.python_requires["pyreq"].path
        myfile_path = os.path.join(pyreq_path, "myfile.txt")
        content = load(self, myfile_path) # content = "Hello"
        self.output.info(content)
        # we could also copy the file, instead of reading it
```

Note that only `exports` works for this case, but not `exports_sources`.

## Testing python-requires

It is possible to test with `test_package` a python\_require, by adding a `test_package/conanfile.py`:

Listing 133: conanfile.py

```
from conan import ConanFile

def mynumber():
    return 42

class PyReq(ConanFile):
    name = "pyreq"
    version = "1.0"
    package_type = "python-require"
```

Listing 134: test\_package/conanfile.py

```
from conan import ConanFile

class Tool(ConanFile):

    # Literal "tested_reference_str", Conan will dynamically replace it
    python_requires = "tested_reference_str"

    def test(self):
        pyreq = self.python_requires["pyreq"].module
        mynumber = pyreq.mynumber()
        self.output.info("{}!!!".format(mynumber))
```

The `python_requires = "tested_reference_str"` is mandatory from Conan 2.1. Automatic injection of `python_requires` without this declaration is deprecated and it will be removed in future versions.

Note that the `test_package/conanfile.py` does not need any type of declaration of the `python_requires`, this is done automatically and implicitly. We can now create and test it with:

```
$ conan create .  
...  
pyreq/0.1 (test package): 42!!!
```

## Effect in package\_id

The `python_requires` will affect the `package_id` of the **consumer packages** using those dependencies. By default, the policy is `minor_mode`, which means:

- Changes to the **patch** version of the **revision** of a python-require will not affect the package ID. So depending on "pyreq/1.2.3" or "pyreq/1.2.4" will result in identical package ID (both will be mapped to "pyreq/1.2.Z" in the hash computation). Bump the patch version if you want to change your common code, but you don't want the consumers to be affected or to fire a re-build of the dependants.
- Changes to the **minor** version will produce a different package ID. So if you depend on "pyreq/1.2.3", and you bump the version to "pyreq/1.3.0", then, you will need to build new binaries that are using that new python-require. Bump the minor or major version if you want to make sure that packages requiring this python-require will be built using these changes in the code.

In most cases using a version-range `python_requires = "pyreq/[>=1.0 <2.0]"` is the right approach, because that means the **major** version bumps are not included because they would require changes in the consumers themselves. It is then possible to release a new major version of the `pyreq/2.0`, and have consumers gradually change their requirements to `python_requires = "pyreq/[>=2.0 <3.0]"`, fix the recipes, and move forward without breaking the whole project.

As with the regular `requires`, this default can be customized with the `core.package_id:default_python_mode` configuration.

It is also possible to customize the effect of `python_requires` per package, using the `package_id()` method:

```
from conan import ConanFile  
  
class Pkg(ConanFile):  
    python_requires = "pyreq/[>=1.0]"  
    def package_id(self):  
        self.info.python_requires.patch_mode()
```

## Resolution of python\_requires

There are few important things that should be taken into account when using `python_requires`:

- Python requires recipes are loaded by the interpreter just once, and they are common to all consumers. Do not use any global state in the `python_requires` recipes.
- Python requires are private to the consumers. They are not transitive. Different consumers can require different versions of the same python-require. Being private, they cannot be overridden from downstream in any way.
- `python_requires` cannot use regular `requires` or `tool_requires` themselves. Having a `requirements()` (and similar) methods to be inherited by recipes is possible and allowed, but the `python_requires` class itself cannot use them.

- `python_requires` cannot be “aliased”.
- `python_requires` can use native python `import` to other python files, as long as these are exported together with the recipe.
- `python_requires` can be used as editable packages too.
- `python_requires` are locked in lockfiles, to guarantee reproducibility, in the same way that other `requires` and `tool_requires` are locked.

---

**Note: Best practices**

- Even if python-requires can `python_requires` transitively other python-requires recipes, this is discouraged. Multiple level inheritance and reuse can become quite complex and difficult to manage, it is recommended to keep the hierarchy flat.
  - Do not try to mix Python inheritance with `python_requires_extend` inheritance mechanisms, they are incompatible and can break.
  - Do not use multiple inheritance for python-requires
- 

## 9.6.2 Custom commands

It’s possible to create your own Conan commands to solve self-needs thanks to Python and Conan public API powers altogether.

### Location and naming

All the custom commands must be located in `[YOUR_CONAN_HOME]/extensions/commands/` folder. If you don’t know where `[YOUR_CONAN_HOME]` is located, you can run **conan config home** to check it.

If `_commands_` sub-directory is not created yet, you will have to create it. Those custom commands files must be Python files and start with the prefix `cmd_[your_command_name].py`. The call to the custom commands is like any other existing Conan one: **conan your\_command\_name**.

### Scoping

It’s possible to have another folder layer to group some commands under the same topic.

For instance:

```
| - [YOUR_CONAN_HOME]/extensions/commands/greet/
|   | - cmd_hello.py
|   | - cmd_bye.py
```

The call to those commands change a little bit: **conan [topic\_name]:your\_command\_name**. Following the previous example:

```
$ conan greet:hello
$ conan greet:bye
```

---

**Note:** It’s possible for only one folder layer, so it won’t work to have something like `[YOUR_CONAN_HOME]/extensions/commands/topic1/topic2/cmd_command.py`

---

## Decorators

### `conan_command(group=None, formatters=None)`

Main decorator to declare a function as a new Conan command. Where the parameters are:

- `group` is the name of the group of commands declared under the same name. This grouping will appear executing the **conan -h** command.
- `formatters` is a dict-like Python object where the `key` is the formatter name and the value is the function instance where will be processed the information returned by the command one.

Listing 135: cmd\_hello.py

```
import json

from conan.api.conan_api import ConanAPI
from conan.api.output import ConanOutput
from conan.cli.command import conan_command

def output_json(msg):
    return json.dumps({"greet": msg})

@conan_command(group="Custom commands", formatters={"json": output_json})
def hello(conan_api: ConanAPI, parser, *args):
    """
    Simple command to print "Hello World!" line
    """
    msg = "Hello World!"
    ConanOutput().info(msg)
    return msg
```

---

**Important:** The function decorated by `@conan_command(...)` must have the same name as the suffix used by the Python file. For instance, the previous example, the file name is `cmd_hello.py`, and the command function decorated is `def hello(...)`.

---

### `conan_subcommand(formatters=None)`

Similar to `conan_command`, but this one is declaring a sub-command of an existing custom command. For instance:

Listing 136: cmd\_hello.py

```
from conan.api.conan_api import ConanAPI
from conan.api.output import ConanOutput
from conan.cli.command import conan_command, conan_subcommand

@conan_subcommand()
def hello_moon(conan_api, parser, subparser, *args):
    """
    Sub-command of "hello" that prints "Hello Moon!" line
```

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```

"""
    ConanOutput().info("Hello Moon!")

@conan_command(group="Custom commands")
def hello(conan_api: ConanAPI, parser, *args):
    """
    Simple command "hello"
    """

```

The command call looks like **conan hello moon**.

---

**Note:** Notice that to declare a sub-command is required an empty Python function acts as the main command.

---

## Argument definition and parsing

Commands can define their own arguments with the argparse Python library.

```

@conan_command(group='Creator')
def build(conan_api, parser, *args):
    """
    Command help
    """
    parser.add_argument("path", nargs="?", help='help for command')
    ...
    args = parser.parse_args(*args)
    # Use args.path

```

When there are sub-commands, the base command cannot define arguments, only the sub-commands can do it. If you have a set of common arguments to all sub-commands, you can define a function that adds them.

```

@conan_command(group="MyGroup")
def mycommand(conan_api, parser, *args):
    """
    Command help
    """
    # Do not define arguments in the base command
    pass

@conan_subcommand()
def mycommand_mysubcommand(conan_api: ConanAPI, parser, subparser, *args):
    """
    Subcommand help
    """
    # Arguments are added to "subparser"
    subparser.add_argument("reference", help="Recipe reference or Package reference")
    # You can add common args with your helper
    # add_my_common_args(subparser)
    # But parsing all of them happens to "parser"
    args = parser.parse_args(*args)
    # use args.reference

```

## Formatters

The return of the command will be passed as argument to the formatters. If there are different formatters that require different arguments, the approach is to return a dictionary, and let the formatters chose the arguments they need. For example, the `graph info` command uses several formatters like:

```
def format_graph_html(result):
    graph = result["graph"]
    conan_api = result["conan_api"]
    ...

def format_graph_info(result):
    graph = result["graph"]
    field_filter = result["field_filter"]
    package_filter = result["package_filter"]
    ...

@conan_subcommand(formatters={"text": format_graph_info,
                              "html": format_graph_html,
                              "json": format_graph_json,
                              "dot": format_graph_dot})
def graph_info(conan_api, parser, subparser, *args):
    ...
    return {"graph": deps_graph,
            "field_filter": args.filter,
            "package_filter": args.package_filter,
            "conan_api": conan_api}
```

## Commands parameters

These are the passed arguments to any custom command and its sub-commands functions:

Listing 137: `cmd_command.py`

```
from conan.cli.command import conan_command, conan_subcommand

@conan_subcommand()
def command_subcommand(conan_api, parser, subparser, *args):
    """
    subcommand information. This info will appear on ``conan command subcommand -h``.

    :param conan_api: <object conan.api.conan_api.ConanAPI> instance
    :param parser: root <object argparse.ArgumentParser> instance (coming from main_
    ↪command)
    :param subparser: <object argparse.ArgumentParser> instance for sub-command
    :param args: ``list`` of all the arguments passed after sub-command call
    :return: (optional) whatever is returned will be passed to formatters functions (if_
    ↪declared)
    """
    # ...
```

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```
@conan_command(group="Custom commands")
def command(conan_api, parser, *args):
    """
    command information. This info will appear on ``conan command -h``.

    :param conan_api: <object conan.api.conan_api.ConanAPI> instance
    :param parser: root <object argparse.ArgumentParser> instance
    :param args: ``list`` of all the arguments passed after command call
    :return: (optional) whatever is returned will be passed to formatters functions (if_
    ↪declared)
    """
    # ...
```

- `conan_api`: instance of `ConanAPI` class. See more about it in [conan.api.conan\\_api.ConanAPI section](#)
- `parser`: root instance of Python `argparse.ArgumentParser` class to be used by the main command function. See more information in [argparse official website](#).
- `subparser` (only for sub-commands): child instance of Python `argparse.ArgumentParser` class for each sub-command function.
- `*args`: list of all the arguments passed via command line to be parsed and used inside the command function. Normally, they'll be parsed as `args = parser.parse_args(*args)`. For instance, running **conan mycommand arg1 arg2 arg3**, the command function will receive them as a Python list-like `["arg1", "arg2", "arg3"]`.

#### See also:

- *Custom command to remove recipe and package revisions but the latest package one from the latest recipe one.*
- You can check more examples of Conan custom command in the *conan-extensions* repository <https://github.com/conan-io/conan-extensions>

### 9.6.3 Custom Conan generators

In the case that you need to use a build system or tool that is not supported by Conan off-the-shelf, you could create your own custom integrations using a custom generator. This can be done in three different ways.

#### Custom generators as `python_requires`

One way of having your own custom generators in Conan is by using them as *python\_requires*. You could declare a *MyGenerator* class with all the logic to generate some files inside the *mygenerator/1.0 python\_requires* package:

Listing 138: `mygenerator/conanfile.py`

```
from conan import ConanFile
from conan.tools.files import save

class MyGenerator:
    def __init__(self, conanfile):
        self._conanfile = conanfile

    def generate(self):
```

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```

        deps_info = ""
        for dep, _ in self._conanfile.dependencies.items():
            deps_info += f"{dep.ref.name}, {dep.ref.version}\n"
        save(self._conanfile, "deps.txt", deps_info)

class PyReq(ConanFile):
    name = "mygenerator"
    version = "1.0"
    package_type = "python-require"

```

And then `conan create mygenerator` and use it in the `generate` method of your own packages like this:

Listing 139: pkg/conanfile.py

```

from conan import ConanFile

class MyPkg(ConanFile):
    name = "pkg"
    version = "1.0"

    python_requires = "mygenerator/1.0"
    requires = "zlib/1.2.11", "bzip2/1.0.8"

    def generate(self):
        mygenerator = self.python_requires["mygenerator"].module.MyGenerator(self)
        mygenerator.generate()

```

Then, doing a `conan install pkg` on this `pkg` recipe, will create a `deps.txt` text file containing:

```

zlib, 1.2.11
bzip2, 1.0.8

```

This has the advantage that you can version your own custom generators as packages and also that you can share those generators as Conan packages.

## Using global custom generators

You can also use your custom generators globally if you store them in the `[CONAN_HOME]/extensions/generators` folder. You can place them directly in that folder or install with the `conan config install` command.

Listing 140: `[CONAN_HOME]/extensions/generators/mygen.py`

```

from conan.tools.files import save

class MyGenerator:
    def __init__(self, conanfile):
        self._conanfile = conanfile

    def generate(self):

```

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```

deps_info = ""
for dep, _ in self._conanfile.dependencies.items():
    deps_info = f"{dep.ref.name}, {dep.ref.version}"
save(self._conanfile, "deps.txt", deps_info)

```

Then you can use them by name in the recipes or in the command line using the `-g` argument:

```
conan install --requires=zlib/1.2.13 -g MyGenerator
```

## Generators from tool\_requires

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

A direct dependency tool requires can also be used to provide custom generators. The following example shows how to create a custom generator that generates a file with the dependencies of the package, just like the example above, but using a `tool_require` instead of a `python_require` to inject the generator into the recipe, by adding them to the `self.generator_info` list inside the `package_info` method.

Listing 141: mygenerator/conanfile.py

```

from conan import ConanFile
from conan.tools.files import save

class MyGenerator:
    def __init__(self, conanfile):
        self._conanfile = conanfile

    def generate(self):
        deps_info = ""
        for dep, _ in self._conanfile.dependencies.items():
            deps_info = f"{dep.ref.name}, {dep.ref.version}"
        save(self._conanfile, "deps.txt", deps_info)

class MyToolReq(ConanFile):
    name = "mygenerator-tool"
    version = "1.0"

    def package_info(self):
        self.generator_info = [MyGenerator]

```

And then having a `tool_requires` in your recipe for the `mygenerator-tool` package will automatically inject the generator into the recipe.

**Note:** Note that built-in generators can also be injected using `tool_requires`, by adding them by name: `self.generator_info.append("CMakeDeps")`. `tool_require`ing` this package will inject the ``CMakeDeps` generator into the recipe just as if it was declared in its `generators` attribute.

## 9.6.4 Python API

**Warning:** The full Python API is **experimental**. See *the Conan stability* section for more information.

### Conan API Reference

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

**class** `ConanAPI(cache_folder=None)`

See also:

- Creating Conan custom commands
- ...

### Remotes API

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

**class** `RemotesAPI(conan_api)`

The `RemotesAPI` manages the definition of remotes, contained in the “remotes.json” file in the Conan home, supporting addition, removal, update, rename, enable, disable of remotes. These operations do not contact the servers or check their existence at all. If they are not available, they will fail later when used.

The `user_XXX` methods perform authentication related tasks, and some of them will contact the servers to perform such authentication

**list**(*pattern=None, only\_enabled=True*)

Obtain a list of `Remote` objects matching the pattern.

**Parameters**

- **pattern** – None, single `str` or list of `str`. If it is None, all remotes will be returned (equivalent to `pattern=""`).
- **only\_enabled** – boolean, by default return only enabled remotes

**Returns**

A list of `Remote` objects

**disable**(*pattern*)

Disable all remotes matching `pattern`

**Parameters**

**pattern** – single `str` or list of `str`. If the pattern is an exact name without wildcards like “\*” and no remote is found matching that exact name, it will raise an error.

**Returns**

the list of disabled `Remote` objects (even if they were already disabled)

**enable(pattern)**

Enable all remotes matching `pattern`.

**Parameters**

**pattern** – single `str` or list of `str`. If the pattern is an exact name without wildcards like “\*” and no remote is found matching that exact name, it will raise an error.

**Returns**

the list of enabled `Remote` objects (even if they were already enabled)

**get(remote\_name)**

Obtain a `Remote` object

**Parameters**

**remote\_name** – the exact name of the remote to be returned

**Returns**

the `Remote` object, or raise an `Exception` if the remote does not exist.

**add(remote: Remote, force=False, index=None)**

Add a new `Remote` object to the existing ones

**Parameters**

- **remote** – a `Remote` object to be added
- **force** – do not fail if the remote already exist (but default it failes)
- **index** – if not defined, the new remote will be last one. Pass an integer to insert the remote in that position instead of the last one

**remove(pattern)**

Remove the remotes matching the `pattern`

**Parameters**

**pattern** – single `str` or list of `str`. If the pattern is an exact name without wildcards like “\*” and no remote is found matching that exact name, it will raise an error.

**Returns**

The list of removed `Remote` objects

**update(remote\_name: str, url=None, secure=None, disabled=None, index=None, allowed\_packages=None)**

Update an existing remote

**Parameters**

- **remote\_name** – The name of the remote to update, must exist
- **url** – optional url to update, if not defined it will not be updated
- **secure** – optional ssl secure connection to update
- **disabled** – optional disabled state
- **index** – optional integer to change the order of the remote
- **allowed\_packages** – optional list of packages allowed from this remote

**rename(remote\_name: str, new\_name: str)**

Change the name of an existing remote

**Parameters**

- **remote\_name** – The previous existing name

- **new\_name** – The new name

**user\_login**(*remote: Remote, username: str, password: str*)

Perform user authentication against the given remote with the provided username and password

**Parameters**

- **remote** – a Remote object
- **username** – the user login as str
- **password** – password str

**user\_logout**(*remote: Remote*)

Logout from the given Remote

**Parameters**

- **remote** – The Remote object to logout

## Search API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class SearchAPI(conan_api)
```

## List API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class ListAPI(conan_api)
```

Get references from the recipes and packages in the cache or a remote

**static filter\_packages\_configurations**(*pkg\_configurations, query*)

**Parameters**

- **pkg\_configurations** – Dict[PkgReference, PkgConfiguration]
- **query** – str like “os=Windows AND (arch=x86 OR compiler=gcc)”

**Returns**

Dict[PkgReference, PkgConfiguration]

## Profiles API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class ProfilesAPI(conan_api)
```

```
    get_default_host()
```

**Returns**

the path to the default “host” profile, either in the cache or as defined by the user in configuration

```
    get_default_build()
```

**Returns**

the path to the default “build” profile, either in the cache or as defined by the user in configuration

```
    get_profile(profiles, settings=None, options=None, conf=None, cwd=None)
```

Computes a Profile as the result of aggregating all the user arguments, first it loads the “profiles”, composing them in order (last profile has priority), and finally adding the individual settings, options (priority over the profiles)

```
    get_path(profile, cwd=None, exists=True)
```

**Returns**

the resolved path of the given profile name, that could be in the cache, or local, depending on the “cwd”

```
    list()
```

List all the profiles file sin the cache :return: an alphabetically ordered list of profile files in the default cache location

```
    static detect()
```

**Returns**

an automatically detected Profile, with a “best guess” of the system settings

## Install API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class InstallAPI(conan_api)
```

```
    install_binaries(deps_graph, remotes=None)
```

Install binaries for dependency graph :param deps\_graph: Dependency graph to intall packages for :param remotes:

```
    install_system_requires(graph, only_info=False)
```

Install binaries for dependency graph :param only\_info: Only allow reporting and checking, but never install :param graph: Dependency graph to intall packages for

**install\_sources**(*graph, remotes*)

Install sources for dependency graph of packages to BUILD or packages that match tools.build:download\_source conf :param remotes: :param graph: Dependency graph to install packages for

**install\_consumer**(*deps\_graph, generators=None, source\_folder=None, output\_folder=None, deploy=False, deploy\_package=None, deploy\_folder=None, envs\_generation=None*)

Once a dependency graph has been installed, there are things to be done, like invoking generators for the root consumer. This is necessary for example for conanfile.txt/py, or for “conan install <ref> -g

## Graph API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

**class** GraphAPI(*conan\_api*)

**load\_root\_test\_conanfile**(*path, tested\_reference, profile\_host, profile\_build, update=None, remotes=None, lockfile=None, tested\_python\_requires=None*)

Create and initialize a root node from a test\_package/conanfile.py consumer

### Parameters

- **tested\_python\_requires** – the reference of the python\_require to be tested
- **lockfile** – Might be good to lock python-requires, build-requires
- **path** – The full path to the test\_package/conanfile.py being used
- **tested\_reference** – The full RecipeReference of the tested package
- **profile\_host** –
- **profile\_build** –
- **update** –
- **remotes** –

### Returns

a graph Node, recipe=RECIPE\_CONSUMER

**load\_graph**(*root\_node, profile\_host, profile\_build, lockfile=None, remotes=None, update=None, check\_update=False*)

Compute the dependency graph, starting from a root package, evaluation the graph with the provided configuration in profile\_build, and profile\_host. The resulting graph is a graph of recipes, but packages are not computed yet (package\_ids) will be empty in the result. The result might have errors, like version or configuration conflicts, but it is still possible to inspect it. Only trying to install such graph will fail

### Parameters

- **root\_node** – the starting point, an already initialized Node structure, as returned by the “load\_root\_node” api
- **profile\_host** – The host profile
- **profile\_build** – The build profile
- **lockfile** – A valid lockfile (None by default, means no locked)

- **remotes** – list of remotes we want to check
- **update** – (False by default), if Conan should look for newer versions or revisions for already existing recipes in the Conan cache
- **check\_update** – For “graph info” command, check if there are recipe updates

**analyze\_binaries**(*graph*, *build\_mode=None*, *remotes=None*, *update=None*, *lockfile=None*, *build\_modes\_test=None*, *tested\_graph=None*)

Given a dependency graph, will compute the `package_ids` of all recipes in the graph, and evaluate if they should be built from sources, downloaded from a remote server, or if the packages are already in the local Conan cache

#### Parameters

- **lockfile** –
- **graph** – a Conan dependency graph, as returned by “load\_graph()”
- **build\_mode** – TODO: Discuss if this should be a BuildMode object or list of arguments
- **remotes** – list of remotes
- **update** – (False by default), if Conan should look for newer versions or revisions for already existing recipes in the Conan cache
- **build\_modes\_test** – the `-build-test` argument
- **tested\_graph** – In case of a “test\_package”, the graph being tested

## Export API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class ExportAPI(conan_api)
```

## Remove API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class RemoveAPI(conan_api)
```

## Config API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class ConfigAPI(conan_api)
```

**property global\_conf**

this is the new global.conf to replace the old conan.conf that contains configuration defined with the new syntax as in profiles, this config will be composed to the profile ones and passed to the conanfiles.conf, which can be passed to collaborators

**property settings\_yml**

Returns {setting: [value, ...]} defining all the possible settings without values

## New API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class NewAPI(conan_api)
```

**get\_template(template\_folder)**

Load a template from a user absolute folder

**get\_home\_template(template\_name)**

Load a template from the Conan home templates/command/new folder

## Upload API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class UploadAPI(conan_api)
```

**check\_upstream(package\_list, remote, enabled\_remotes, force=False)**

Check if the artifacts are already in the specified remote, skipping them from the package\_list in that case

**prepare(package\_list, enabled\_remotes, metadata=None)**

Compress the recipes and packages and fill the upload\_data objects with the complete information. It doesn't perform the upload nor checks upstream to see if the recipe is still there :param package\_list: :param enabled\_remotes: :param metadata: A list of patterns of metadata that should be uploaded. Default None means all metadata will be uploaded together with the pkg artifacts. If metadata is empty string (""), it means that no metadata files should be uploaded.

**upload\_full(package\_list, remote, enabled\_remotes, check\_integrity=False, force=False, metadata=None, dry\_run=False)**



Does the whole process of uploading, including the possibility of parallelizing per recipe based on *core.upload:parallel*: - calls *check\_integrity* - checks which revision already exist in the server (not necessary to upload) - prepare the artifacts to upload (compress .tgz) - execute the actual upload - upload potential sources backups

## Download API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class DownloadAPI(conan_api)
```

```
    recipe(ref: RecipeReference, remote: Remote, metadata: List[str] | None = None)
```

Download the recipe specified in the ref from the remote. If the recipe is already in the cache it will be skipped, but the specified metadata will be downloaded.

```
    package(pref: PkgReference, remote: Remote, metadata: List[str] | None = None)
```

Download the package specified in the pref from the remote. The recipe for this package binary must already exist in the cache. If the package is already in the cache it will be skipped, but the specified metadata will be downloaded.

```
    download_full(package_list: PackagesList, remote: Remote, metadata: List[str] | None = None)
```

Download the recipes and packages specified in the package\_list from the remote, parallelized based on *core.download:parallel*

## Command API

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

```
class CommandAPI(conan_api)
```

### 9.6.5 Deployers

Deployers are a mechanism to facilitate copying files from one folder, usually the Conan cache, to user folders. While Conan provides two built-in ones (*full\_deploy* and *direct\_deploy*), users can easily manage their own with *conan config install*.

Deployers run before generators, and they can change the target folders. For example, if the *--deployer=full\_deploy* deployer runs before *CMakeDeps*, the files generated by *CMakeDeps* will point to the local copy in the user folder done by the *full\_deploy* deployer, and not to the Conan cache. Multiple deployers can be specified by supplying more than one *--deployer=* argument, and they will be ran in order of appearance.

Deployers can be multi-configuration. Running *conan install . --deployer=full\_deploy* repeatedly for different profiles can achieve a fully self-contained project, including all the artifacts, binaries, and build files. This project will be completely independent of Conan and no longer require it at all to build. Use the *--deployer-folder* argument to change the base folder output path for the deployer as desired.

## Built-in deployers

### full\_deploy

Deploys each package folder of every dependency to your recipe's `output_folder` in a subfolder tree based on:

1. The build context
2. The dependency name and version
3. The build type
4. The build arch

Then every dependency will end up in a folder such as:

```
[OUTPUT_FOLDER]/full_deploy/host/dep/0.1/Release/x86_64
```

See a full example of the usage of `full_deploy` deployer in *Creating a Conan-agnostic deploy of dependencies for developer use*.

### direct\_deploy

Same as `full_deploy`, but only processes your recipe's *direct* dependencies. This deployer will output your dependencies in a tree folder such as:

```
[OUTPUT_FOLDER]/direct_deploy/dep
```

**Warning:** The built-in deployers are in **preview**. See *the Conan stability* section for more information.

## configuration

Both the `full_deploy` and the `direct_deploy` understand when the conf `tools.deployer:symlinks` is set to `False` to disable deployers copying symlinks. This can be convenient in systems that do not support symlinks and could fail if deploying packages that contain symlinks.

## Custom deployers

Custom deployers can be managed via `conan config install`. When looking for a specific deployer, Conan will look in these locations for the deployer in the following order:

1. Absolute paths
2. Relative to `cwd`
3. In the `[CONAN_HOME]/extensions/deployers` folder
4. As built-in deployers

Conan will look for a `deploy()` method to call for each installed file. The function signature of your custom deployers should be as follows:

Listing 142: `my_custom_deployer.py`

```
def deploy(graph, output_folder: str, **kwargs):
```

(Note that the arguments are passed as named parameters, so both the `graph` and `output_folder` names are mandatory)

The `**kwargs` is mandatory even if not used, as new arguments can be added in future Conan versions, and those would break if `**kwargs` is not defined.

You can access your conanfile object with `graph.root.conanfile`. See [ConanFile.dependencies](#) for information on how to iterate over its dependencies. Your custom deployer can now be invoked as if it were a built-in deployer using the filename in which it's found, in this case `conan install . --deployer=my_custom_deployer`. Note that supplying the `.py` extension is optional.

See the [custom deployers](#) section for examples on how to implement your own deployers.

### 9.6.6 Hooks

The Conan hooks is a feature intended to extend the Conan functionalities to perform certain orthogonal operations, like some quality checks, in different stages of a package creation process, like pre-build and post-build.

#### Hook structure

A hook is a Python function that will be executed at certain points of Conan workflow to customize the client behavior without modifying the client sources or the recipe ones.

Here is an example of a simple hook:

Listing 143: `hook_example.py`

```
from conan.tools.files import load

def pre_export(conanfile):
    for field in ["url", "license", "description"]:
        field_value = getattr(conanfile, field, None)
        if not field_value:
            conanfile.output.error(f"[REQUIRED ATTRIBUTES] Conanfile doesn't have '
↳{field}'.

                                     It is recommended to add it as attribute.")
```

This hook checks the recipe content prior to it being exported. Basically the `pre_export()` function checks the attributes of the `conanfile` object to see if there is an URL, a license and a description and if missing, warns the user with a message through the `conanfile.output`. This is done **before** the recipe is exported to the local cache.

Any kind of Python script can be executed. You can create global functions and call them from different hook functions, import from a relative module and warn, error or even raise to abort the Conan client execution.

## Importing from a module

The hook interface should always be placed inside a Python file with the name of the hook starting by *hook\_* and with the extension *.py*. It also should be stored in the `<conan_home>/extensions/hooks` folder. However, you can use functionalities from imported modules if you have them installed in your system or if they are installed with Conan:

Listing 144: hook\_example.py

```
import requests
from conan.tools.files import replace_in_file

def post_package(conanfile):
    if not os.path.isdir(os.path.join(conanfile.package_folder, "licenses")):
        response = requests.get('https://api.github.com/repos/company/repository/
↳contents/LICENSE')
```

You can also import functionalities from a relative module:

```
hooks
├── custom_module
│   ├── custom.py
│   └── __init__.py
└── hook_printer.py
```

Inside the *custom.py* from my *custom\_module* there is:

Listing 145: custom.py

```
def my_printer(conanfile):
    conanfile.output.info("my_printer(): CUSTOM MODULE")
```

And it can be used in the hook importing the module, just like regular Python:

Listing 146: hook\_printer.py

```
from custom_module.custom import my_printer

def pre_export(conanfile):
    my_printer(conanfile)
```

## Hook interface

Here you can see a complete example of all the hook functions available:

Listing 147: hook\_full.py

```
def pre_export(conanfile):
    conanfile.output.info("Running before to execute export() method.")

def post_export(conanfile):
    conanfile.output.info("Running after of executing export() method.")

def pre_source(conanfile):
    conanfile.output.info("Running before to execute source() method.")
```

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```
def post_source(conanfile):
    conanfile.output.info("Running after of executing source() method.")

def pre_generate(conanfile):
    conanfile.output.info("Running before to execute generate() method.")

def post_generate(conanfile):
    conanfile.output.info("Running after of executing generate() method.")

def pre_build(conanfile):
    conanfile.output.info("Running before to execute build() method.")

def post_build(conanfile):
    conanfile.output.info("Running after of executing build() method.")

def pre_package(conanfile):
    conanfile.output.info("Running before to execute package() method.")

def post_package(conanfile):
    conanfile.output.info("Running after of executing package() method.")

def pre_package_info(conanfile):
    conanfile.output.info("Running before to execute package_info() method.")

def post_package_info(conanfile):
    conanfile.output.info("Running after of executing package_info() method.")
```

Functions of the hooks are intended to be self-descriptive regarding to the execution of them. For example, the `pre_package()` function is called just before the `package()` method of the recipe is executed.

All hook methods are filled only with the same single object:

- **conanfile**: It is a regular `ConanFile` object loaded from the recipe that received the Conan command. It has its normal attributes and dynamic objects such as `build_folder`, `package_folder`, `output`, `dependencies`, `options` ...

## Storage, activation and sharing

Hooks are Python files stored under `<conan_home>/extensions/hooks` folder and **their file name should start with `hook_` and end with the `.py` extension.**

The activation of the hooks is done automatically once the hook file is stored in the hook folder. In case storing in subfolders, it works automatically too.

To deactivate a hook, its file should be removed from the hook folder. There is no configuration which can deactivate but keep the file stored in hooks folder.

## Official Hooks

There are some officially maintained hooks in its own repository in [Conan hooks GitHub](#), but mostly are only compatible with Conan 1.x, so please, check first the [README](#) to have information which hooks are compatible with Conan v2.

### 9.6.7 Binary compatibility

This plugin, located in the cache `extensions/plugins/compatibility/compatibility.py` allows defining custom rules for the binary compatibility of packages across settings and options. It has some built-in logic implemented, but can be customized.

The interface is a single function called `def compatibility(conanfile)` that receives a single `conanfile` object as argument. Its return will be equal to the `compatibility()` recipe method, an ordered list of variations over `settings`, `options` that is considered to be binary compatible. Conan will check that list in order for binary existence until one binary is found. The following would be valid syntax (but not an useful or working one, as it will fail in Windows, for example):

```
def compatibility(conanfile):
    result = []
    if conanfile.settings.build_type == "Debug":
        result.append({"settings": [("build_type", "Release")]})
    return result
```

Conan provides a default `compatibility.py` implementation that implements binary compatibility for different `compiler.cppstd` and `compiler.cstd` values. That is, by default it assumes that binaries built with different `cppstd` and `cstd` values (for the same compiler and compiler version) are binary compatible, and can be linked together without issues.

The `compiler.cppstd` must be defined in profiles in most C++ scenarios. If a binary for a given `compiler.cppstd` value doesn't exist (that means, a binary built with exactly that setting), Conan default `compatibility.py` will iterate the supported `cppstd` values by that compiler version. It is possible to disable this behavior for any specific package, adding to the package `conanfile.py` recipe the `extension_properties = {"compatibility_cppstd": False}` attribute, read the [extension\\_properties docs](#).

From Conan 2.4, the `compiler.cstd` setting is available. It will only be taken into account in the computation of packages `package_id` when their recipes explicitly declare the `languages = "C"` attribute.

Some important rules:

- The built-in `compatibility.py` is subject to changes in future releases. To avoid being updated in the future, please remove the first comment `# This file was generated by Conan`.

**Warning:** The `compatibility.py` feature is in **preview**. The current default `compatibility.py` is **experimental**. See the [Conan stability](#) section for more information.

See also:

Read the [binary model reference](#) for a full view of the Conan binary model.

### 9.6.8 Profile plugin

The `profile.py` extension plugin is a Python script that receives one profile and allow checking and modifying it.

This plugin is located in the `extensions/plugins/profile.py` cache folder.

This `profile.py` contains a default implementation that does:

- Will try to define `compiler.runtime_type` for `msvc` and `clang` compilers (in Windows) if it is not defined, and it will define it to match the `settings.build_type`. That allow users to let it undefined in profiles, and switch it conveniently in command line just with `-s build_type=Debug`
- Will check the `compiler.cppstd` value if defined to validate if the current compiler version has support for it. For example, if a developer tries to use `-s compiler=gcc -s compiler.version=5 -s compiler.cppstd=20`, it will raise an error.
- Even though the `profile.py` plugin has some provision to handle `compiler.cstd` checks, they are not implemented yet, so the plugin will be permissive regarding definition errors, please make sure the `compiler.cstd` is actually supported by your compiler version.

Users can customize this `profile.py` and distribute it via `conan config install`, in that case, the first lines should be removed:

```
# This file was generated by Conan. Remove this comment if you edit this file or Conan
# will destroy your changes.
```

And `profile.py` should contain one function with the signature:

```
def profile_plugin(profile):
    settings = profile.settings
    print(settings)
```

When a profile is computed, it will display something like:

```
OrderedDict([('arch', 'x86_64'), ('build_type', 'Release'), ('compiler', 'msvc'), (
↪ 'compiler.cppstd', '14'), ('compiler.runtime', 'dynamic'), ('compiler.runtime_type',
↪ 'Release'), ('compiler.version', '192'), ('os', 'Windows')])
```

See also:

- See the documentation about the [Conan profiles](#).

### 9.6.9 Authorization plugins

**Warning:** This feature is experimental and subject to breaking changes. See [the Conan stability](#) section for more information.

Regarding authorization, we have two plugins: one focused on remote [Conan servers](#) authorization, `auth_remote.py`, and another focused on authorization for source file servers, `auth_source.py`.

The idea behind these plugins is to create custom integrations with each user's secrets managers.

## Auth remote plugin

This first plugin is a Python script that receives a `remote` object and an optional parameter: `user`. If the user is provided, the expected output is the credentials that use that username. The output should be a tuple of the username that we want to use for that remote, or `None` if no credentials are specified for that remote and we want Conan to follow the normal login flow.

This plugin is located at the path `<CONAN_HOME>/extensions/plugins/auth_remote.py` and must be manually created with the name `auth_remote.py`, containing a function named `auth_remote_plugin(remote, user=None, **kwargs)`.

The order for retrieving credentials is as follows:

- First, an attempt is made to obtain the credentials from the `auth_remote_plugin`.
- If it doesn't exist or returns `None`, the next step is to check `credentials.json`.
- After that, the environment variables are searched.
- Finally, the credentials are obtained through an interactive prompt.

Here we can see an example of a plugin implementation.

```
def auth_remote_plugin(remote, user=None, **kwargs):
    if remote.url.startswith("https://artifactory.my-org/"):
        return "admin", "password"
```

## Auth source plugin

This one is a Python script that receives an `url` as a parameter and outputs a dictionary with the credentials or access token. It can also return `None` to indicate that Conan should proceed with its normal login flow.

This plugin is located at the path `<CONAN_HOME>/extensions/plugins/auth_source.py` and must be manually created with the name `auth_source.py`, containing a function named `auth_source_plugin(url, **kwargs)`.

The order for retrieving the credentials is as follows:

- First, an attempt is made to obtain the credentials from the `auth_source_plugin`.
- If it doesn't exist or returns `None`, an attempt is made to retrieve them from `source_credentials.json`.

Here we can see an example of a plugin implementation.

```
def auth_source_plugin(url, **kwargs):
    if url.startswith("https://my-sources-user-password.my-org/"):
        return {'user': 'my-user', 'password': 'my-password'}
    elif url.startswith("https://my-private-token-sources.my-org/"):
        return {'token': 'my-secure-token'}
```

---

**Note:** These plugins can be shared and installed using `conan config install` or `conan config install-pkg`

**Important:** Ensure that your plugins and configurations do **not** contain hardcoded secrets or sensitive data. Instead, passwords should be retrieved using your implementation with a secret manager.

---



### 9.6.10 Command wrapper

The `cmd_wrapper.py` extension plugin is a Python script that receives the command line argument provided by `self.run()` recipe calls, and allows intercepting them and returning a new one.

This plugin must be located in the `extensions/plugins/cache` folder, and can be installed with the `conan config install` command.

For example:

```
def cmd_wrapper(cmd, **kwargs):
    return 'echo "{}"'.format(cmd)
```

Would just intercept the commands and display them to terminal, which means that all commands in all recipes `self.run()` will not execute, but just be echoed.

The `**kwargs` is a mandatory generic argument to be robust against future changes and injection by Conan of new keyword arguments. Not adding it, even if not used could make the extension fail in future Conan versions.

A more common use case would be the injection of a parallelization tools over some commands, which could look like:

```
def cmd_wrapper(cmd, **kwargs):
    # lets parallelize only CMake invocations
    if cmd.startswith("cmake"):
        return 'parallel-build "{}" --parallel-argument'.format(cmd)
    # otherwise return same command, not modified
    return cmd
```

The `conanfile` object is passed as an argument, so it is possible to customize the behavior depending on the caller:

```
def cmd_wrapper(cmd, conanfile, **kwargs):
    # Let's parallelize only CMake invocations, for a few specific heavy packages
    name = conanfile.ref.name
    heavy_pkgs = ["qt", "boost", "abseil", "opencv", "ffmpeg"]
    if cmd.startswith("cmake") and name in heavy_pkgs:
        return 'parallel-build "{}" --parallel-argument'.format(cmd)
    # otherwise return same command, not modified
    return cmd
```

### 9.6.11 Package signing

**Warning:** The package signing plugin is in **preview**. See [the Conan stability](#) section for more information.

This plugin, which must be located in the cache `extensions/plugins/sign/sign.py` file contains 2 methods:

- The `sign(ref, artifacts_folder, signature_folder, **kwargs)` executes for every recipe and package that is to be uploaded to a server. The `ref` is the full reference to the artifact, it can be either a recipe reference or a package reference. The `artifacts_folder` is the folder containing the files to be uploaded, typically the `conanfile.py`, `conan_package.tgz`, `conanmanifest.txt`, etc. The `signature_folder` contains the folder in which the generated files should be written.
- The `verify(ref, artifacts_folder, signature_folder, files, **kwargs)` executes when a package is installed from a server, receives the same arguments as above and should be used to verify the integrity or correctness of the signatures. The `files` is an iterable of downloaded files, because this function can be called

twice when a package is being installed: first, the recipe is installed, and `verify()` will be called with the recipe files, that is `conanfile.py`, `conandata.yml`, etc. But also, when a package is being built from sources, it is possible that the recipe exported `conan_sources.tgz` file is also downloaded, and the `verify()` function will be called again, now this time with the `files` argument containing `conan_sources.tgz` only.

Example of a package signer that puts the artifact filenames in a file called `signature.asc` when the package is uploaded and assert that the downloaded artifacts are in the downloaded `signature.asc`:

```
import os

def sign(ref, artifacts_folder, signature_folder, **kwargs):
    print("Signing ref: ", ref)
    print("Signing folder: ", artifacts_folder)
    files = []
    for f in sorted(os.listdir(artifacts_folder)):
        if os.path.isfile(os.path.join(artifacts_folder, f)):
            files.append(f)
    signature = os.path.join(signature_folder, "signature.asc")
    open(signature, "w").write("\n".join(files))

def verify(ref, artifacts_folder, signature_folder, files, **kwargs):
    print("Verifying ref: ", ref)
    print("Verifying folder: ", artifacts_folder)
    signature = os.path.join(signature_folder, "signature.asc")
    contents = open(signature).read()
    print("verifying contents", contents)
    for f in files:
        print("VERIFYING ", f)
        if os.path.isfile(os.path.join(artifacts_folder, f)):
            assert f in contents
```

Note that the `**kwargs` argument is important to avoid future changes adding new arguments that would otherwise break the plugin, please make sure to add it to your methods.

## 9.7 Environment variables

These are very few environment variables that can be used to configure some of the Conan behavior. These variables are the exception, for customization and configuration control, Conan uses the *global.conf configuration* and the *profile [conf] section*

### 9.7.1 CONAN\_HOME

This variable controls the location of the Conan home folder. By default, if it is not defined, it will be `<username>/ .conan2`.

---

**Note:** Recall that the Conan package cache, contained in the Conan home, is not concurrent. Different parallel tasks like those that can happen in CI, need to use a separate cache, and defining `CONAN_HOME` is the way to do it.

---

## 9.7.2 CONAN\_DEFAULT\_PROFILE

The default profile will be the "default" file in the Conan cache. This environment variable allows to define a different default name. There are also conf items `core:default_profile` and `core:default_build_profile` to define such default profile names, this env-var should be used only when the conf is not enough.

## 9.7.3 Remote login variables

`CONAN_LOGIN_USERNAME`, `CONAN_LOGIN_USERNAME_{REMOTE_NAME}` define the login username for a given remote. `CONAN_PASSWORD`, `CONAN_PASSWORD_{REMOTE_NAME}` define the login password for a given remote.

These environment variables are just a substitute of the interactive input of the username or password when Conan CLI requests it. They do not perform any kind of authentication unless the remote server throws an authentication challenge. That means that for some remote servers configured to allow anonymous usage, these will not be used, and the user will remain as an unauthenticated user, unless a `conan remote login` or `conan remote auth` is done first.

When the Conan CLI is about to ask the user for the remote password, it will check the variable `CONAN_LOGIN_USERNAME_{REMOTE_NAME}` or `CONAN_PASSWORD_{REMOTE_NAME}` first, if the variable is not declared Conan will try to use the variable `CONAN_LOGIN_USERNAME` and `CONAN_PASSWORD` respectively, if the variable is not declared either, Conan will request to the user to input a password or fail.

The remote name is transformed to all uppercase. If the remote name contains "-", you have to replace it with "\_" in the variable name.

---

### Note:

- These variables are useful for unattended executions like CI servers or automated tasks, as CI secrets
  - These variables are not recommended for developer machines.
  - Recall that these variables do not perform authentication unless the remote server requests it.
  - The `core:non_interactive` conf can be defined in `global.conf` to force Conan to fail if any interactive prompt is requested, to avoid CI process being stuck.
- 

## 9.7.4 Terminal color variables

Conan default behavior is try to autodetect the output. If the output is redirected to a file, or other support not `tty`, that cannot print colors, it will disable colored output. For regular terminals, it will try to do colored output, unless some of the following change that behavior:

- `CLICOLOR_FORCE` Forces the generation of terminal color escape characters, no matter what the autodetection of terminal is.
- `NO_COLOR` disables the generation of color escape characters. This will be ignored if `CLICOLOR_FORCE` is activated.
- `CONAN_COLOR_DARK` will revert the color scheme for white/light background terminals (default assumes dark background).

## 9.7.5 Logging

The environment variable `CONAN_LOG_LEVEL` can define the Conan command line verbosity in the same way that the `-v` command line argument, with the same values (`error`, `verbose`, etc.). It also has priority over the value of the command line arg if both are present. This can be useful to temporarily change the log level in CI pipelines, in automation, etc., without needing to modify the command line arguments.

## 9.8 The binary model

This section introduces first how the `package_id`, the package binaries identifier is computed, hashing the configuration (settings + options + dependencies versions). While the effect of `settings` and `options` is more straightforward, understanding the effects of the dependencies requires more explanations, so that will be done in its own section.

Conan binary model is extensible, and users can define their custom settings, options and configuration to model their own binaries characteristics.

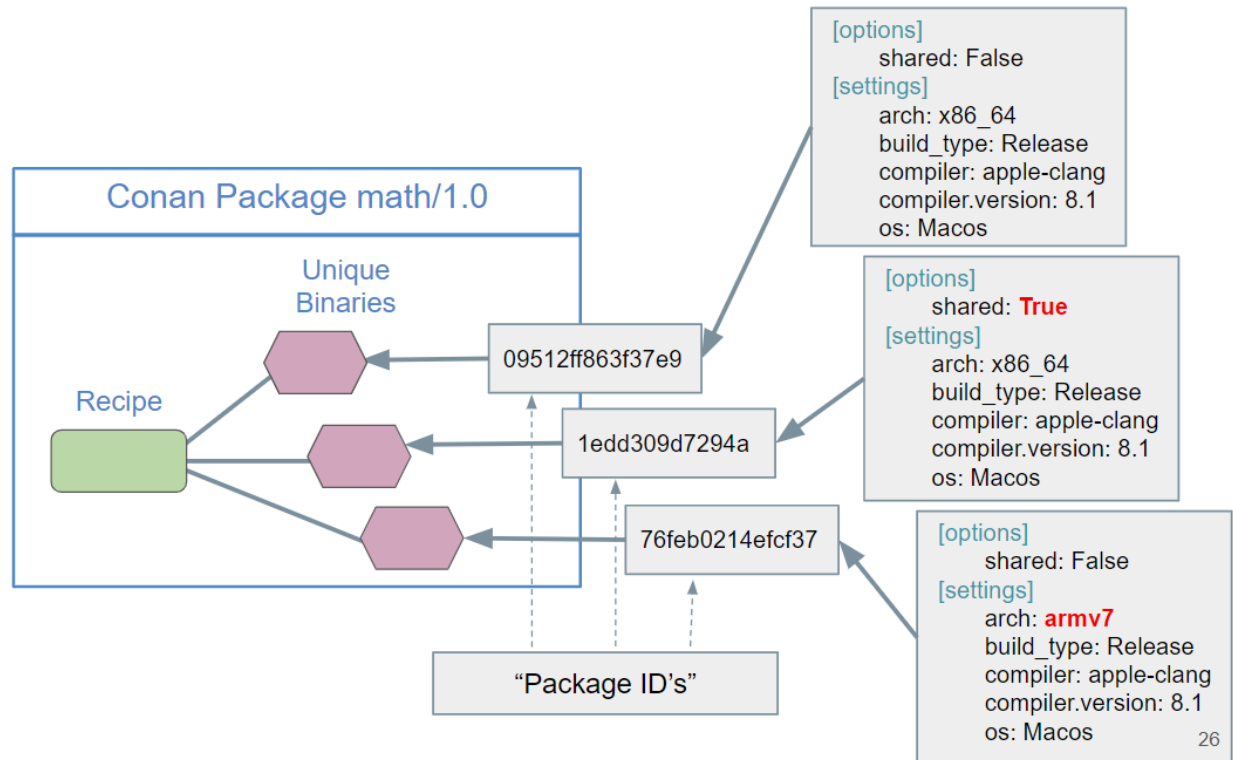
Finally, the default binary compatibility model will be described, and how it can be customized to adapt to different needs.

### 9.8.1 How the `package_id` is computed

Let's take some package and list its binaries, for example:

```
$ conan list "zlib/1.2.13:*" -r=conancenter
Local Cache
  zlib
    zlib/1.2.13
      revisions
        97d5730b529b4224045fe7090592d4c1 (2023-08-22 02:51:57 UTC)
          packages
            d62dff20d86436b9c58ddc0162499d197be9de1e # package_id
              info
                settings
                  arch: x86_64
                  build_type: Release
                  compiler: apple-clang
                  compiler.version: 13
                  os: MacOS
                options
                  fPIC: True
                  shared: False
            abe5e2b04ea92ce2ee91bc9834317dbe66628206 # package_id
              info
                settings
                  arch: x86_64
                  build_type: Release
                  compiler: gcc
                  compiler.version: 11
                  os: Linux
                options
                  shared: True
```

We can see several binaries for the latest recipe revision of zlib/1.2.13. Every binary is identified by its own `package_id`, and below it we can see some information for that binary under `info`. This information is the one used to compute the `package_id`. Every time something changes in this information, like the architecture, or being a static or a shared library, a new `package_id` is computed because it represents a different binary.



The `package_id` is computed as the sha1 hash of the `conaninfo.txt` file, containing the info displayed above. It is relatively easy to display such file:

```
$ conan install --requires=zlib/1.2.13 --build=missing
# Use the <package-id> listed in the install
$ conan cache path zlib/1.2.13:<package-id>
# cat the conaninfo.txt in the returned path
$ cat <path>/conaninfo.txt
[settings]
arch=x86_64
build_type=Release
compiler=msvc
compiler.runtime=dynamic
compiler.runtime_type=Release
compiler.version=193
os=Windows
[options]
shared=False
$ sha1sum <path>/conaninfo.txt
# Should be the "package_id"!
```

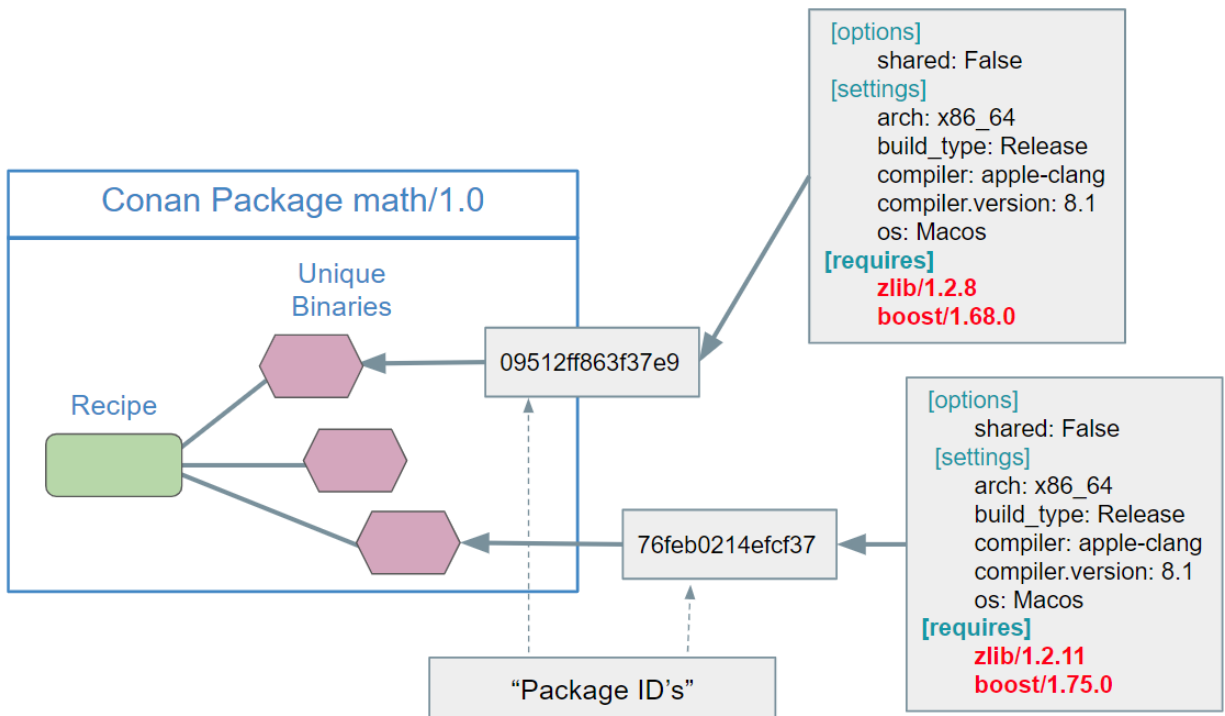
The `package_id` is the sha1 checksum of the `conaninfo.txt` file inside the package. You can validate it with the `sha1sum` utility.

If now we have a look to the binaries of `openssl` we can see something like:

```
$ conan list "openssl/3.1.2:*" -r=conancenter
conancenter
openssl
  openssl/3.1.2
    revisions
      8879e931d726a8aad7f372e28470faa1 (2023-09-13 18:52:54 UTC)
    packages
      0348efdc0e319fb58ea747bb94dbd88850d6dd1 # package_id
    info
      settings
        arch: x86_64
        build_type: Release
        compiler: apple-clang
        compiler.version: 13
        os: MacOS
      options
        386: False
        ...
        shared: True
      requires
        zlib/1.3.Z
```

We see now that the `conaninfo.txt` contains a new section the `requires` section. This happens because `openssl` depends on `zlib`, and due to the C and C++ compilation model, the dependencies can affect the binaries that use them. Some examples are when using inline or templates from `#include` header files of the dependency.

Expanding the image above:



As it can be seen, even if the settings and the options are the same, different binaries will be obtained if the dependencies versions change. In the next section *how the versions affect the package\_id* is explained.

## 9.8.2 How settings and options of a recipe influence its package ID

In Conan, a package ID is a unique identifier for a package binary that takes into account all the factors that affect its binary compatibility. These factors include recipe options and settings as well as requirements or tool requirements.

Let's see how settings and options affect the package ID and some examples where they should not.

### How settings influence the package ID

Settings are development project-wide variables, like the compiler, its version, or the OS itself. These variable values have to be defined, they should match the values of our development environment, and they cannot have a default value like options do.

For example, let's define a recipe that generates packages that are only OS dependent:

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "pkg"
    version = "1.0.0"
    settings = "os" # Only OS setting affects the package ID
```

If we generate a package from this recipe for Linux we will get the following package ID:

```
$ conan create . --settings os=Linux
...
pkg/1.0.0: Package '9a4eb3c8701508aa9458b1a73d0633783ecc2270' created

$ conan list pkg/1.0.0:*
Local Cache
  pkg
    pkg/1.0.0
      revisions
        476929a74c859bb5f646363a4900f7cf (2024-03-07 09:13:43 UTC)
          packages
            9a4eb3c8701508aa9458b1a73d0633783ecc2270
              info
                settings
                  os: Linux
```

If we do the same thing with Windows, now the package ID will be different:

```
$ conan create . --settings os=Windows
...
pkg/1.0.0: Package 'ebec3dc6d7f6b907b3ada0c3d3cdc83613a2b715' created

$ conan list pkg/1.0.0:*
Local Cache
  pkg
    pkg/1.0.0
      revisions
        476929a74c859bb5f646363a4900f7cf (2024-03-07 09:13:43 UTC)
          packages
            9a4eb3c8701508aa9458b1a73d0633783ecc2270
```

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```

info
  settings
    os: Linux
ebec3dc6d7f6b907b3ada0c3d3cdc83613a2b715
info
  settings
    os: Windows

```

Whenever a value of the settings or subsettings changes, the package ID will be different to reflect that.

The most common usage for settings is to model the different project-wide aspects that might influence the package ID. A recipe that does that will be:

```

from conan import ConanFile

class Pkg(ConanFile):
    name = "pkg"
    version = "1.0.0"
    settings = "os", "arch", "compiler", "build_type"

```

Now, compiling a package with different compiler versions will result into different package IDs:

```

$ conan create . --settings compiler.version=192
...
pkg/1.0.0: Package '4f267380690f99b3ef385199826c268f63147457' created

$ conan create . --settings compiler.version=193
...
pkg/1.0.0: Package 'c13a22a41ecd72caf9e556f68b406569547e0861' created

$ conan list pkg/1.0.0:*
Local Cache
  pkg
    pkg/1.0.0
      revisions
        f1f48830ecb04f3b328429b390fc5de8 (2024-03-07 09:21:07 UTC)
          packages
            4f267380690f99b3ef385199826c268f63147457
              info
                settings
                  arch: x86_64
                  build_type: Release
                  compiler: msvc
                  compiler.cppstd: 14
                  compiler.runtime: dynamic
                  compiler.runtime_type: Release
                  compiler.version: 192
                  os: Windows
            c13a22a41ecd72caf9e556f68b406569547e0861
              info
                settings
                  arch: x86_64
                  build_type: Release

```

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```

compiler: msvc
compiler.cppstd: 14
compiler.runtime: dynamic
compiler.runtime_type: Release
compiler.version: 193
os: Windows

```

## Removing settings for a package used as a tool\_require

There could be cases when a setting should not influence the resulting package ID. An example of this could be when a recipe packages a tool that would be used to build other packages via `tool_requires`

In that case, the value of the compiler used is needed for the compilation of the tool but not that relevant for consumers, as we only want to execute the tool to build other projects. So we could eventually remove the influence of the compiler from the package ID:

```

from conan import ConanFile

class CMake(ConanFile):
    name = "cmake"
    version = "1.0.0"
    settings = "os", "arch", "compiler", "build_type" # Only OS and architecture_
    ↪influence the resulting package

    def build(self):
        # self.settings.compiler value will be used here to compile cmake

    def package_id(self):
        # Remove compiler setting from package ID
        del self.info.settings.compiler

```

Why not removing the setting from the `settings` attribute? Because the compiler value is still needed in the `build()` method to perform the compilation of the executable.

**Note:** In the case we are generating our own executables (our own apps, not a `tool_require`), **removing the compiler setting from package ID is not recommended**, as we would always want to know that the package was generated with a specific compiler.

However, in case we are packaging a tool that does not even require a compiler input for building (a python script for example), we could also directly remove the settings attribute:

```

from conan import ConanFile

class MyPythonScripts(ConanFile):
    name = "my-python-scripts"
    version = "1.0.0"
    # No settings this time

```

Or, if the tool is platform specific we can just keep the OS and architecture information:

```
from conan import ConanFile

class MyScripts(ConanFile):
    name = "my-scripts"
    version = "1.0.0"
    settings = "os", "arch"
```

## How options influence the package ID

Options are used to specify characteristics that are particular to a single recipe, contrasting with settings that generally remain consistent across recipes within a project. They are usually a set of particular characteristics of a library executable or conan package may have.

For example, a *shared* option is a very common option used in recipes that can produce shared libraries. However, it could not be a setting as not all recipes produce shared libraries.

```
from conan import ConanFile

class Pkg(ConanFile):
    name = "pkg"
    version = "1.0.0"
    options = {"shared": [True, False]}
    default_options = {"shared": True}
```

As in the previous case with settings, the different values of an option will influence the package ID and therefore, generate different packages depending on it.

```
$ conan create . --options shared=True
...
pkg/1.0.0: Package '1744785cb24e3bdca70e27041dc5abd20476f947' created

$ conan create . --options shared=False
...
pkg/1.0.0: Package '55c609fe8808aa5308134cb5989d23d3caffccf2' created
```

In the same way, there might be “options” that are needed as input in a recipe to generate a package which shouldn’t be taken into account in the package ID. An example of this could be an option to control something that during the build phase but that does not influence the package result, like the *verbosity* of a compilation. In that case, the recipe should remove the option in the *package\_id()* method:

However, the general advice is that **options should always affect the package ID**, and in case we would like to have an input to the recipe that should **not** affect it, it should be done via the *conf* section of your profile. Then in the recipe we should just add:

```
from conan import ConanFile

class MyPkg(ConanFile):
    name = "my-pkg"
    version = "1.0.0"

    def build(self):
        verbosity = self.conf.get("user.my-pkg:verbosity")
```

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```
self.output.info(f"Using verbosity level: {verbosity}")
...
```

Listing 148: *myprofile*

```
[conf]
user.my-pkg:verbosity=silent
```

That way the package ID will be not affected, the recipe will be cleaner (without irrelevant options for package ID) and the input is easily managed via the profile's conf section.

**See also:**

- [How the package\\_id is computed](#)
- [Configure settings and options in recipes](#)

### 9.8.3 The effect of dependencies on package\_id

When a given package depends on a another package and uses it, the effect of dependencies can be different based on the package types:

For libraries:

- **Non-embed mode:** When an application or a shared library depends on another shared library, or when a static library depends on another static library, the “consumer” library does not do a copy of the binary artifacts of the “dependency” at all. We call it non-embed mode, the dependency binaries are not being linked or embedded in the consumer. This assumes that there are not inlined functionalities in the dependency headers, and the headers are pure interface and not implementation.
- **Embed mode:** When an application or a shared library depends on a header-only or a static-library, the dependencies binaries are copied or partially copied (depending on the linker) in the consumer binary. Also when a static library depends on a header-only library, it is considered that there will be embedding in the consumer binary of such headers, as they will also contain the implementation, it is impossible that they are a pure interface.

For applications (`tool_requires`):

- **Build mode:** When some package uses a `tool_requires` of another package, the binary artifacts in the dependency are never copied or embedded.

#### Non-embed mode

When we list the binaries of a package like `openssl` with dependencies:

```
$ conan list openssl/3.1.2:* -r=conancenter
conancenter
openssl
  openssl/3.1.2
    revisions
      8879e931d726a8aad7f372e28470faa1 (2023-09-13 18:52:54 UTC)
        packages
          0348efdc0e319fb58ea747bb94dbd88850d6dd1 # package_id
            info
              options
```

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```

        shared: True
        ...
        requires
            zlib/1.3.Z

```

This binary was a shared library, linking with `zlib` as a shared library. This means it was using “non-embed” mode. The default of non-embed mode is `minor_mode`, which means:

- All `zlib` patch versions will be mapped to the same `zlib/1.3.Z`. This means that if our `openssl/3.1.2` package binary `0348efdc0e319fb58ea747bb94dbd88850d6dd1` binary is considered binary compatible with all `zlib/1.3.Z` versions (for any `Z`), and will not require to rebuild the `openssl` binary.
- New `zlib` minor versions, like `zlib/1.4.0` will result in a “minor-mode” identifier like `zlib/1.4.Z`, and then, it will require a new `openssl/3.1.2` package binary, with a new `package_id`

## Embed mode

The following commands illustrate the concept of embed-mode. We create a `dep/0.1` package with a static library, and then we create a `app/0.1` package with an executable that links with static library inside `dep/0.1`. We can use the `conan new` command for quickly creating these two packages:

```

$ mkdir dep && cd dep
$ conan new cmake_lib -d name=dep -d version=0.1
$ conan create . -tf=""
$ cd .. && mkdir app && cd app
$ conan new cmake_exe -d name=app -d version=0.1 -d requires=dep/0.1
$ conan create .
dep/0.1: Hello World Release!
...
app/0.1: Hello World Release!

```

If we now list the `app/0.1` binaries, we will see the binary just created:

```

$ conan list app/0.1:*
Local Cache
  app/0.1
    revisions
      632e236936211ac2293ec33339ce582b (2023-09-25 22:34:17 UTC)
        packages
          3ca530d20914cf632eb00efbccc564da48190314
            info
              settings
                ...
                requires
                  dep/0.1
→ #d125304fb1fb088d5b92d4f8135f4dff:9bdee485ef71c14ac5f8a657202632bdb8b4482b

```

It is now visible that the `app/0.1` package-id depends on the full identifier of the `dep/0.1` dependency, that includes both its recipe revision and `package_id`.

If we do a change now to the `dep` code, and re-create the `dep/0.1` package, even if we don’t bump the version, it will create a new recipe revision:

```
$ cd ../dep
# Change the "src/dep.cpp" code to print a new message, like "Hello Moon"
$ conan create . -tf=""
# New recipe revision dep/0.1#1c90e8b8306c359b103da31faeee824c
```

So if we try now to install app/0.1 binary, it will fail with a “missing binary” error:

```
$ conan install --requires=app/0.1
ERROR: Missing binary: app/0.1:ef2b5ed33d26b35b9147c90b27b217e2c7bde2d0

app/0.1: WARN: Can't find a 'app/0.1' package binary
→ 'ef2b5ed33d26b35b9147c90b27b217e2c7bde2d0' for the configuration:
[settings]
...
[requires]
dep/0.1#1c90e8b8306c359b103da31faeee824c:9bdee485ef71c14ac5f8a657202632bdb8b4482b

ERROR: Missing prebuilt package for 'app/0.1'
```

As the app executable links with the dep static library, it needs to be rebuilt to include the latest changes, even if dep/0.1 didn't bump its version, app/0.1 depends on “embed-mode” on dep/0.1, so it will use down to the package\_id of such dependency identifier.

Let's build the new app/0.1 binary:

```
$ cd ../app
$ conan create .
dep/0.1: Hello Moon Release! # Message changed to Moon
...
app/0.1: Hello World Release!
```

Now we will have two app/0.1 different binaries:

```
$ conan list "app/0.1:*"
Local Cache
  app
    app/0.1
      revisions
        632e236936211ac2293ec33339ce582b (2023-09-25 22:49:32 UTC)
          packages
            3ca530d20914cf632eb00efbccc564da48190314
              info
                settings
                ...
                requires
                  dep/0.1
                  → #d125304fb1fb088d5b92d4f8135f4dff:9bdee485ef71c14ac5f8a657202632bdb8b4482b
                  ef2b5ed33d26b35b9147c90b27b217e2c7bde2d0
              info
                settings
                ...
                requires
                  dep/0.1
                  → #1c90e8b8306c359b103da31faeee824c:9bdee485ef71c14ac5f8a657202632bdb8b4482b
```

We will have these two different binaries, one of them linking with the first revision of the `dep/0.1` dependency (with the “Hello World” message), and the other binary with the other `package_id` linked with the second revision of the `dep/0.1` dependency (with the “Hello Moon” message).

The above described mode is called `full_mode`, and it is the default for the `embed_mode`.

## 9.8.4 Extending the binary model

There are a few mechanisms to extend the default Conan binary model:

### Custom settings

It is possible to add new settings or subsettings in the `settings.yml` file, something like:

```
os:
  Windows:
    new_subsetting: [null, "subvalue1", "subvalue2"]
new_root_setting: [null, "value1", "value2"]
```

Where the `null` value allows leaving the setting undefined in profiles. If not including, it will be mandatory that profiles define a value for them.

The custom settings will be used explicitly or implicitly in recipes and packages:

```
class Pkg(ConanFile):
    # If we explicitly want this package binaries to vary according to 'new_root_setting'
    settings = "os", "compiler", "build_type", "arch", "new_root_setting"
    # While all packages with 'os=Windows' will implicitly vary according to 'new_
    ↪subsetting'
```

#### See also:

For the full reference of how `settings.yml` file can be customized [visit the settings section](#). In practice, it is not necessary to modify the `settings.yml` file, and instead, it is possible to provide `settings_user.yml` file to extend the existing settings. See [the settings\\_user.yml documentation](#).

### Custom options

Options are custom to every recipe, there is no global definition of options like the `settings.yml` one.

Package `conanfile.py` recipes define their own options, with their own range of valid values and their own defaults:

```
class MyPkg(ConanFile):
    ...
    options = {"build_tests": [True, False],
              "option2": ["ANY"]}
    default_options = {"build_tests": True,
                      "option1": 42,
                      "z*:shared": True}
```

The options `shared`, `fPIC` and `header_only` have special meaning for Conan, and are considered automatically by most built-in build system integrations. They are also the recommended default to represent when a library is shared, static or header-only.

#### See also:

- *documentation for options*
- *documentation for default\_options.*
- *Defining options for dependencies in recipes does not have strong guarantees*

## Settings vs options vs conf

When to use settings or options or configuration?

- **Settings** are a project-wide configuration, something that typically affects the whole project that is being built and affects the resulting package binaries. For example, the operating system or the architecture would be naturally the same for all packages in a dependency graph, linking a Linux library to build a Windows app, or mixing architectures is impossible. Settings cannot be defaulted in a package recipe. A recipe for a given library cannot say that its default is `os=Windows`. The `os` will be given by the environment in which that recipe is processed. It is a mandatory input to be defined in the input profiles.
- On the other hand, **options** are a package-specific configuration that affects the resulting package binaries. Static or shared library are not settings that apply to all packages. Some can be header only libraries while other packages can be just data, or package executables. For example, `shared` is a common option (the default for specifying if a library can be static or shared), but packages can define and use any options they want. Options are defined in the package `conanfile.py` recipe, including their supported and default values with `options` and `default_options`.
- Configuration via `conf` is intended for configuration that does not affect the resulting package binaries in the general case. For example, building one library with the `tools.cmake.cmaketoolchain.generator=Ninja` shouldn't result in a binary different than if built with Visual Studio (just a typically faster build thanks to Ninja).

There are some exceptions to the above. For example, settings can be defined per-package using the `<pattern:>setting=value`, both in profiles and command line:

```
$ conan install . -s mypkg/*:compiler=gcc -s compiler=clang ..
```

This will use `gcc` for “mypkg” and `clang` for the rest of the dependencies (in most cases it is recommended to use the same compiler for the whole dependency graph, but some scenarios when strong binary compatibility is guaranteed, it is possible to mix libraries built with different compilers).

There are situations whereby many packages use the same option value, thereby allowing you to set its value once using patterns, like:

```
$ conan install . -o *:shared=True
```

## Custom configuration

As commented above, the Conan `conf` configuration system is intended to tune some of the tools and behaviors, but without really affecting the resulting package binaries. Some typical `conf` items are activating parallel builds, configuring “retries” when uploading to servers, or changing the CMake generator. Read more about [the Conan configuration system in this section](#).

There is also the possibility to define `user.xxxx:conf=value` for user-defined configuration, that in the same spirit as core and tools built-in configurations, do not affect the `package_id` of binaries.

But there might be some special situations in which it is really desired that some `conf` defines different `package_ids`, creating different package binaries. It is possible to do this in two different places:

- Locally, in the recipe's `package_id` method, via the `self.info.conf` attribute:

```
def package_id(self):  
    # We can get the value from the actual current conf value, or define a new value  
    value = self.conf.get("user.myconf:myitem")  
    # This `self.info.conf` will become part of the `package_id`  
    self.info.conf.define("user.myconf:myitem", value)
```

- Globally, with the `tools.info.package_id:confs` configuration, receiving as argument a list of existing configuration to be part of the package ID, so you can define in profiles:

```
tools.info.package_id:confs=["tools.build:cxxflags", ...]
```

The value of the `package_id` will contain the value provided in the `tools.build:cxxflags` and other configurations. Note that this value is managed as a string, changing the string, will produce a different result and a different `package_id`, so if this approach is used, it is very important to be very consistent with the provided values for different configurations like `tools.build:cxxflags`.

It is also possible to use regex expressions to match several `confs`, instead of listing all of them, for example `.*cmake` could match any configuration that contains “cmake” in its name (not that this is recommended, see best practices below).

---

### Note: Best practices

In general, defining variability of binaries `package_id` via `conf` should be reserved for special situations and always managed with care. Passing many different `confs` to the `tools.info.package_id:confs` can easily result in issues like missing binaries or unnecessarily building too many binaries. If that is the case, consider building higher level abstraction over your binaries with new custom settings or options.

---

## Cross build target settings

The `self.settings_target` is a `conanfile.py` attribute that becomes relevant in cross-compilation scenarios for the `tool_requires` tools in the “build” context. When we have a `tool_requires` like CMake, lets say the `cmake/3.25.3`, the package binary is independent of the possible platform that cross-compiling will target, it is the same `cmake` executable for all different target platforms. The settings for a cross-building from Windows-X64 to Linux-armv8 scenario for the `cmake` conanfile recipe would be:

- `self.settings`: The settings where the current `cmake/3.25.3` will run. As it is a tool-require, it will run in the Windows machine, so `self.settings.os = Windows` and `self.settings.arch = x86_64`.
- `self.settings_build`: The settings of the current build machine that would build this package if necessary. This is also the Windows-x64 machine, so `self.settings_build.os = Windows` and `self.settings_build.arch = x86_64` too.
- `self.settings_target`: The settings that the current application outcome will target. In this case it will be `self.settings_target.os = Linux` and `self.settings_target.arch = armv8`

In the `cmake` package scenario, as we pointed out, the target is irrelevant. It is not used in the `cmake` conanfile recipe at all, and it doesn’t affect the `package_id` of the `cmake` binary package.

But there are situations when the binary package can be different based on the target platform. For example a cross-compiler `gcc` that has a different `gcc` executable based on the target it will compile for. This is typical in the GNU ecosystem where we can find `arm-gcc` toolchains, for example, specific for a given architecture. This scenario can be reflected by Conan, extending the `package_id` with the value of these `settings_target`:



```
def package_id(self):
    self.info.settings_target = self.settings_target
    # If we only want the `os` and `arch` settings, then we remove the other:
    self.info.settings_target.rm_safe("compiler")
    self.info.settings_target.rm_safe("build_type")
```

### 9.8.5 Customizing the binary compatibility

The default binary compatibility requires an almost exact match of settings and options, and a versioned match of dependencies versions, as explained in the *previous section about dependencies*.

In summary, the required binaries `package_id` when installing dependencies should match by default:

- All the settings in the `package_id` except `compiler.cppstd` should match exactly the ones provided in the input profiles, including the compiler version. So `compiler.version=9` is different than `compiler.version=9.1`.
- The default behavior will assume binary compatibility among different `compiler.cppstd` values for C++ packages, being able to fall back to other values rather than the one specified in the input profiles, if the `cppstd` required by the input profile does not exist. This is controlled by the `compatibility.py` plugin, that can be customized by users.
- All the options in the `package_id` should match exactly the ones provided in the input profiles.
- The versions of the dependencies should match:
  - In case of “embedding dependencies”, should match the exact version, including the recipe-revision and the dependency `package_id`. The `package_revision` is never included as it is assumed to be ill-formed to have more than one `package_revision` for the same `package_id`.
  - In case of “non-embedding dependencies”, the versions of the dependencies should match down to the minor version, being the patch, `recipe_revision` and further information not taken into account.
  - In case of “tool dependencies”, the versions of the dependencies do not affect at all by default to the consumer `package_id`.

These rules can be customized and changed using different approaches, depending on the needs, as explained in following sections

### Customizing binary compatibility of settings and options

#### Information erasure in `package_id()` method

Recipes can **erase** information from their `package_id` using their `package_id()` method. For example, a package containing only an executable can decide to remove the information from `settings.compiler` and `settings.build_type` from their `package_id`, assuming that an executable built with any compiler will be valid, and that it is not necessary to store different binaries built with different compilers:

```
def package_id(self):
    del self.info.settings.compiler
    del self.info.settings.build_type
```

It is also possible to assign a value for a given setting, for example if we want to have one single binary for all gcc versions included in the `[>=5 <7>]` range, we could do:

```
def package_id(self):
    if self.info.settings.compiler == "gcc":
        version = Version(self.info.settings.compiler.version)
        if version >= "5.0" and version < "7.0":
            self.info.settings.compiler.version = "gcc5-6"
```

---

**Note: Best practice**

Note that information erasure in `package_id()` means that 1 single `package_id` will represent a whole range of different settings, but the information of what exact setting was used to create the binary will be lost, and only 1 binary can be created for that range. Re-creating the package with different settings in the range, will create a new binary that overwrites the previous one (with a new package-revision).

If we want to be able to create, store and manage different binaries for different input settings, information erasure can't be used, and using the below `compatibility` approaches is recommended.

---

**See also:**

- *Conan packages binary compatibility: the package ID*
- *package\_id() method reference*

**The compatibility() method**

Recipes can define their binary compatibility rules, using their `compatibility()` method. For example, if we want that binaries built with gcc versions 4.8, 4.7 and 4.6 to be considered compatible with the ones compiled with 4.9 we could declare a `compatibility()` method like this:

```
def compatibility(self):
    if self.settings.compiler == "gcc" and self.settings.compiler.version == "4.9":
        return [{"settings": [{"compiler.version", v}]}
                for v in ("4.8", "4.7", "4.6")]
```

Read more about the `compatibility()` method in *the compatibility() method reference*

**The compatibility.py plugin**

Compatibility can be defined globally via the `compatibility.py` plugin, in the same way that the `compatibility()` method does for one recipe, but for all packages globally.

Check the binary compatibility *compatibility.py extension*.

**Customizing binary compatibility of dependencies versions****Global default package\_id modes**

The `core.package_id:default_XXX` configurations defined in `global.conf` can be used to globally change the defaults of how dependencies affect their consumers

```
core.package_id:default_build_mode: By default, 'None'
core.package_id:default_embed_mode: By default, 'full_mode'
core.package_id:default_non_embed_mode: By default, 'minor_mode'
core.package_id:default_python_mode: By default, 'minor_mode'
core.package_id:default_unknown_mode: By default, 'semver_mode'
```

### Note: Best practices

It is strongly recommended that the `core.package_id:default_XXX` should be global, consistent and immutable accross organizations. It can be confusing to change these defaults for different projects or teams, because it will result in missing binaries.

It should also be consistent and shared with the consumers of generated packages if those packages are shared outside the organization, in that case sharing the `global.conf` file via `conan config install` could be recommended.

Consider using the Conan defaults, they should be a good balance between efficiency and safety, ensuring exact re-building for embed cases, and good control via versions for non-embed cases.

## Custom package\_id modes for recipe consumers

Recipes can define their default effect to their consumers, via some `package_id_XXXX_mode` attributes.

The `package_id_embed_mode`, `package_id_non_embed_mode`, `package_id_unknown_mode` are class attributes that can be defined in recipes to define the effect they have on their consumers `package_id`. Can be declared as:

```
from conan import ConanFile

class Pkg(ConanFile):
    ...
    package_id_embed_mode = "full_mode"
    package_id_non_embed_mode = "patch_mode"
    package_id_unknown_mode = "minor_mode"
```

Read more in [`package\_id\_{embed,non\_embed,python,unknown}\_mode`](#)

## Custom package\_id from recipe dependencies

Recipes can define how their dependencies affect their `package_id`, using the `package_id_mode` trait:

```
from conan import ConanFile

class Pkg(ConanFile):
    def requirements(self):
        self.requires("mydep/1.0", package_id_mode="patch_mode")
```

Using `package_id_mode` trait does not differentiate between the “embed” and “non-embed” cases, it is up to the user to define the correct value. It is likely that this approach should only be used for very special cases that do not have variability of shared/static libraries controlled via `options`.

Note that the `requirements()` method is evaluated while the graph is being expanded, the dependencies do not exist yet (haven’t been computed), so it is not possible to know the dependencies options. In this case it might be preferred

to use the `package_id()` method.

The `package_id()` method can define how the dependencies affect the current package with:

```
from conan import ConanFile

class Pkg(ConanFile):
    def package_id(self):
        self.info.requires["mydep"].major_mode()
```

The different modes that can be used are defined in `package_id_{embed,non_embed,python,unknown}_mode`

## 9.9 Conan Server

---

**Important:** This server is mainly used for testing (though it might work fine for small teams). We recommend using the free *Artifactory Community Edition for C/C++* for private development or **Artifactory Pro** as Enterprise solution.

---

### 9.9.1 Configuration

By default your server configuration is saved under `~/.conan_server/server.conf`, however you can modify this behaviour by either setting the `CONAN_SERVER_HOME` environment variable or launching the server with `-d` or `--server_dir` command line argument followed by desired path. In case you use one of the options your configuration file will be stored under `server_directory/server.conf`. Please note that command line argument will override the environment variable. You can change configuration values in `server.conf`, prior to launching the server. Note that the server does not support hot-reload, and thus in order to see configuration changes you will have to manually relaunch the server.

The server configuration file is by default:

```
[server]
jwt_secret: IJKhyoioUINMXCRtyrR
jwt_expire_minutes: 120

ssl_enabled: False
port: 9300

public_port:
host_name: localhost

authorize_timeout: 1800

disk_storage_path: ./data
disk_authorize_timeout: 1800
updown_secret: HJhjujkjkjKLUYyuuyHJ

[write_permissions]
# "opencv/2.3.4@lasote/testing": default_user,default_user2

[read_permissions]
*/*@*/*: *
```

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```
[users]
demo: demo
```

## Server Parameters

**Note:** The Conan server supports relative URLs, allowing you to avoid setting `host_name`, `public_port` and `ssl_enabled`. The URLs used to upload/download packages will be automatically generated in the client following the URL of the remote. This allows accessing the Conan server from different networks.

- `port`: Port where **conan\_server** will run.
- The client server authorization is done with JWT. `jwt_secret` is a random string used to generate authentication tokens. You can change it safely anytime (in fact it is a good practice). The change will just force users to log in again. `jwt_expire_minutes` is the amount of time that users remain logged-in within the client without having to introduce their credentials again.
- `host_name`: If you set `host_name`, you must use the machine's IP where you are running your server (or domain name), something like **host\_name: 192.168.1.100**. This IP (or domain name) has to be visible (and resolved) by the Conan client, so take it into account if your server has multiple network interfaces.
- `public_port`: Might be needed when running virtualized, Docker or any other kind of port redirection. File uploads/downloads are served with their own URLs, generated by the system, so the file storage backend is independent. Those URLs need the public port they have to communicate from the outside. If you leave it blank, the `port` value is used.

**Example:** Use `conan_server` in a Docker container that internally runs in the 9300 port but exposes the 9999 port (where the clients will connect to):

```
docker run ... -p9999:9300 ... # Check Docker docs for that
```

### server.conf

```
[server]

ssl_enabled: False
port: 9300
public_port: 9999
host_name: localhost
```

- `ssl_enabled` Conan doesn't handle the SSL traffic by itself, but you can use a proxy like [Nginx to redirect the SSL traffic to your Conan server](#). If your Conan clients are connecting with "https", set `ssl_enabled` to True. This way the `conan_server` will generate the upload/download urls with "https" instead of "http".

**Note: Important:** The Conan client, by default, will validate the server SSL certificates and won't connect if it's invalid. If you have self signed certificates you have two options:

1. Use the **conan remote** command to disable the SSL certificate checks. E.g., `conan remote add/update myremote https://somedir False`
2. If using the `core.net.http:cacert_path` configuration in the Conan client, append the server `.crt` file contents to the `cacert.pem` location.

The folder in which the uploaded packages are stored (i.e., the folder you would want to backup) is defined in the `disk_storage_path`. The storage backend might use a different channel, and uploads/downloads are authorized up to a maximum of `authorize_timeout` seconds. The value should be sufficient so that large downloads/uploads are not rejected, but not too big to prevent hanging up the file transfers. The value `disk_authorize_timeout` is not currently used. File transfers are authorized with their own tokens, generated with the secret `updown_secret`. This value should be different from the above `jwt_secret`.

## Permissions Parameters

By default, the server configuration when set to Read can be done anonymously, but uploading requires you to be registered users. Users can easily be registered in the `[users]` section, by defining a pair of `login: password` for each one. Plain text passwords are used at the moment, but as the server is on-premises (behind firewall), you just need to trust your sysadmin :)

If you want to restrict read/write access to specific packages, configure the `[read_permissions]` and `[write_permissions]` sections. These sections specify the sequence of patterns and authorized users, in the form:

```
# use a comma-separated, no-spaces list of users
package/version@user/channel: allowed_user1,allowed_user2
```

E.g.:

```
*/**@*/*: * # allow all users to all packages
PackageA/**@*/*: john,peter # allow john and peter access to any PackageA
*/**@project/*: john # Allow john to access any package from the "project" user
```

The rules are evaluated in order. If the left side of the pattern matches, the rule is applied and it will not continue searching for matches.

## Authentication

By default, Conan provides a simple user: `password` users list in the `server.conf` file.

There is also a plugin mechanism for setting other authentication methods. The process to install any of them is a simple two-step process:

1. Copy the authenticator source file into the `.conan_server/plugins/authenticator` folder.
2. Add `custom_authenticator: authenticator_name` to the `server.conf` `[server]` section.

This is a list of available authenticators, visit their URLs to retrieve them, but also to report issues and collaborate:

- **htpasswd**: Use your server Apache `htpasswd` file to authenticate users. Get it: <https://github.com/d-schiffner/conan-htpasswd>
- **LDAP**: Use your LDAP server to authenticate users. Get it: <https://github.com/uilianries/conan-ldap-authentication>

## Create Your Own Custom Authenticator

If you want to create your own Authenticator, create a Python module in `~/.conan_server/plugins/authenticator/my_authenticator.py`

**Example:**

```
def get_class():
    return MyAuthenticator()

class MyAuthenticator(object):
    def valid_user(self, username, plain_password):
        return username == "foo" and plain_password == "bar"
```

The module has to implement:

- A factory function `get_class()` that returns a class with a `valid_user()` method instance.
- The class containing the `valid_user()` that has to return `True` if the user and password are valid or `False` otherwise.

## Authorizations

By default, Conan uses the contents of the `[read_permissions]` and `[write_permissions]` sections to authorize or reject a request.

A plugin system is also available to customize the authorization mechanism. The installation of such a plugin is a simple two-step process:

1. Copy the authorizer's source file into the `.conan_server/plugins/authorizer` folder.
2. Add `custom_authorizer: authorizer_name` to the `server.conf` `[server]` section.

## Create Your Own Custom Authorizer

If you want to create your own Authorizer, create a Python module in `~/.conan_server/plugins/authorizer/my_authorizer.py`

**Example:**

```
from conan.internal.errors import AuthenticationException, ForbiddenException

def get_class():
    return MyAuthorizer()

class MyAuthorizer(object):
    def _check_conan(self, username, ref):
        if ref.user == username:
            return

        if username:
            raise ForbiddenException("Permission denied")
        else:
            raise AuthenticationException()
```

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```
def _check_package(self, username, pref):
    self._check(username, pref.ref)

check_read_conan = _check_conan check_write_conan = _check_conan
check_delete_conan = _check_conan check_read_package = _check_package
check_write_package = _check_package check_delete_package = _check_package
```

The module has to implement:

- A factory function `get_class()` that returns an instance of a class conforming to the Authorizer's interface.
- A class that implements all the methods defined in the Authorizer interface:
  - `check_read_conan()` is used to decide whether to allow read access to a recipe.
  - `check_write_conan()` is used to decide whether to allow write access to a recipe.
  - `check_delete_conan()` is used to decide whether to allow a recipe's deletion.
  - `check_read_package()` is used to decide whether to allow read access to a package.
  - `check_write_package()` is used to decide whether to allow write access to a package.
  - `check_delete_package()` is used to decide whether to allow a package's deletion.

The `check_*_conan()` methods are called with a username and `conans.model.ref.ConanFileReference` instance as their arguments. Meanwhile the `check_*_package()` methods are passed a username and `conans.model.ref.PackageReference` instance as their arguments. These methods should raise an exception, unless the user is allowed to perform the requested action.

## 9.9.2 Running the Conan Server with SSL using Nginx

### server.conf

```
[server] port: 9300
```

### nginx conf file

```
server {
    listen 443; server_name myservername.mydomain.com;

    location / {
        proxy_pass http://0.0.0.0:9300;
    } ssl on; ssl_certificate /etc/nginx/ssl/server.crt; ssl_certificate_key
    /etc/nginx/ssl/server.key;
}
```

### remote configuration in Conan client

```
$ conan remote add myremote https://myservername.mydomain.com
```



### 9.9.3 Running the Conan Server with SSL using Nginx in a Subdirectory

#### server.conf

```
[server] port: 9300
```

#### nginx conf file

```
server {

    listen 443; ssl on; ssl_certificate /usr/local/etc/nginx/ssl/server.crt;
    ssl_certificate_key /usr/local/etc/nginx/ssl/server.key; server_name
    myservername.mydomain.com;

    location /subdir/ {
        proxy_pass http://0.0.0.0:9300/;
    }

}
```

#### remote configuration in Conan client

```
$ conan remote add myremote https://myservername.mydomain.com/subdir/
```

### 9.9.4 Running Conan Server using Apache

You need to install `mod_wsgi`. If you want to use Conan installed from `pip`, the conf file should be similar to the following example:

#### Apache conf file (e.g., /etc/apache2/sites-available/0\_conan.conf)

```
<VirtualHost *:80>
    WSGIScriptAlias /
    /usr/local/lib/python3.6/dist-packages/conans/server/server_launcher.py
    WSGICallableObject app WSGIPassAuthorization On

    <Directory /usr/local/lib/python3.6/dist-packages/conans>
        Require all granted
    </Directory>
</VirtualHost>
```

If you want to use Conan checked out from source in, for example in `/srv/conan`, the conf file should be as follows:

#### Apache conf file (e.g., /etc/apache2/sites-available/0\_conan.conf)

```
<VirtualHost *:80>
    WSGIScriptAlias / /srv/conan/conans/server/server_launcher.py
    WSGICallableObject app WSGIPassAuthorization On

    <Directory /srv/conan/conans>
        Require all granted
    </Directory>
</VirtualHost>
```

The directive `WSGIPassAuthorization On` is needed to pass the HTTP basic authentication to Conan.

Also take into account that the server config files are located in the home of the configured Apache user, e.g., `var/www/.conan_server`, so remember to use that directory to configure your Conan server.

See also:

- *Setting-up a Conan Server*

## 9.10 Runners

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

Runners provide a seamless method to execute Conan on remote build environments like Docker ones, directly from your local setup by simply configuring your host profile.

- Installing a version of Conan with runner dependencies `pip install conan[runners]`.
- Install the tools to run each of the runners (`docker`).
- Add the `[runner]` section defined in the documentation of each runner to the host profile.

Runners:

### 9.10.1 Docker runner

**Warning:** This feature is experimental and subject to breaking changes. See *the Conan stability* section for more information.

#### How to use a docker runner

To run Conan inside a docker container you need to define a `[runner]` section in your host profile using the following fields:

- **type (mandatory):** define the runner we want to use, in this case `docker`.
- **dockerfile (optional, default None):** absolute path to a Dockerfile in case you want to build a docker image.
- **image (optional, default conan-runner-default):** docker image name you want to download from a docker registry or the name of the built image in case you define a dockerfile path.
- **cache (optional, default clean):** how docker container uses (or not) the host's Conan cache.
  - `clean`: use an empty cache.
  - `copy`: copy the host cache inside the container using the *conan cache save/restore* command.
  - `shared`: mount the host's Conan cache as a shared volume.
- **remove (optional, default false):** true or false. Remove the container after running the Conan command.
- **configfile (optional, default None):** Absolute path to a configuration file with extra parameters (see **extra configuration** section for more info).

---

**Note:**

- You can only use profiles that are inside the conan profiles folder.
- Shared cache can cause permissions issues depending on the user inside and outside the container. We recommend using the copy cache even though it may be a bit slower to setup.
- The runner profile section doesn't affect the package id.

## Extra configuration

If you need more control over the build and execution of the container, you can define more parameters inside a configfile yaml.

```
image: image_name # The image to build or run.
build:
  dockerfile: /dockerfile/path # Dockerfile path.
  build_context: /build/context/path # Path within the build context to the Dockerfile.
  build_args: # A dictionary of build arguments
    foo: bar
  cacheFrom: # A list of images used for build cache resolution
    - image_1
run:
  name: container_name # The name for this container.
  containerEnv: # Environment variables to set inside the container.
    env_var_1: env_value
  containerUser: user_name # Username or UID to run commands as inside the container.
  privileged: False # Run as privileged
  capAdd: # Add kernel capabilities.
    - SYS_ADMIN
    - MKNOD
  securityOpt: # A list of string values to customize labels for MLS systems, such as SELinux.
    - opt_1
  mount: # A dictionary to configure volumes mounted inside the container.
    /home/user1/: # The host path or a volume name
      bind: /mnt/vol2 # The path to mount the volume inside the container
      mode: rw # rw to mount the volume read/write, or ro to mount it read-only.
  network: my-network # Specifies the network for the container.
```

## How to run a conan create in a runner

**Note:** The docker runner feature is only supported by conan create command. The conan install --build command is not supported.

In the following links you can find some examples about how to use a conan docker runner:

- [Creating a Conan package using a Docker runner](#)
- [Using a docker runner configfile to parameterize the Dockerfile base image](#)



## 10.1 Cheat sheet

This is a visual cheat sheet for basic Conan commands and concepts which users can print out and use as a handy reference. It is available as both a PDF and PNG.

**Tip:** There is a [blog post](#) which goes over the changes from Conan 1.x and 2.0 as well.

PDF Format

PNG Format

### CONAN 2.0 CHEATSHEET

#### Search Packages

Search for packages in a remote

```
$ conan search "zlib/*" -r conancenter
```

#### Consume Packages

Install package using just a reference

```
$ conan install --requires zlib/1.2.13
```

Install list of packages from conanfile

```
$ cat conanfile.txt
[requires]
zlib/1.2.13
$ conan install . # path to a conanfile
```

Consume packages in build system via generators

```
$ cat conanfile.txt
[requires]
zlib/1.2.13
[generators]
CMakeToolchain
CMakeDeps
[layout]
cmake_layout
```

Install requirements and generate files

```
$ conan install . # path to a conanfile
```

Run your build system (one of the following)

```
# With CMake >= 3.23
$ cmake --preset conan-release
$ cmake --build --preset conan-release
```

#### Configure local client

Initial Conan application preparation

```
$ conan profile detect
```

Show possible Conan application configuration

```
$ conan config list
```

Contents of a profile (eg, default)

```
$ conan profile show -pr default
```

Install collection of configs

```
$ conan config install <url_or_path>
```

#### Remote repository configurations

Remote Repositories

```
$ conan remote list
```

Add a remote

```
$ conan remote add my_remote <url>
```

Provide credentials within CI pipeline for a remote

```
$ conan remote login my_remote <username> -p <password>
```

#### Display information from recipes or references

Displays attributes of conanfile.py

```
$ conan inspect . # path to a conanfile
```

Display dependency graph info for a reference

```
$ conan graph info --requires zlib/1.2.13
```

Display dependency graph info for a recipe

```
$ conan graph info . --format=html > graph.html #
path to a conanfile
```

#### Create a package

Create a recipe (conanfile.py) from templates

```
$ conan new cmake_lib --define name=hello -d
version=0.1
```

Create package from recipe for one configuration  
Also implicitly does install and export steps

```
$ conan create . # path to a conanfile
```

#### Upload a Package

One or more with wildcard support, with binaries

```
$ conan upload "zlib/*" -r my_remote
```

#### Copy packaged files out of Conan cache

Using the deploy generator

```
$ conan install --requires zlib/1.2.13 --
deploy full_deploy -g CMakeDeps
```

#### Conan Recipe Methods in Package Creation

```

graph TD
    A[From all dependency recipes] --> B[package_info()]
    B --> C[generate()]
    C --> D[build()]
    D --> E[package()]
    E --> C
    F[exports exports_sources source()] --> C
  
```

## 10.2 Core guidelines

### 10.2.1 Good practices

- **build() should be simple, prepare the builds in generate() instead:** The recipes' `generate()` method purpose is to prepare the build as much as possible. Users calling `conan install` will execute this method, and the generated files should allow users to do “native” builds (calling directly “`cmake`”, “`meson`”, etc.) as easy as possible. Thus, avoiding as much as possible any logic in the `build()` method, and moving it to the `generate()` method helps developers achieve the same build locally as the one that would be produced by a `conan create` build in the local cache.
- **Always use your own profiles in production**, instead of relying on the auto-detected profile, as the output of such auto detection can vary over time, resulting in unexpected results. Profiles (and many other configuration), can be managed with `conan config install`.
- **Developers should not be able to upload to “development” and “production” repositories** in the server. Only CI builds have write permissions in the server. Developers should only have read permissions and at most to some “playground” repositories used to work and share things with colleagues, but which packages are never used, moved or copied to the development or production repositories.
- **The test\_package purpose is to validate the correct creation of the package, not for functional testing.** The `test_package` purpose is to check that the package has been correctly created (that is, that it has correctly packaged the headers, the libraries, etc, in the right folders), not that the functionality of the package is correct. Then, it should be kept as simple as possible, like building and running an executable that uses the headers and links against a packaged library should be enough. Such execution should be as simple as possible too. Any kind of unit and functional tests should be done in the `build()` method.
- **All input sources must be common for all binary configurations:** All the “source” inputs, including the `conanfile.py`, the `conandata.yml`, the `exports` and `exports_source`, the `source()` method, patches applied in the `source()` method, cannot be conditional to anything, platform, OS or compiler, as they are shared among all configurations. Furthermore, the line endings for all these things should be the same, it is recommended to use always just line-feeds in all platforms, and do not convert or checkout to `crlf` in Windows, as that will cause different recipe revisions.
- **Keep `python_requires` as simple as possible.** Avoid transitive `python_requires`, keep them as reduced as possible, and at most, require them explicitly in a “flat” structure, without `python_requires` requiring other `python_requires`. Avoid inheritance (via `python_requires_extend`) if not strictly necessary, and avoid multiple inheritance at all costs, as it is extremely complicated, and it does not work the same as the built-in Python one.
- At the moment the **Conan cache is not concurrent**. Avoid any kind of concurrency or parallelism, for example different parallel CI jobs should use different caches (with `CONAN_HOME` env-var). This might change in the future and we will work on providing concurrency in the cache, but until then, use isolated caches for concurrent tasks.
- **Avoid ‘force’ and ‘override’ traits as a versioning mechanism.** The force and override traits to solve conflicts are not recommended as a general versioning solution, just as a temporary workaround to solve a version conflict. Its usage should be avoided whenever possible, and updating versions or version ranges in the graph to avoid the conflicts without overrides and forces is the recommended approach.
- **Please, do not abuse ‘tool\_requires’.** Those are intended only for executables like `cmake` and `ninja` running in the “build” context, not for libraries or library-like dependencies, that must use `requires` or `test_requires`.
- Positional arguments when invoking Conan should be specified first, before any named argument. For example, `conan install . -s="os=Windows"` is correct, but `conan install -s="os=Windows" .` is not. Likewise, it's recommended to use `=` instead of spaces between the name and value of named arguments. This is to avoid some ambiguity scenarios when parsing the command line arguments.

- **It is strongly discouraged to use user/channel** for any quality, stage, maturity or variable information. The `channel` part is very legacy, and should be avoided in most cases, or use a fixed string as `stable`. The `user` might be used for intra-organization private packages, while the recommendation for packages coming from ConanCenter or forks of `conan-center-index` Github repo is to use them without any `user` or `channel`, like the `zlib/1.3.1` ConanCenter references, even for customization of the recipes and packages for those third party libraries.
- The way to manage package quality, stage or maturity **promotions is by using different server repositories**, and the well known developer's best practices recommend to manage the pipelines by doing promotions (copying) immutable artifacts or packages between those different server repositories, for example copying packages from a `staging` repository to a `production` repository once they have passed some quality checks. But it is very important that this promotion does not change in any way those packages, which must be completely immutable, not even changing its `user/channel`, this is why the above point discourages using `user` and `channel`, packages and artifacts must be immutable.

## 10.2.2 Forbidden practices

- **Conan is not re-entrant:** Calling the Conan process from Conan itself cannot be done. That includes calling Conan from recipe code, hooks, plugins, and basically every code that already executes when Conan is called. Doing it will result in undefined behavior. For example it is not valid to run `conan search` from a `conanfile.py`. This includes indirect calls, like running Conan from a build script (like `CMakeLists.txt`) while this build script is already being executed as a result of a Conan invocation. For the same reason **Conan Python API cannot be used from recipes:** The Conan Python API can only be called from Conan custom commands or from user Python scripts, but never from `conanfile.py` recipes, hooks, extensions, plugins, or any other code executed by Conan.
- **Settings and configuration (conf) are read-only in recipes:** The settings and configuration cannot be defined or assigned values in recipes. Something like `self.settings.compiler = "gcc"` in recipes shouldn't be done. That is undefined behavior and can crash at any time, or just be ignored. Settings and configuration can only be defined in profiles, in command line arguments or in the `profile.py` plugin.
- **Recipes reserved names:** Conan `conanfile.py` recipes user attributes and methods should always start with `_`. Conan reserves the "public" namespace for all attributes and methods, and `_conan` for private ones. Using any non-documented Python function, method, class, attribute, even if it is "public" in the Python sense, is undefined behavior if such element is not documented in this documentation.
- **Conan artifacts are immutable:** Conan packages and artifacts, once they are in the Conan cache, they are assumed to be immutable. Any attempt to modify the exported sources, the recipe, the `conandata.yml` or any of the exported or the packaged artifacts, is undefined behavior. For example, it is not possible to modify the contents of a package inside the `package_info()` method or the `package_id()` method, those methods should never modify, delete or create new files inside the packages. If you need to modify some package, you might use your own custom `deployer`.
- **Conan cache paths are internal implementation detail:** The Conan cache paths are an internal implementation detail. Conan recipes provide abstractions like `self.build_folder` to represent the necessary information about folders, and commands like `conan cache path` to get information of the current folders. The Conan cache might be checked while debugging, as read-only, but it is not allowed to edit, modify or delete artifacts or files from the Conan cache by any other means than Conan command line or public API.
- **Sources used in recipes must be immutable.** Once a recipe is exported to the Conan cache, it is expected that the sources are immutable, that is, that retrieving the sources in the future will always retrieve the exact same sources. It is not allowed to use moving targets like a `git` branch or a download of a file that is continuously rewritten in the server. `git` checkouts must be of an immutable tag or a commit, and `download()/get()` must use checksums to verify the server files doesn't change. Not using immutable sources will be undefined behavior.

## 10.3 FAQ

### See also:

There is a great community behind Conan with users helping each other in [Cpplang Slack](#). Please join us in the #conan channel!

### 10.3.1 Troubleshooting

#### ERROR: Missing prebuilt package

When installing packages (with `conan install` or `conan create`) it is possible that you get an error like the following one:

```
ERROR: Missing binary: zlib/1.2.11:b1d267f77ddd5d10d06d2ecf5a6bc433fbb7eed

zlib/1.2.11: WARN: Can't find a 'zlib/1.2.11' package binary
→ 'b1d267f77ddd5d10d06d2ecf5a6bc433fbb7eed' for the configuration:
[settings]
arch=x86_64
build_type=Release
compiler=apple-clang
compiler.cppstd=gnu11
compiler.libcxx=libc++
compiler.version=14
os=Macos
[options]
fPIC=True
shared=False

ERROR: Missing prebuilt package for 'zlib/1.2.11'. You can try:
  - List all available packages using 'conan list "{ref}:*" -r=remote'
  - Explain missing binaries: replace 'conan install ...' with 'conan graph explain ...'
→ '
  - Try to build locally from sources using the '--build=zlib/1.2.11' argument

More Info at 'https://docs.conan.io/en/2/knowledge/faq.html#error-missing-prebuilt-
→package'
```

This means that the package recipe `zlib/1.2.11` exists, but for some reason there is no precompiled package for your current settings or options. Maybe the package creator didn't build and shared pre-built packages at all and only uploaded the package recipe, or they are only providing packages for some platforms or compilers. E.g. the package creator built packages from the recipe for `apple-clang 11`, but you are using `apple-clang 14`. Also you may want to check your *package ID mode* as it may have an influence on the packages available for it.

By default, Conan doesn't build packages from sources. There are several possibilities to overcome this error:

- You can try to build the package for your settings from sources, indicating some build policy as argument, like `--build zlib*` or `--build missing`. If the package recipe and the source code work for your settings you will have your binaries built locally and ready for use.
- If building from sources fails, and you are using the *conancenter* remote, you can open an issue in [the Conan Center Index repository](#)



## ERROR: Invalid setting

It might happen sometimes, when you specify a setting not present in the defaults that you receive a message like this:

```
$ conan install . -s compiler.version=4.19 ...

ERROR: Invalid setting '4.19' is not a valid 'settings.compiler.version' value.
Possible values are ['4.4', '4.5', '4.6', '4.7', '4.8', '4.9', '5.1', '5.2', '5.3', '5.4', '6.1', '6.2']
```

This doesn't mean that such compiler version is not supported by Conan, it is just that it is not present in the actual defaults settings. You can find in your user home folder `~/.conan2/settings.yml` a settings file that you can modify, edit, add any setting or any value, with any nesting if necessary. See [settings.yml](#) to learn how you can customize your settings to model your binaries at your will.

As long as your team or users have the same settings (`settings.yml` and `settings_user.yml` can be easily shared with the `conan config install` command), everything will work. The `settings.yml` file is just a mechanism so users agree on a common spelling for typical settings. Also, if you think that some settings would be useful for many other conan users, please submit it as an issue or a pull request, so it is included in future releases.

It is possible that some built-in helper or integrations, like CMake or CMakeToolchain will not understand the new added settings, don't use them or even fail if you added some new unexpected value to existing settings. Such helpers as CMake are simple utilities to translate from conan settings to the respective build system syntax and command line arguments, so they can be extended or replaced with your own one that would handle your own private settings.

## ERROR: AuthenticationException:

This error can happen, if there are no or false authentication credentials in the HTTP request from conan. To get more information try enabling the debug level for HTTP connections:

```
import http.client
http.client.HTTPConnection.debuglevel = 1
```

One source of error can be the `.netrc` file, which is [honored by the requests library](#).

## ERROR: Obtaining different revisions in Linux and Windows

Git will (by default) checkout files in Windows systems using CRLF line endings, effectively producing different files than in Linux that files will use LF line endings. As files are different, the Conan recipe revision will be different from the revisions computed in other platforms such as Linux, resulting in missing the respective binaries in the other revision.

Conan will not normalize or change in any way the source files, it is not its responsibility and there are risks of breaking things. The source control is the application changing the files, so that is a more correct place to handle this. It is necessary to instruct Git to do the checkout with the same line endings. This can be done several ways, for example, by adding a `.gitattributes` file to the project repository:

```
[auto]
crlf = false
```

Other approach would be to change the `.gitconfig` to change it globally. Modern editors (even Notepad) in Windows can perfectly work with files with LF, it is no longer necessary to change the line endings.

## Defining options for dependencies in conanfile.py recipes doesn't work

Conan expands the dependency graph depth-first, this is important to be able to implement many of the very special C/C++ propagation logic (headers, static and shared libraries, applications, tool-requires, test-requires, conflicts, overrides, etc.).

This means that when a `conanfile.py` declares something like:

```
class MyPkg(ConanFile):
    name = "mypkg"
    version = "0.1"
    default_options = {"zlib/*:shared": True}
    # Or
    def requirements(self):
        self.requires("zlib/1.3", options={"shared": True})
```

it cannot be always honored, and the `zlib` dependency might end with different `shared=False` option value. This in-recipe options values definition for dependencies only works if:

- There are no other packages depending on `zlib` in the graph
- There are other packages depending on `zlib` in the graph, but `mypkg/0.1` is the first require (the first branch in the dependency graph) that is required. That means that `requires = "mypkg/0.1", "zlib/1.3"` will work and will have `zlib` as shared, but `requires = "zlib/1.3", "mypkg/0.1"` will expand first `zlib` with its default, which is `shared=False` and when the `mypkg/0.1` is computed it will be too late to change `zlib` to be `shared=True`.

In case there are some recipe that won't work at all with some option of the dependency, the recommendation is to define a `validate()` method in the recipe to guarantee that it will raise an error if for some reason the upstream dependency doesn't have the right options values.

Conan might be able to show some (not guaranteed to be exhaustive) of these issues in the output of the Conan commands, please read it carefully.

```
Options conflicts
liba/0.1:myoption=1 (current value)
libc/0.1->myoption=2
It is recommended to define options values in profiles, not in recipes
```

In general, it is more recommended to define options values in profile files, not in recipes. Recipe defined options always have precedence over options defined in profiles.

## Getting version conflicts even when using version ranges

It is possible that when installing dependencies, there are version conflict error messages like:

```
...
Version conflict: Conflict between math/1.0.1 and math/1.0 in the graph
```

This [tutorial about version conflicts](#) summarizes how different versions of the same package dependency can conflict in a dependency graph and how to resolve those conflicts.

However, there are some situations in which the conflict is not that evident, for example when there are some mixed version ranges and fixed dependencies, something like:

```
def requirements(self):
    self.requires("libb/1.0") # requires liba/[>=1.0 <2]
    self.requires("libc/1.0") # requires liba/1.0
```

And it happens that libb/1.0 has a transitive requirement to liba/[>=1.0 <2], and libc/1.0 requires liba/1.0, and there exist the liba/1.1 or higher packages. In this case, Conan might also throw a “version conflict” error.

The root cause is that resolving the joint compatibility for all the possible constraints that version-ranges define in a graph is a known NP-hard problem, known as SAT-solver. Evaluating each hypothesis in this NP-hard problem in Conan is very expensive, because it usually requires to look for a version/revision in all remotes defined, then download such version/revision compressed files, unzip them, load and Python-parse and evaluate them and finally to do all the graph computation processing, which involves a full propagation down the already expanded graph to propagate the C/C++ requirement traits that can produce the conflicts. This would make the problem intractable in practice, that would require to wait for many hours to finish.

So instead of doing that, Conan uses a “greedy” algorithm that does not require backtracking, but still will try to reconcile version-ranges with fixed versions when possible. The most important point to know about this is that Conan implements a “depth-first” graph expansion, evaluating the requires in the order they are declared. Knowing this can help to solve this conflict. In the case above the error happens because libb/1.0 is expanded first, it finds a requirement of liba/[>=1.0 <2], and as no other constraint to liba has been found before, it freely resolves to the latest liba/1.1. When later libc/1.0 is expanded, it finds a requirement to liba/1.0, but it is already too late, as it will conflict with the previous liba/1.1. Going back in the previous hypothesis is the “backtracking” part that converts the problem in NP-hard, so the algorithm stops there and raises the conflict.

This can be solved just by swapping the order of requires:

```
def requirements(self):
    self.requires("libc/1.0") # requires liba/1.0
    self.requires("libb/1.0") # requires liba/[>=1.0 <2]
```

If libc/1.0 is expanded first, it resolves to liba/1.0. When later libb/1.0 is expanded, its transitive requirement liba/[>=1.0 <2] can be successfully satisfied by the previous liba/1.0, so it can resolve the graph successfully.

The general best practices are:

- For the same dependency, try to use the same approach everywhere: use version ranges everywhere, or fixed versions everywhere for that specific dependency.
- Keep the versions aligned. If using a version range try to use the same version range everywhere.
- Declare first dependencies that use fixed version, not version ranges
- Use the `conan graph info ... --format=html > graph.html` graphical interactive output to understand and navigate conflicts.

## 10.4 Videos

**Warning:** This section presents some conference talks and presentations regarding Conan. While they can be very informative and educational, please note that some of them might be outdated. Always use the documentation and reference as the source of truth, not the videos.

- Using std::cpp 2024: Unlock the power of Conan 2 - 15 new features you didn’t know about! Luis Caro / Diego Rodriguez

Conan 2.0 was released over a year ago with a large number of new features and improvements. Since its release, the team has continued to add improvements based on user feedback, releasing many more new features than in the previous years combined. Join Diego and Luis from the Conan team for an overview of practical examples of what Conan 2 can do for your C and C++ package management development workflows. Some highlights include: transparent fall back to system-provided dependencies, managing metadata files, and the flexible and fully transparent CMake integrations, and more!

<https://youtu.be/yC3ERwB-Njc>

- ACCU 2022: Advanced Dependencies Model in Conan 2.0 C, C++ Package Manager by Diego Rodriguez-Losada

Conan 2.0 introduces a new dependencies model with requirements “traits” like visibility, definition and propagation of headers and libraries independently, and more that allow modeling all these advanced use cases. This talk will present this new model, and apply it to solve different advanced use cases, with real life examples

<https://youtu.be/kKGglzm5ous>

- CppCon 2022: What’s New in Conan 2.0 C/C++ Package Manager - Diego Rodriguez-Losada

During the years since Conan 1.0 was released, we have continued to learn from the C++ ecosystem as we watched it grow; learning many lessons, challenges and trends in the industry from the feedback from tens of thousands of conversations with users and customers, including many of the largest C++ related companies in the world. This talk summarizes some of these lessons and how they have been used to create the new major version of Conan.

<https://youtu.be/NM-xp3tob2Q>

- Using std::cpp: Why you shouldn’t write your own C++ package manager Luis Caro Campos JFrog

This talk will provide a quick overview of how Conan deals with intrinsic C++ complexities: Headers vs binary symbols Shared and static library Symbol visibility Binary compatibility: is there a one-size fits all approach to modeling it? Build-time dependency resolution is only half the battle, what about runtime dependencies?

- Meeting C++ 2023: CMake and Conan: past, present and future - Diego Rodriguez-Losada

<https://youtu.be/s0q6s5XzIrA>

<https://youtu.be/8Go5g2jVJWo>

- Meeting C++ online book & tool fair: Conan 2.0 demo - Chris McArthur

<https://youtu.be/1q5oIOupwjg>

## INCUBATING FEATURES

This section is dedicated to new features that are under development, looking for user testing and feedback. They are generally behind a flag to enable them to explicitly opt-in on this testing stage. They require the very latest Conan version (sometimes recommended running from the `develop2` source branch), and explicitly setting those flags.

### 11.1 New CMakeDeps generator

This generator is designed as a replacement of the current CMakeDeps generator, with multiple pending fixes and improvements that couldn't easily be done in the current one without breaking:

- Creates real SHARED/STATIC/INTERFACE IMPORTED targets, no more artificial interface targets. The `CONAN_LIB::` and other similar targets do not exist anymore.
- Defines `IMPORTED_CONFIGURATIONS` for targets.
- `CONFIG` definition of dependencies matching the dependency Release/Debug/etc `build_type`, no longer using the consumer one.
- Definition of `IMPORTED_LOCATION` and `IMPORTED_IMPLIB` for library targets.
- Definition of `LINK_LANGUAGES` based on the recipe `languages` and `cpp_info/component` languages properties.
- All these allows better propagation of linkage requirement and visibility, avoiding some linkage error of transitive shared libraries in Linux.
- Better definition of `requires` relationships accross components inside the same package and with respect to other packages.
- It doesn't need any `build_context_activated` or `build_context_suffix` to use `tool_requires` dependencies.
- Definition of `cpp_info/component.exe` information (should include the `.location` definition too), to define `EXECUTABLE` targets that can be run.
- Executables from `requires` can also be used in non cross-build scenarios. When a `tool_requires` to the same dependency exists, then those executables will have priority.
- Creation of a new `conan_cmakedeps_paths.cmake` that contains definitions of `<pkg>_DIR` paths for direct finding of the dependencies. This file is also planned to be used in `cmake-conan` to extend its usage and avoid some current limitations due to the fact that a CMake driven installation cannot inject a toolchain later.

The new fields that can be defined in the `cpp_info` or `cpp_info.components`, besides the already defined in *CppInfo* are:

```
# EXPERIMENTAL FIELDS, used exclusively by new CMakeDeps (-c tools.cmake.cmakedeps:new)
self.cpp_info.type # The type of this artifact "shared-library", "static-library", etc.
↳ (same as package_type)
self.cpp_info.location # full location (path and filename with extension) of the artifact
self.cpp_info.link_location # Location of the import library for Windows .lib
↳ associated to a dll
self.cpp_info.languages # same as "languages" attribute, it can be "C", "C++"
self.cpp_info.exe # Definition of an executable artifact
```

These fields will be auto-deduced from the other `cpp_info` and components definitions, like the `libs` or `libdirs` fields, but the automatic deduction might have limitations. Defining them explicitly will inhibit the auto deduction and use the value as provided by the recipe.

This feature is enabled with the `-c tools.cmake.cmakedeps:new=will_break_next` configuration. The value `will_break_next` will change in next releases to emphasize the fact that this feature is not suitable for usage beyond testing. Just by enabling this conf and forcing the build of packages that use CMakeDeps will trigger the usage of the new generator.

Known current limitations:

- At the moment it is limited to `xxx-config.cmake` files. It will not generate find modules yet.
- Some paths in `conan_cmakedeps_paths.cmake` might be missing yet, only `CMAKE_PROGRAM_PATH` is defined at the moment besides the packages `<pkg>_DIR` locations.

For any feedback, please open new tickets in <https://github.com/conan-io/conan>.

## 11.2 Workspaces

The `workspaces` feature can be enabled defining the environment variable `CONAN_WORKSPACE_ENABLE=will_break_next`. The value `will_break_next` is used to emphasize that it will change in next releases, and this feature is for testing only, it cannot be used in production.

Once the feature is enabled, workspaces are defined by one or both `conanws.yml` and/or `conanws.py` files. By default, any Conan command will traverse the file system from the current working directory until it finds one of those files. That will define the “root” workspace folder.

The `conan workspace` command allows to open, add, remove packages from the current workspace. Check the `conan workspace -h` help and the help of the subcommands to check their usage.

Dependencies added to a workspace work as local editable dependencies. They are only resolved as editable under the current workspace, if the current directory is moved outside of it, those editable dependencies won't be used anymore.

The `conanws.yml` and `conanws.py` files act as a fallback, that is, by default a workspace will look for an `editables()` function inside the `conanws.py` and use it if exists. Otherwise, it will fallback to the `editables` definition in the `yml` file.

A workspace could define editables dynamically for example:

Listing 1: `conanws.py`

```
import os
name = "myws"

workspace_folder = os.path.dirname(os.path.abspath(__file__))
```

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```
def editables():
    result = {}
    for f in os.listdir(workspace_folder):
        if os.path.isdir(os.path.join(workspace_folder, f)):
            name = open(os.path.join(workspace_folder, f, "name.txt")).read().strip()
            version = open(os.path.join(workspace_folder, f,
                                   "version.txt")).read().strip()
            p = os.path.join(f, "conanfile.py").replace("\\\\", "/")
            result[f"{name}/{version}"] = {"path": p}
    return result
```

There is also a very preliminary api that could be used to load conanfiles to reuse their `set_version()` methods, something like:

```
import os
name = "myws"

def editables(*args, **kwargs):
    result = {}
    for f in os.listdir(workspace_api.folder):
        if os.path.isdir(os.path.join(workspace_api.folder, f)):
            f = os.path.join(f, "conanfile.py").replace("\\\\", "/")
            conanfile = workspace_api.load(f)
            result[f"{conanfile.name}/{conanfile.version}"] = {"path": f}
    return result
```

Likewise, the `home_folder`, to define an optional Conan cache location for this workspace, will be a fallback. A variable in `conanws.py` can be defined, and if it doesn't exist, it will fallback to the `conanws.yml` one. The `home_folder()` can be a function too, that uses data from the `conanws.yml` and extends it dynamically, like:

```
def home_folder():
    # if the conanws.yml contains "myfolder", the Conan
    # cache will be in "newmyfolder" subfolder (relative
    # to the workspace root folder)
    return "new" + conanws_data["home_folder"]
```

The new `conan workspace open` command implements a new concept. Those packages containing an scm information in the `conandata.yml` (with `git.coordinates_to_conandata()`) can be automatically cloned and checkout inside the current workspace from their Conan recipe reference (including recipe revision).

The paths in the `conanws` files are intended to be relative to be relocatable if necessary, or could be committed to Git in mono-repo like projects.

Limitations:

- At the moment, the `workspace` feature only manages local editables packages. It doesn't create any specific meta-project, or does any orchestrated build.
- Note however, that the `conan build . --build=editables` can be used to do orchestrated builds across the workspace, as it will do builds of every editable package in the workspace in the right order.

For any feedback, please open new tickets in <https://github.com/conan-io/conan>.





## CHANGELOG

For a more detailed description of the major changes that Conan 2 brings, compared with Conan 1.X, please read *What's new in Conan 2*

### 12.1 2.11.0 (18-Dec-2024)

- Feature: Only warn on frozen conan v1 remote if enabled. [#17482](#)
- Feature: *AutotoolsToolchain* uses user's variables when Android cross-compilation at first. [#17470](#) . Docs [here](#)
- Feature: *AutotoolsToolchain* checks if Android cross-compilation paths exist. [#17470](#) . Docs [here](#)
- Feature: Adding the Conan cache "profiles" folder to the jinja2 search path, so profiles can be included/imported from jinja syntax even for parent and sibling folders. [#17432](#) . Docs [here](#)
- Feature: Updated *tools.env.virtualenv:powershell* conf to allow specifying the PowerShell executable (e.g., powershell.exe or pwsh) and passing additional arguments. [#17416](#) . Docs [here](#)
- Feature: Deprecate use of *tools.env.virtualenv:powershell=True/False*. [#17416](#) . Docs [here](#)
- Fix: Do not show powershell deprecation message if value is None. [#17500](#)
- Fix: Fix LocalAPI definition of editables when calling `editable_add`. [#17498](#)
- Fix: Clarify debug message in CMakeDeps. [#17453](#)
- Fix: Added explicitly *allow\_empty = True* to *glob()* function in BazelDeps (bazel 8.x compatible). [#17444](#)
- Fix: Fix broken *cpp\_info.location* deduction due to unsanitized regex. [#17430](#)
- Fix: Trusting the real path coming from a symlink is a good one. [#17421](#)
- Fix: Fix user/channel when searching patterns in a local-recipes-index. [#17408](#)
- Fix: Add warning for empty version ranges. [#17405](#)
- Bugfix: Fix bogus duplication of component properties [#17503](#)
- Bugfix: Fix running commands in powershell with single quotes. [#17487](#)
- Bugfix: Fix issues with unsetting some types of confs. [#17445](#)

## 12.2 2.10.3 (18-Dec-2024)

- Bugfix: Integrate Conan 2.9.3 missing fix [#17496](https://github.com/conan-io/conan/pull/17338)

## 12.3 2.10.2 (10-Dec-2024)

- Fix: Solve performance issue in large graphs computing the “skip” binaries. [#17436](#)

## 12.4 2.10.1 (04-Dec-2024)

- Bugfix: Fix `[replace_requires]` for replacements of same reference name. [#17409](#)

## 12.5 2.10.0 (02-Dec-2024)

- Feature: Add `-force` option to `conan remote auth` to force authentication even for remotes that have anonymous access enabled. [#17377](#) . Docs [here](#)
- Feature: Add `-output` option to **conan new** command. [#17359](#)
- Feature: Let the new CMakeDeps always define components and check them with `find_package(COMPONENTS)`, listening to new property `cmake_components`. [#17302](#)
- Feature: Allow `tools.microsoft.msbuild:max_cpu_count=0` to use `/m` to use all available cores. [#17301](#) . Docs [here](#)
- Feature: define `*` as default argument if no args specified for `conan list`. [#17300](#) . Docs [here](#)
- Feature: Improved auto deduce location function. [#17296](#)
- Feature: BazelDeps using the new `deduce_location` mechanism to find the libraries. [#17296](#)
- Feature: Initial conan workspace initial proposal to manage local set of editables. Introduced only as a dev/maintainers feature, behind an environment variable. [#17272](#) . Docs [here](#)
- Feature: Allow `--settings` in `conan config install-pkg` to create and install different configurations in different platforms. [#17217](#) . Docs [here](#)
- Feature: Add network to configfile for Docker runners. [#17069](#) . Docs [here](#)
- Fix: Fix help message for PowerShell conf. [#17389](#) . Docs [here](#)
- Fix: Fixed an error that occurred when using `conan.tools.scm.Git.fetch_commit()` in a subfolder. [#17369](#)
- Fix: Adding a “risk” warning for options conflicts, so users can do `warn-as-error` to raise when they happen. [#17366](#)
- Fix: New CMakeDeps generator allow `fooConfig.cmake` for in-package files besides `foo-config.cmake`. [#17330](#)
- Fix: Add a warning for editable dependencies when building in the cache. [#17325](#)
- Fix: Raise ConanException if source patch does not exist in `export_conandata_patches`. [#17294](#)
- Fix: Improve the UX for `CONAN_LOG_LEVEL` env-var incorrect values. [#17280](#)
- Fix: Meson aligns with other build systems considering `x86_64->x86`` as cross building. [#17266](#)

- Fix: Avoid colorama bug crashing for large outputs. [#17259](#)
- Fix: Fix arch for docker runner tests. [#17069](#) . Docs [here](#)
- Bugfix: Add correct flags when `compiler=clang` and `compiler_executables={"c": "clang-cl"}` to not inject incorrect flags when cross-building from Linux to Windows. [#17387](#)
- Bugfix: Solve `Choco().check()` bug using legacy `choco search --local-only`, replaced by `choco list`. [#17382](#)
- Bugfix: Fix adding `tools.android.ndk_path` with spaces in path. [#17379](#)
- BugFix: Fix Premake integration. [#17350](#) . Docs [here](#)
- Bugfix: Solve problem with misdetection of consumer packages for the `&` pattern. [#17346](#)
- Bugfix: Fix `conan graph info ... -f=html` in Safari. [#17335](#)
- Bugfix: Allow multiple `[replace_requires]` by the same dependency. [#17326](#)
- Bugfix: BazelDeps failed to find OpenSSL shared libraries. [#17296](#)
- Bugfix: Solve bug in CMake not using the correct value from `tools.microsoft.msbuild:max_cpu_count`. [#17292](#)
- Bugfix: Fix `cpp_info` properties overwriting instead of merging for properties with list values. Necessary for `cmake_build_modules` to work in `editable` mode. [#17214](#)

## 12.6 2.9.3 (21-Nov-2024)

- Bugfix: Fixing `is_test` computation affecting to components checks. [#17338](#)

## 12.7 2.9.2 (07-Nov-2024)

- Feature: Use `center2.conan.io` as new default remote and warn about having the old one. [#17284](#) . Docs [here](#)
- Bugfix: Fix ROSEnv quotes for `CMAKE_TOOLCHAIN_FILE` variable. [#17270](#)

## 12.8 2.9.1 (30-Oct-2024)

- Bugfix: Fix `deduce_subsystem` when `scope=None` assuming the scope is `build`. [#17251](#)
- Bugfix: Fixed false positives of `profile.py` plugin checks over `c++26` for latest compiler versions [#17250](#)

## 12.9 2.9.0 (29-Oct-2024)

- Feature: Add missing major OS/compiler version support in `settings.yml`. [#17240](#) . Docs [here](#)
- Feature: **conan new** learned defaults `-d name=mypkg -d version=0.1` for simpler UX. [#17186](#) . Docs [here](#)
- Feature: Warn when patching files and the recipe has `no_copy_source = True`, which could lead to unforeseen issues [#17162](#)
- Feature: Add `self.generator_info` for `tool_requires` to propagate generators to their direct dependencies. [#17129](#) . Docs [here](#)

- Feature: Add support for including paths that are ignored in `.conanignore`. #17123 . Docs [here](#)
- Feature: New `tools.graph:skip_build` conf to be able to skip the expansion of `tool_requires`. #17117 . Docs [here](#)
- Feature: New `tools.graph:skip_test` conf to be able to skip the expansion of `test_requires`. #17117 . Docs [here](#)
- Feature: Add ROSEnv generator integration for ROS2 (Robot Operating System). #17110
- Feature: Add profile arguments information to `conan graph build-order` to improve UX and usage in CI systems. #17102 . Docs [here](#)
- Feature: Add C++26 support for `gcc`, `clang`, and `apple-clang`. #17092 . Docs [here](#)
- Feature: Add Configuration and Platform keys for MSBuildDeps property sheets. #17076 . Docs [here](#)
- Feature: New CMakeDeps generator activated by `tools.cmake.cmakdeps:new` conf with value `will_break_next` for evaluation. This new generator deduces or use `cpp_info.location/link_location` to define STATIC; SHARED, INTERFACE imported targets. It will also define the IMPORTED\_LOCATION, the IMPORTED\_CONFIGURATION, etc. #16964
- Feature: Use `cpp_info.languages`, that default to the recipe languages to propagate “link-language” requirements to consumers of the packages. #16964
- Feature: Define `cpp_info.default_components` for the new CMakeDeps generator only. #16964
- Feature: Model `cpp_info.exes` field for executable applications, used only by the new CMakeDeps generator, that generate IMPORTED executable targets in CMakeDeps for `cpp_info.exes`. #16964
- Fix: Use a valid prefix path for `meson.configure()` on Windows, to avoid failures in Python 3.13. #17206
- Fix: Allow `cmake_target_aliases` to be set in CMakeDeps. #17200 . Docs [here](#)
- Fix: Adding the startup options to each Bazel command. #17183
- Fix: Add remote name to login prompt. #17178
- Fix: Get credentials and re-authenticate when an expired token gives AuthenticationException. #17127
- Fix: Moved exceptions from the legacy `from conans.error` to documented `from conan.error`. #17126 . Docs [here](#)
- Fix: Pacman as package manager shouldn't be used for `tools.microsoft.bash:subsystem=msys2`, but when the target platform is actually msys2 `os.subsystem=msys2` (as a setting). #17103
- Fix: Properly deduce RuntimeLibrary from profile in MSBuildToolchain. #17100
- Fix: Set C++20 flag to `{gnu}c++20` for `gcc >= 10` instead of `c++2a` until `gcc 12`. #17092 . Docs [here](#)
- Fix: Set C++23 flag to `{gnu}c++23` for `gcc >= 11` instead of `c++2b`. #17092 . Docs [here](#)
- Fix: Avoid repeated login attempts to the server for 401 when the credentials come from env-vars or `credentials.json` file, only repeated login attempts for user interactive prompt. #17083
- Fix: Align CMakeToolchain and AutotoolsToolchain to automatically define `cl` compiler for `compiler=msvc` if not defined (only when necessary, as when using Ninja generator in CMake). #16875 . Docs [here](#)
- Fix: Quote `build_args` in `conan graph build-order -f=json` to avoid issues with options with spaces. #16594
- Bugfix: Improved `bazeldeps._get_libs()` mechanism. #17233
- Bugfix: Improve `cstd` check for different compiler versions at profile load time. #17157
- Bugfix: Fix `cppstd/cstd variable_watch` when they are not defined. #17156
- Bugfix: Fix `cstd` error reporting when a recipe does not support the required version. #17156

- Bugfix: Drop the username permission validation bypass in `conan_server`, it could be a potential security issue. [#17132](#)
- Bugfix: Listing recipes with equal versions under semver rules but different representation (ie `1.0` & `1.0.0`) now returns both references. [#17121](#)
- Bugfix: Conan Server: Do not return duplicated references for each revision of the same recipe reference when searching them. [#17121](#)
- Bugfix: Empty version range results in empty condition set. [#17116](#)
- Bugfix: Adding the `# do not sort` comment to `deps` section. Regression since Conan 1.61. [#17109](#)
- Bugfix: Restore ConanOutput global state when using `Commands` API. [#17095](#)
- Bugfix: `build_args` options in `graph build-order` now respect the context of the reference. [#16594](#)

## 12.10 2.8.1 (17-Oct-2024)

- Bugfix: Avoid raising an error for required components for `test_requires` also required as transitive requires. [#17174](#)

## 12.11 2.8.0 (30-Sept-2024)

- Feature: Add support for iOS 18, watchOS 11, tvOS 18, visionOS 2 & macos 15. [#17012](#) . Docs [here](#)
- Feature: Add Clang 19 support. [#17010](#) . Docs [here](#)
- Feature: `conan config list <pattern>` to filter available configurations. [#17000](#) . Docs [here](#)
- Feature: New `auth_remote.py` plugin for custom user authentication to Conan remotes. [#16942](#) . Docs [here](#)
- Feature: New `auth_source.py` plugin for custom user authentication for generic downloads of sources. [#16942](#) . Docs [here](#)
- Feature: Add `-envs-generation={false}` to `conan install` and `conan build` to disable the generation of virtualenvs (`conanbuildenv.sh|bat` and `conanrunenv.sh|bat`). [#16935](#) . Docs [here](#)
- Feature: New `tools.files.unzip:filter` conf that allows to define data, tar and `fully_trusted` extraction policies for tgz files. [#16918](#) . Docs [here](#)
- Feature: `get()` and `unzip()` tools for `source()` learned a new `extract_filter` argument to define data, tar and `fully_trusted` extraction policies for tgz files. [#16918](#) . Docs [here](#)
- Feature: Add progress updates for large uploads (>100Mbs) every 10 seconds. [#16913](#)
- Feature: Implement `conan config install-pkg --url=<repo-url>` for initial definition of remote URL when no remotes are defined yet. [#16876](#) . Docs [here](#)
- Feature: Allow building a compatible package still of the current profile one. [#16871](#)
- Feature: Allow bootstrapping (depending on another variant of yourself), even for the same version. [#16870](#)
- Feature: Allow `[replace_requires]` to replace the package name and `self.dependencies` still works with the old name. [#16443](#)
- Fix: Let CMakeToolchain defining `CMAKE_SYSTEM_XXX` even if `user_toolchain` is defined, but protected in case the toolchain really defines them. [#17036](#) . Docs [here](#)
- Fix: Replace `|` character in generated CMake and Environment files. [#17024](#)

- Fix: Redirect the `PkgConfig` `stderr` to the exception raised. [#17020](#)
- Fix: Use always forward slashes in Windows subsystems `bash` path. [#16997](#)
- Fix: Better error messages when `conan list --graph=<graph-json-file>` file has issues. [#16936](#)
- Bugfix: `PkgConfigDeps.set_property()` was not setting properly all the available properties. [#17051](#)
- Bugfix: `BazelDeps` did not find DLL files as Conan does not model them in the Windows platform. [#17045](#)
- Bugfix: Do not skip dependencies of a package if it is not going to be skipped due to `tools.graph.skip_binaries=False`. [#17033](#)
- Bugfix: Allow `requires(..., package_id_mode)` trait in case of diamonds to always use the recipe defined one irrespective of `requires()` order. [#16987](#)
- Bugfix: Propagate `include_prerelease` flag to intersection of `VersionRange`. [#16986](#)
- Bugfix: Raise error if invalid value passed to `conf.get(check_type=bool)`. [#16976](#)
- Bugfix: Allow `remote_login` accept patterns. [#16942](#) . Docs [here](#)

## 12.12 2.7.1 (11-Sept-2024)

- Feature: Add support apple-clang 16. [#16972](#)
- Fix: Add test for [#19960](#). [#16974](#)
- Bugfix: Revert “Define compiler variables in CMakePresets.json” commit 60df72cf75254608ebe6a447106e60be4d8c05a4. [#16971](#)

## 12.13 2.7.0 (28-Aug-2024)

- Feature: Added `Git.is_dirty(repository=False)` new argument [#16892](#)
- Feature: Add `variable_watch` for `CMAKE_{C,CXX}_STANDARD` in `conan_toolchain.cmake`. [#16879](#)
- Feature: Add `check_type` to `get_property` for `CMakeDeps`. [#16854](#) . Docs [here](#)
- Feature: Propagate `run` trait requirement information in the “build” context downstream when `visible` trait is `True`. [#16849](#) . Docs [here](#)
- Feature: Add `check_type` on components `get_property`. [#16848](#) . Docs [here](#)
- Feature: Add `set_property` for `PkgConfigDeps` to set properties for requirements from consumer recipes. [#16789](#)
- Feature: Define `CMAKE_{LANG}_COMPILER` variables in `CMakePresets.json`. [#16762](#)
- Feature: Add support for gcc 14.2. [#16760](#)
- Feature: Rework `QbsProfile` to support Conan 2. [#16742](#)
- Feature: Add `finalize()` method for local cache final adjustments of packages. [#16646](#) . Docs [here](#)
- Feature: Add `tricore` compiler architecture support. [#16317](#) . Docs [here](#)
- Feature: Describe here your pull request [#16317](#) . Docs [here](#)
- Fix: Propagate `repository` argument from `Git.get_url_and_commit(repository=True)` to `Git.is_dirty()`. [#16892](#)
- Fix: Improve error when accessing `cpp_info` shorthand methods. [#16847](#)

- Fix: Improve error message when a lockfile fails to lock a requirement, specifying its type. [#16841](#)
- Fix: Update patch-ng 1.18.0 to avoid SyntaxWarning spam. [#16766](#)
- Bugfix: Avoid CMakeToolchain error when both architecture flags and `tools.build:linker_scripts` are defined, due to missing space. [#16883](#)
- Bugfix: When using Visual Studio's llvm-clang, set the correct Platform Toolset in *MSBuildToolchain*. [#16844](#)
- Bugfix: Fix *export\_sources* for non-existent recipes in a local recipes index. [#16776](#)

## 12.14 2.6.0 (01-Aug-2024)

- Feature: Add `build_folder_vars=["const.myvalue"]` to create presets for user “myvalue” arbitrary values. [#16633](#) . Docs [here](#)
- Feature: Added *outputRootDir* as an optional definition in Bazel new templates. [#16620](#)
- Feature: MakeDeps generator generates make variables for dependencies and their components. [#16613](#) . Docs [here](#)
- Feature: Add html output for graph build-order and graph build-order-merge [#16611](#) . Docs [here](#)
- Feature: Introduce `core.scm:local_url=allow|block` to control local folder URLs in conandata scm. [#16597](#) . Docs [here](#)
- Feature: Added *XXX\_FOR\_BUILD* flags and Android extra ones to *extra\_env* attribute in *GnuToolchain*. [#16596](#)
- Feature: Support `python_requires` in *local-recipes-index*. [#16420](#) . Docs [here](#)
- Fix: Avoid `runtime_deployer` to deploy dependencies with `run=False` trait. [#16724](#)
- Fix: Improve error message when passing a `--deployer-folder=xxx` argument of an incorrect folder. [#16723](#)
- Fix: Change `requirements.txt` so it install distro package in FreeBSD too. [#16700](#)
- Fix: Better error messages when loading an inexistent or broken “package list” file. [#16685](#)
- Fix: Remove unsupported *ld* and *ar* entries from *tools.build:compiler\_executables*, they had no effect in every Conan integration. [#16647](#)
- Fix: Ensure direct tool requires conflicts are properly reported instead of hanging. [#16619](#)
- Fix: Update docker dependency version for the runners feature [#16610](#)
- Fix: Raise an error when trying to upload a package with a local folder URL in conandata scm. [#16597](#) . Docs [here](#)
- Bugfix: Fix profile `include()` with per-package `[settings]` with partial definition. [#16720](#)
- Bugfix: The MakeDeps generator was missing some aggregated variables when packages have components. [#16715](#)
- Bugfix: Avoid *settings.update\_values()* failing when deducing compatibility. [#16642](#)
- Bugfix: Fix handling of *tools.build:defines* for Ninja Multi-Config CMake. [#16637](#)
- Bugfix: Make conan graph <subcommand> a real “install” dry-run. Return same errors and give same messages [#16415](#)



## 12.15 2.5.0 (03-Jul-2024)

- Feature: New `tools.cmake.cmaketoolchain:enabled_blocks` configuration to define which blocks of CMakeToolchain should be active or not. #16563 . Docs [here](#)
- Feature: Allow `-filter-options` in `conan list` to use `&`: scope to refer to all packages being listed. #16559
- Feature: Highlight missing or invalid requirements while computing dependency graph. #16520
- Feature: New `conan lock update` subcommand to remove + add a reference in the same command. #16511 . Docs [here](#)
- Feature: Add support for GCC 12.4. #16506 . Docs [here](#)
- Feature: Honoring `tools.android.ndk_path` conf. Setting the needed flags to cross-build for Android. #16502 . Docs [here](#)
- Feature: Add `os.ndk_version` for Android. #16494 . Docs [here](#)
- Feature: Qbs helper now invokes Conan provider automatically. #16486
- Feature: Added force option to `tools.cmake.cmaketoolchain:extra_variables`. #16481 . Docs [here](#)
- Feature: Raising a ConanException if any section is duplicated in the same Conan profile file. #16454
- Feature: Added `resolve()` method to the Qbs toolchain. #16449
- Feature: Make MSBuildDeps generation with deployer relocatable. #16441
- Feature: Add QbsDeps class to be used with Qbs Conan module provider. #16334
- Feature: Add built in `runtime_deploy` deployer. #15382 . Docs [here](#)
- Fix: Fix provides conflict error message not showing conflicting provides when a named reference matches a provider. #16562
- Fix: Set correct `testpaths` for pytest. #16530
- Fix: Allow `.conanrc` file in the root of a filesystem. #16514
- Fix: Add support for non default docker hosts in conan runners #16477
- Fix: Don't fail when we can't overwrite the summary file in the backup upload. #16452
- Fix: Make `source_credentials.json` do not apply to Conan server repos protocol. #16425 . Docs [here](#)
- Fix: Allow packages to have empty folders. #16424
- Bugfix: Fix `detect_msvc_compiler()` from `detect_api` to properly detect VS 17.10 with `compiler.version=194`. #16581
- Bugfix: Fix unexpected error when a recipe performs `package_id() info` erasure and is used as a compatibility candidate. #16575
- Bugfix: Ensure msvc cppstd compatibility fallback does not ignore 194 binaries. #16573
- Bugfix: XXXDeps generators did not include an absolute path in their generated files if `-deployer-folder=xxxx` param was used. #16552
- Bugfix: Fix `conan list ... -format=compact` for package revisions. #16490
- Bugfix: Fix XcodeToolchain when only defines are set. #16429



## 12.16 2.4.1 (10-Jun-2024)

- Fix: Avoid *find\_package*'s of transitive dependencies on *test\_package* generated by *cmake\_lib* template. #16451
- Fix: Fix back migration of default compatibility.py from a clean install. #16417
- Bugfix: Solve issue with setuptools (distributed Conan packages in Python) packaging the “test” folder. #16446
- Bugfix: Fixed regression in CMakeToolchain with `--deployer=full_deploy` creating wrong escaping. #16434

## 12.17 2.4.0 (05-Jun-2024)

- Feature: Added support for MacOS `sdk_version` 14.5 #16400 . Docs [here](#)
- Feature: Added `CC_FOR_BUILD` and `CXX_FOR_BUILD` environment variable to AutotoolsToolchain. #16391 . Docs [here](#)
- Feature: Added `extra_xxxx` flags to MesonToolchain as done in other toolchains like AutotoolsToolchain, CMakeToolchain, etc. #16389
- Feature: Add new `qbs_lib` template for the **conan new** command. #16382
- Feature: new `detect_api.detect_sdk_version()` method #16355 . Docs [here](#)
- Feature: Add `excludes` parameter to `tools.files.rm` to void removing pattern. #16350 . Docs [here](#)
- Feature: Allow multiple `--build=missing:~pattern1 --build=missing:~pattern2` patterns. #16327
- Feature: Deprecate use of path accessors in ConanFile. #16247
- Feature: add support for setting `tools.cmake.cmaketoolchain:extra_variables` #16242 . Docs [here](#)
- Feature: Add `cmake_additional_variables_prefixes` variable to CMakeDeps generator to allow adding extra names for declared CMake variables. #16231 . Docs [here](#)
- Feature: Allow GNUInstallDirs definition in CMakeToolchain for the local `conan install/build` flow too. #16214
- Feature: Let `conan cache save` listen to the `core.gzip:compresslevel` conf. #16211
- Feature: Add support for Bazel `>= 7.1`. #16196 . Docs [here](#)
- Feature: Add new `revision_mode` including everything down to the `recipe-revision`, but not the `package_id`. #16195 . Docs [here](#)
- Feature: Allow a recipe to `requires(..., visible=False)` a previous version of itself without raising a loop error. #16132
- Feature: New `vendor=True` package creation and build isolation strategy #16073 . Docs [here](#)
- Feature: New `compiler.cstd` setting for C standard #16028 . Docs [here](#)
- Feature: Implemented `compatibility.py` default compatibility for different C standards #16028 . Docs [here](#)
- Feature: Implement `check_min_cstd`, `check_max_cstd`, `valid_max_cstd`, `valid_min_cstd`, `supported_cstd` tools #16028 . Docs [here](#)
- Feature: New `languages = "C", "C++"` class attribute to further automate settings management #16028 . Docs [here](#)
- Feature: Add `CONAN_RUNTIME_LIB_DIRS` variable to the `conan_toolchain.cmake`. #15914 . Docs [here](#)
- Fix: Implement a back migration to `<2.3` for default `compatibility.py` plugin. #16405

- Fix: Add missing `[replace_requires]` and `[platform_requires]` to serialization/dump of profiles. [#16401](#)
- Fix: Fix handling spaces in paths in Qbs helper. [#16382](#)
- Fix: Make cc version detection more robust [#16362](#)
- Fix: Allow `--build=missing:&` pattern to build only the consumer if missing, but not others. [#16344](#)
- Fix: Allow “local-recipes-index” to `conan list` packages with custom user/channel. [#16342](#)
- Fix: Fixing docstrings for `cppstd` functions. [#16341](#)
- Fix: Change autodetect of `CMAKE_SYSTEM_VERSION` to use the Darwin version. [#16335](#) . Docs [here](#)
- Fix: Fix `require` syntax in output in `graph build-order`. [#16308](#)
- Fix: Improve some commands help documentation strings by adding double quotes. [#16292](#)
- Fix: Better error message for incorrect version-ranges definitions. [#16289](#)
- Fix: Only print info about cached recipe revision being newer when it truly is. [#16275](#)
- Fix: Warn when using `options` without pattern scope, to improve UX of users expecting `-o shared=True` to apply to dependencies. [#16233](#) . Docs [here](#)
- Fix: Fix CommandAPI usage when not used by Conan custom commands. [#16213](#)
- Fix: Avoid `datetime` deprecated calls in Python 3.12. [#16095](#)
- Fix: Handle `tools.build:sysroot` on Meson toolchain. [#16011](#) . Docs [here](#)
- Bugfix: Fix LLVM/Clang enablement of `vcvars` for latest v14.4 toolset version after VS 17.10 update [#16374](#) . Docs [here](#)
- Bugfix: Fix profile errors when using a docker runner of `type=shared` [#16364](#)
- Bugfix: `conan graph info .. --build=pkg` doesn't download `pkg` sources unless `tools.build:download_source` is defined. [#16349](#)
- Bugfix: Solved problem with relativization of paths in CMakeToolchain and CMakeDeps. [#16316](#)
- Bugfix: Avoid sanitizing `tools.build:compiler_executables` value in MesonToolchain. [#16307](#)
- Bugfix: Solved incorrect paths in `conan cache save/restore` `tgz` files that crashed when using `storage_path` custom configuration. [#16293](#)
- Bugfix: Fix stacktrace with nonexistent graph file in `conan list`. [#16291](#)
- Bugfix: Let CMakeDeps generator overwrite the `xxxConfig.cmake` when it already exists. [#16279](#)
- Bugfix: Disallow `self.info` access in `source()` method. [#16272](#)

## 12.18 2.3.2 (28-May-2024)

- Feature: New `tools.microsoft:msvc_update` configuration to define the MSVC compiler update even when `compiler.update` is not defined. Can be used to use `compiler.version=193` once VS2022 is updated to 17.10, which changes the default compiler to `compiler.version=194`. [#16332](#)
- Bugfix: Allow default `compatibility.py` plugin to fallback from MSVC `compiler.version=194->193` and to other `cppstd` values. [#16346](#)
- Bugfix: Skip dot folders in local recipe index layouts. [#16345](#)
- Bugfix: Remove extra backslash in generated `conanvcvars.ps1`. [#16322](#)

## 12.19 2.3.1 (16-May-2024)

- Feature: Add GCC 13.3 support. [#16246](#) . Docs [here](#)
- Feature: Allow opt-out for CMakeToolchain default use of absolute paths for CMakeUserPresets->CMakePreset and CMakePresets->toolchainFile path. [#16244](#) . Docs [here](#)
- Fix: Fix config container name for Docker runner. [#16243](#)
- Bugfix: Make compatibility checks understand update flag patterns. [#16252](#)
- Bugfix: Solve bug with overrides from lockfiles in case of diamond structures. [#16235](#)
- Bugfix: Allow `export-pkg --version=xxx` to be passed to recipes with `python_requires` inheriting `set_version` from base class. [#16224](#)

## 12.20 2.3.0 (06-May-2024)

- Feature: Allow `*` wildcard as subsetting in `rm_safe`. [#16105](#) . Docs [here](#)
- Feature: Show recipe and package sizes when running **conan upload**. [#16103](#)
- Feature: Extend `conan version` to report current python and system for troubleshooting. [#16102](#) . Docs [here](#)
- Feature: Add `detect_xxxx_compiler()` for mainstream compilers as gcc, msvc, clang. to the public `detect_api`. [#16092](#) . Docs [here](#)
- Feature: Add comment support for `.conanignore` file. [#16087](#)
- Feature: In graph `html` search bar now takes in multiple search patterns separated by commas. [#16083](#)
- Feature: In graph `html` added 'filter packages' bar that takes in multiple search patterns separated by comma and hides filters them from graph. [#16083](#)
- Feature: Add an argument `hide_url` to Git operations to allow logging of the repository URL. By default, URLs will stay `<hidden>`, but users may opt-out of this. [#16038](#)
- Feature: Allow `.conf` access (exclusively to `global.conf` information, not to profile information) in the `export()` and `export_sources()` methods. [#16034](#) . Docs [here](#)
- Feature: Avoid copying identical existing files in `copy()`. [#16031](#)
- Feature: New `conan pkglist merge` command to merge multiple package lists. [#16022](#) . Docs [here](#)
- Feature: New `conan pkglist find-remote` command to find matching in remotes for list of packages in the cache. [#16022](#) . Docs [here](#)
- Feature: Relativize paths in `CMakePresets` generation. [#16015](#)
- Feature: Add new `test_package_folder` attribute to `conanfile.py` to define a different custom location and name rather than `test_package` default. [#16013](#) . Docs [here](#)
- Feature: New `conan create --test-missing` syntax to optionally run the `test_package` only when the package is actually created (useful with `--build=missing`). [#15999](#) . Docs [here](#)
- Feature: Add `tools.gnu:build_triplet` to conf. [#15965](#)
- Feature: Add `--exist-ok` argument to `conan profile detect` to not fail if the profile already exists, without overwriting it. [#15933](#)
- Feature: MesonToolchain can generate a native file if `native=True` (only makes sense when cross-building). [#15919](#) . Docs [here](#)

- Feature: Meson helper injects native and cross files if both exist. [#15919](#) . Docs [here](#)
- Feature: Add support for meson subproject. [#15916](#) . Docs [here](#)
- Feature: Added transparent support for running Conan within a Docker container. [#15856](#) . Docs [here](#)
- Fix: Allow defining CC=/usr/bin/cc (and for CXX) for `conan profile detect` auto-detection. [#16187](#)
- Fix: Solve issue in `pyinstaller.py` script, it will no longer install `pip install pyinstaller`, having it installed will be a precondition [#16186](#)
- Fix: Use backslash in CMake helper for the CMakeLists.txt folder, fixes issue when project is in the drive root, like X: [#16180](#)
- Fix: Allowing `conan editable remove <path>` even when the path has been already deleted. [#16170](#)
- Fix: Fix `conan new -help` formatting issue. [#16155](#)
- Fix: Improved error message when there are conflicts in the graph. [#16137](#)
- Fix: Improve error message when one URL is not a valid server but still returns 200-ok under a Conan “ping” API call. [#16126](#)
- Fix: Solve `sqlite3` issues in FreeBSD due to queries with double quotes. [#16123](#)
- Fix: Clean error message for `conan cache restore <non-existing-file>`. [#16113](#)
- Fix: Improve UX and error messages when a remotes or credentials file in the cache is invalid/empty. [#16091](#)
- Fix: Use `cc` executable in Linux systems for autodetect compiler (`conan profile detect` and `detect_api`). [#16074](#)
- Fix: Improve the definition of version ranges UX with better error message for invalid `==`, `~=`, `^=` operators. [#16069](#)
- Fix: Improve error message UX when incorrect `settings.yml` or `settings_user.yml`. [#16065](#)
- Fix: Print a warning for Python 3.6 usage which is EOL since 2021. [#16003](#)
- Fix: Remove duplicated printing of command line in Autotools helper. [#15991](#)
- Fix: Add response error message output to HTTP Status 401 Errors in FileDownloader. [#15983](#)
- Fix: Add `gcc 14` to default `settings.yml`. [#15958](#)
- Fix: Make `VCVars` use the `compiler.update` to specify the toolset. [#15947](#)
- Fix: Add `rc` to `AutotoolsToolchain` mapping of `compiler_executables` for cross-build Linux->Windows. [#15946](#)
- Fix: Add `Pop!_OS` to the distros using `apt-get` as system package manager. [#15931](#)
- Fix: Do not warn with package names containing the `-` character. [#15920](#)
- Fix: Fix html escaping of new `--format=html` graph output, and pass the graph serialized object instead of the string. [#15915](#)
- Bugfix: Make `MesonToolchain` listen to `tools.build:defines` conf variable. [#16172](#) . Docs [here](#)
- Bugfix: Disallow `self.cpp_info` access in `validate_build()` method. [#16135](#)
- Bugfix: Don’t show a trace when `.conanrc`’s `conan_home` is invalid. [#16134](#)
- Bugfix: Avoid the propagation of transitive dependencies of `tool_requires` to generators information even if they are marked as `visible=True`. [#16077](#)
- Bugfix: `BazelDeps` now uses the `requirement.build` property instead of `dependency.context` one. [#16025](#)

- Bugfix: Make *conan cache restore* work correctly when restoring over a package already in the local cache. [#15950](#)

## 12.21 2.2.3 (17-Apr-2024)

- Fix: Fix *to\_apple\_archs* method when using architectures from *settings\_user*. [#16090](#)

## 12.22 2.2.2 (25-Mar-2024)

- Fix: Avoid issues with recipe `print(..., file=fileobj)`. [#15934](#)
- Fix: Fix broken calls to *print(x, file=y)* with duplicate keyword arguments. [#15912](#)
- Bugfix: Fix handling of *tools.build:defines* for multiconfig CMake. [#15924](#)

## 12.23 2.2.1 (20-Mar-2024)

- Fix: Add *copytree\_compat* method for compatibility with Python>=3.12 after distutils removal. [#15906](#)

## 12.24 2.2.0 (20-Mar-2024)

- Feature: Raise for toolchains different than CMakeToolchain if using universal binary syntax. [#15896](#)
- Feature: Warn on misplaced requirement function calls [#15888](#)
- Feature: Print options conflicts in the graph caused by different branches recipes defining options values. [#15876](#) . Docs [here](#)
- Feature: Add macOS versions 14.2, 14.3, 14.4 to *settings.yml*. [#15859](#) . Docs [here](#)
- Feature: New graph html: more information, test-requires, hiding/showing different packages (build, test). [#15846](#) . Docs [here](#)
- Feature: Add *-backup-sources* flag to *conan cache clean*. [#15845](#)
- Feature: Add *conan graph outdated* command that lists the dependencies that have newer versions in remotes [#15838](#) . Docs [here](#)
- Feature: Set *CMAKE\_VS\_DEBUGGER\_ENVIRONMENT* from CMakeToolchain to point to all binary directories when using Visual Studio. This negates the need to copy DLLs to launch executables from the Visual Studio IDE (requires CMake 3.27 or newer). [#15830](#) . Docs [here](#)
- Feature: Add a parameter to *trim\_conandata* to avoid raising an exception when conandata.yml file doesn't exist. [#15829](#) . Docs [here](#)
- Feature: Added `build_context_folder`` to PkgConfigDeps. [#15813](#) . Docs [here](#)
- Feature: Included `build.pkg_config_path`` in the built-in options section in the MesonToolchain template. [#15813](#) . Docs [here](#)
- Feature: Update *\_meson\_cpu\_family\_map* to support *arm64ec*. [#15812](#)
- Feature: Added support for Clang 18. [#15806](#) . Docs [here](#)
- Feature: Add basic support in CMakeToolchain for universal binaries. [#15775](#) . Docs [here](#)

- Feature: New `tools.cmake.cmake_layout:build_folder` config that allows re-defining `cmake_layout` local build-folder. [#15767](#) . Docs [here](#)
- Feature: New `tools.cmake.cmake_layout:test_folder` config that allows re-defining `cmake_layout` output build folder for `test_package`, including a `$TMP` placeholder to create a temporary folder in system tmp. [#15767](#) . Docs [here](#)
- Feature: (Experimental) Add `conan config install-pkg myconf/[*]` new configuration inside Conan packages with new `package_type = "configuration"`. [#15748](#) . Docs [here](#)
- Feature: (Experimental) New `core.package_id:config_mode` that allows configuration package reference to affect the `package_id` of all packages built with that configuration. [#15748](#) . Docs [here](#)
- Feature: Make `cppstd_flag` public to return the corresponding C++ standard flag based on the settings. [#15710](#) . Docs [here](#)
- Feature: Allow `self.name` and `self.version` in `build_folder_vars` attribute and conf. [#15705](#) . Docs [here](#)
- Feature: Add `conan list --filter-xxx` arguments to list package binaries that match settings+options. [#15697](#) . Docs [here](#)
- Feature: Add `detect_libc` to the `detect_api` to get the name and version of the C library. [#15683](#) . Docs [here](#)
- Feature: New `CommandAPI` subapi in the `ConanAPI` that allows calling other commands. [#15630](#) . Docs [here](#)
- Fix: Avoid unnecessary build of `tool_requires` when `--build=missing` and repeated `tool_requires`. [#15885](#)
- Fix: Fix `CMakeDeps set_property(... APPEND)` argument order. [#15877](#)
- Fix: Raising an error when an infinite loop is found in the install graph (ill-formed dependency graph with loops). [#15835](#)
- Fix: Make sure `detect_default_compiler()` always returns a 3-tuple. [#15832](#)
- Fix: Print a clear message for `conan graph explain` when no binaries exist for one revision. [#15823](#)
- Fix: Add `package_type="static-library"` to the `conan new msbuild_lib` template. [#15807](#)
- Fix: Avoid `platform_requires` to fail when explicit options are being passed via `requires(..., options={})`. [#15804](#)
- Fix: Make `CMakeToolchain` end with newline. [#15788](#)
- Fix: Do not allow `conan list` binary filters or package query if a binary pattern is not provided. [#15781](#)
- Fix: Avoid `CMakeToolchain.preprocessor_definition` definitions to "None" literal string when it has no value (Python None). [#15756](#)
- Fix: Improved `conan install <path> --deployer-package=*` case that was crashing when using `self.package_folder`. [#15737](#)
- Fix: Fix `conan graph info --format=html` for large dependency graphs. [#15724](#)
- Fix: Make all recipe and plugins python file `print()` to `stderr`, so json outputs to `stdout` are not broken. [#15704](#)
- Fix: Fix getting the gnu triplet for Linux x86. [#15699](#)
- Bugfix: Solve backslash issues with `conan_home_folder` in `global.conf` when used in strings inside lists. [#15870](#)
- Bugfix: Fix `CMakeDeps` multi-config when there are conditional dependencies on the `build_type`. [#15853](#)
- Bugfix: Move `get_backup_sources()` method to expected `CacheAPI` from `UploadAPI`. [#15845](#)

- Bugfix: Avoid `TypeError` when a version in `conandata.yml` lists no patches. [#15842](#)
- Bugfix: Solve `package_type=build-scripts` issue with lockfiles and **conan create**. [#15802](#)
- Bugfix: Allow `--channel` command line argument if the recipe specifies `user` attribute. [#15794](#)
- Bugfix: Fix cross-compilation to Android from Windows when using `MesonToolchain`. [#15790](#)
- Bugfix: Fix `CMakeToolchain` `GENERATOR_TOOLSET` when `compiler.update` is defined. [#15789](#)
- Bugfix: Solved evaluation of `conf` items when they matched a Python module [#15779](#)
- Bugfix: Fix `PkgConfigDeps` generating `.pc` files for its `tool_requires` when it is in the build context already. [#15763](#)
- Bugfix: Adding `VISIBILITY` flags to `CONAN_C_FLAGS` too. [#15762](#)
- Bugfix: Fix `conan profile show --format=json` for profiles with scoped confs. [#15747](#)
- Bugfix: Fix legacy usage of `update` argument in Conan API. [#15743](#)
- Bugfix: Solve broken profile `[conf]` when strings contains Windows backslash. [#15727](#)
- Bugfix: Fix version precedence for metadata version ranges. [#15653](#)

## 12.25 2.1.0 (15-Feb-2024)

- Feature: Implement multi-config `tools.build:xxx` flags in `CMakeToolchain`. [#15654](#)
- Feature: Add ability to pass patterns to `-update` flag. [#15652](#) . Docs [here](#)
- Feature: Add `--format=json` formatter to **conan build**. [#15651](#)
- Feature: Added `tools.build.cross_building:cross_build` to decide whether cross-building or not regardless of the internal Conan mechanism. [#15616](#)
- Feature: Add `--format=json` option to `conan cache path`. [#15613](#)
- Feature: Add the `--order-by` argument for `conan graph build-order`. [#15602](#) . Docs [here](#)
- Feature: Provide a new `graph build-order --reduce` argument to reduce the order exclusively to packages that need to be built from source. [#15573](#) . Docs [here](#)
- Feature: Add configuration to specify desired CUDA Toolkit in `CMakeToolchain` for Visual Studio CMake generators. [#15572](#) . Docs [here](#)
- Feature: New “important” options values definition, with higher precedence over regular option value definitions. [#15571](#) . Docs [here](#)
- Feature: Display message when calling `deactivate_conanvcvars`. [#15557](#)
- Feature: Add `self.info` information of `package_id` to serialized output in the graph, and forward it to `package-lists`. [#15553](#) . Docs [here](#)
- Feature: Log Git tool commands when running in verbose mode. [#15514](#)
- Feature: Add verbose debug information (with `-vvv`) for `conan.tools.files.copy()` calls. [#15513](#)
- Feature: Define `python_requires = "tested_reference_str"` for explicit `test_package` of `python_requires`. [#15485](#) . Docs [here](#)
- Feature: Adding `CMakeToolchain.presets_build/run_environment` to modify `CMakePresets` environment in `generate()` method. [#15470](#) . Docs [here](#)
- Feature: Add `--allowed-packages` to remotes to limit what references a remote can supply. [#15464](#) . Docs [here](#)



- Feature: Initial documentation to make RemotesAPI publicly available (experimental). #15462
- Feature: Add support for use of vcvars env variables when calling from powershell. #15461 . Docs [here](#)
- Feature: New `Git(..., excluded=[])` feature to avoid “dirty” errors in Git helper. #15457 . Docs [here](#)
- Feature: New `core.scm:excluded` feature to avoid “dirty” errors in Git helper and `revision_mode = "scm"`. #15457 . Docs [here](#)
- Feature: Recipe `python_package_id_mode` for `python_requires` recipes, to define per-recipe effect on consumers `package_id`. #15453 . Docs [here](#)
- Feature: Add `cmakeExecutable` to configure preset. #15447 . Docs [here](#)
- Feature: Add new `--core-conf` command line argument to allow passing `core.` confs via CLI. #15441 . Docs [here](#)
- Feature: Add `detect_api.detect_msvc_update(version)` helper to `detect_api`. #15435 . Docs [here](#)
- Feature: CMakeToolchain defines jobs in generated CMakePresets.json buildPresets. #15422
- Feature: Allow nested “ANY” definitions in `settings.yml`. #15415 . Docs [here](#)
- Feature: `Helpers.Git().coordinates_to_conandata()` and `Git().checkout_from_conandata_coordinates()` to simplify scm based flows. #15377
- Feature: AutotoolsToolchain automatically inject `-FS` for VS. #15375
- Feature: New **conan upload** `core.upload:parallel` for faster parallel uploads. #15360 . Docs [here](#)
- Feature: Intel oneAPI compiler detection improvement. #15358
- Feature: Display progress for long `conan list` commands. #15354
- Feature: Add `extension_properties` attribute to pass information to extensions from recipes. #15348 . Docs [here](#)
- Feature: Implement `compatibility_cppstd` in `extension_properties` for the `compatibility.py` plugin to disable fallback to other `cppstd` for the recipe. #15348 . Docs [here](#)
- Feature: Add `Git.get_commit(..., repository=True)` to obtain the repository commit, not the folder commit. #15304
- Feature: Ensure `--build=editable` and `--build=cascade` works together. #15300 . Docs [here](#)
- Feature: New `conan graph build-order --order=configuration` to output a different order, sorted by package binaries/configurations, not grouped by recipe revisions. #15270 . Docs [here](#)
- Feature: Allow copy&paste of recipe revisions with timestamps from `--format=compact` into `conan lock add`. #15262 . Docs [here](#)
- Fix: Guarantee order of `generators` attribute execution. #15678
- Fix: Solve issue with `[platform_tool_requires]` in the build profile and context. Discard `[platform_requires]` in build profile. #15665
- Fix: Fix gcc detection in conda environments. #15664
- Fix: Improve handling of `.dirty` download files when uploading backup sources. #15601
- Fix: Fix relativize paths in generated files. #15592
- Fix: Allow None values for `CMakeToolchain.preprocessor_definitions` that will map to definitions without values. #15545 . Docs [here](#)
- Fix: Fix `graph build-order --order=configuration` text format output. #15538
- Fix: Raise a helpful error when the remote is not reachable in case the user wants to work in offline mode. #15516



- Fix: Avoid missing file stacktrace when no metadata exists for a source backup. [#15501](#)
- Fix: Remove `--lockfile-packages` argument, it was not documented as it was not intended for public usage. [#15499](#) . Docs [here](#)
- Fix: Raise if `check_type=int` and conf value is set to `bool`. [#15378](#)
- Fix: Add `pkg-config` entry to machine file generated by MesonToolchain, due to `pkgconfig` entry being deprecated since Meson 1.3.0. [#15369](#)
- Fix: Fix `graph explain` not showing some differences in requirements if missing. [#15355](#)
- Fix: Fix `tools.info.package_id:confs` when pattern did not match any defined conf. [#15353](#)
- Fix: Fix `upload_policy=skip` with `--build=missing` issues. [#15336](#)
- Fix: Accept `conan download/upload --list=.. --only-recipe` to download only the recipes. [#15312](#)
- Fix: Allow `cmake.build(build_type="Release")` for recipes built with multi-config systems but without `build_type` setting. [#14780](#)
- Bugfix: Fix MSBuildDeps with components and skipped dependencies. [#15626](#)
- Bugfix: Avoid `provides` raising an error for packages that self `tool_requires` to themselves to cross-build. [#15575](#)
- Bugfix: Fix build scope OS detection in `tools.microsoft.visual.VCVars`. [#15568](#)
- Bugfix: Fix wrong propagation over `visible=False` when dependency is header-only. [#15564](#)
- Bugfix: Store the temporary cache folders inside `core.cache:storage_path`, so `conan cache clean` also finds and clean them correctly. [#15505](#)
- Bugfix: The `conan export-pkg --format=json` output now returns `recipe = "cache"` status, as the recipe is in the cache after the command. [#15504](#)
- Bugfix: The `conan export-pkg` command stores the lockfile excluding the `test_package`, following the same behavior as `conan create`. [#15504](#)
- Bugfix: Avoid `conan test` failing for `python_requires` test-package. [#15485](#) . Docs [here](#)
- Bugfix: MesonToolchain calculates a valid `apple_min_version_flag`. [#15465](#)
- Bugfix: Allow to limit `os`, `compiler` and other settings with subsettings in `build_id()` and `package_id()` methods. [#15439](#)
- Bugfix: Fix getting environment variable `CONAN_LOGIN_USERNAME_REMOTE`. [#15388](#)
- Bugfix: Don't take `.` folder into consideration for `tools.files.copy()` `excludes` patterns. [#15349](#)
- Bugfix: Disable creating editables without name and version. [#15337](#)
- Bugfix: Fix `Git.get_url_and_commit` raising for some Git configs. [#15271](#)
- Bugfix: Direct dependencies in the “host” context of packages being built shouldn't be skipped. This allows for non C/C++ libraries artifacts, like images, in the “host” context, to be used as build-time resources. [#15128](#)

## 12.26 2.0.17 (10-Jan-2024)

- Fix: Automatically create folder if `conan cache save --file=subfolder/file.tgz` subfolder doesn't exist. [#15409](#)
- Bugfix: Fix `libcxx` detection when using `CC/CXX` env vars. [#15418](#) . Docs [here](#)
- Bugfix: Solve `winsdk_version` bug in CMakeToolchain generator for `cmake_minimum_required(3.27)`. [#15373](#)
- Bugfix: Fix visible trait propagation with `build=True` trait. [#15357](#)
- Bugfix: Fix `package_id` calculation when including conf values thru `tools.info.package_id:confs`. [#15356](#)
- Bugfix: Order `conf` items when dumping them to allow reproducible `package_id` independent of the order the `confs` were declared. [#15356](#)

## 12.27 2.0.16 (21-Dec-2023)

- Bugfix: Revert the default of `source_buildenv`, make it `False` by default. [#15319](#) . Docs [here](#)

## 12.28 2.0.15 (20-Dec-2023)

- Feature: New `conan lock remove` command to remove requires from lockfiles. [#15284](#) . Docs [here](#)
- Feature: New `CMake.ctest()` helper method to launch directly `ctest` instead of via `cmake --target=RUN_TEST`. [#15282](#)
- Feature: Add tracking syntax in `<host_version>` for different references. [#15274](#) . Docs [here](#)
- Feature: Adding `tools.microsoft:winsdk_version` conf to make VCVars generator to use the given `winsdk_version`. [#15272](#) . Docs [here](#)
- Feature: Add `pkglist` formatter for `conan export` command. [#15266](#) . Docs [here](#)
- Feature: Define `CONAN_LOG_LEVEL` env-var to be able to change verbosity at a global level. [#15263](#) . Docs [here](#)
- Feature: `conan cache path xxx -folder xxxx` raises an error if the folder requested does not exist. [#15257](#)
- Feature: Add `in` operator support for `ConanFile's self.dependencies`. [#15221](#) . Docs [here](#)
- Feature: Make `CMakeDeps` generator create a `conandeps.cmake` that aggregates all direct dependencies in a `cmake`-like generator style. [#15207](#) . Docs [here](#)
- Feature: Add build environment information to CMake configure preset and run environment information to CMake test presets. [#15192](#) . Docs [here](#)
- Feature: Removed a warning about a potential issue with `conan` migration that would print every time a build failed. [#15174](#)
- Feature: New `deploy()` method in recipes for explicit per-recipe deployment. [#15172](#) . Docs [here](#)
- Feature: Allow `tool-requires` to be used in `source()` method injecting environment. [#15153](#) . Docs [here](#)
- Feature: Allow accessing the contents of `settings.yml` (and `settings_user!`) from `ConfigAPI`. [#15151](#)
- Feature: Add builtin conf access from `ConfigAPI`. [#15151](#)
- Feature: Add `redirect_stdout` to CMake integration methods. [#15150](#)

- Feature: Add `core:warnings_as_errors` configuration option to make Conan raise on warnings and errors. [#15149](#) . Docs [here](#)
- Feature: Added `FTP_TLS` option using `secure` argument in `ftp_download` for secure communication. [#15137](#)
- Feature: New `[replace_requires]` and `[replace_tool_requires]` in profile for redefining requires, useful for package replacements like `zlibng/zlib`, to solve conflicts, and to replace some dependencies by system alternatives wrapped in another Conan package recipe. [#15136](#) . Docs [here](#)
- Feature: Add `stderr` capture argument to `conanfile's run()` method. [#15121](#) . Docs [here](#)
- Feature: New `[platform_requires]` profile definition to be able to replace Conan dependencies by platform-provided dependencies. [#14871](#) . Docs [here](#)
- Feature: New `conan graph explain` command to search, compare and explain missing binaries. [#14694](#) . Docs [here](#)
- Feature: Global `cpp_info` can be used to initialize components values. [#13994](#)
- Fix: Make `core:warnings_as_errors` accept a list [#15297](#)
- Fix: Fix `user` confs package scoping when no separator was given [#15296](#)
- Fix: Fix range escaping in conflict reports involving ranges. [#15222](#)
- Fix: Allow hard `set_name()` and `set_version()` to mutate name and version provided in command line. [#15211](#) . Docs [here](#)
- Fix: Make `conan graph info --format=text` print to stdout. [#15170](#)
- Fix: Avoid warning in CMake output due to `CMAKE_POLICY_DEFAULT_CMP0091` unused variable. [#15127](#)
- Fix: Deprecate `[system_tools]` in favor of `[platform_tool_requires]` to align with `[platform_requires]` for regular dependencies. Changed output from “System tool” to “Platform”. [#14871](#) . Docs [here](#)
- Bugfix: Ensure `user` confs have at least 1 : separator [#15296](#)
- Bugfix: `Git.is_dirty()` will use `git status . -s` to make sure it only process the current path, not the whole repo, similarly to other Git methods. [#15289](#)
- Bugfix: Make `self.info.clear()` and header-only packages to remove `python_requires` and `tool_requires`. [#15285](#) . Docs [here](#)
- Bugfix: Make `conan cache save/restore` portable across Windows and other OSs. [#15253](#)
- Bugfix: Do not relativize absolute paths in deployers. [#15244](#)
- Bugfix: Add architecture to CMakePresets to avoid cmake ignoring toolchain definitions when using pre-sets. [#15215](#)
- Bugfix: Fix `conan graph info --format=html` reporting misleading conflicting nodes. [#15196](#)
- Bugfix: Fix serialization of `tool_requires` in `conan profile show --format=json`. [#15185](#)
- Bugfix: Fix NMakeDeps quoting issues. [#15140](#)
- Bugfix: Fix the 2.0.14 migration to add LRU data to the cache when `storage_path` conf is defined. [#15135](#)
- Bugfix: Fix definition of `package_metadata_folder` for `conan export-pkg` command. [#15126](#)
- Bugfix: `pyinstaller.py` was broken for Python 3.12 due to a useless `distutils` import. [#15116](#)
- Bugfix: Fix backup sources error when no `core.sources:download_cache` is set. [#15109](#)

## 12.29 2.0.14 (14-Nov-2023)

- Feature: Added `riscv64`, `riscv32` architectures to default `settings.yml` and management of them in Meson and Autotools. [#15053](#)
- Feature: Allow only one simultaneous database connection. [#15029](#)
- Feature: Add `conan cache backup-upload` to upload all the backup sources in the cache, regardless of which references they are from [#15013](#) . Docs [here](#)
- Feature: New `conan list --format=compact` for better UX. [#15011](#) . Docs [here](#)
- Feature: Ignore metadata upload by passing `--metadata=""` [#15007](#) . Docs [here](#)
- Feature: Better output messages in **conan upload** [#14984](#)
- Feature: Add extra flags to CMakeToolchain. [#14966](#) . Docs [here](#)
- Feature: Implement package load/restore from the cache, for CI workflows and moving packages over air-gaps. [#14923](#) . Docs [here](#)
- Feature: Compute version-ranges intersection to avoid graph version conflicts for compatible ranges [#14912](#)
- Feature: CMake helper can use multiple targets in target argument. [#14883](#)
- Feature: Add MacOS 13.6 to settings.yml. [#14858](#) . Docs [here](#)
- Feature: Add CMakeDeps and PkgConfigDeps generators listening to `system_package_version` property. [#14808](#) . Docs [here](#)
- Feature: Add shorthand syntax in cli to specify host and build in 1 argument [#14727](#) . Docs [here](#)
- Feature: Implement cache LRU control for cleaning of unused artifacts. [#14054](#) . Docs [here](#)
- Fix: Avoid CMakeToolchain overwriting user CMakePresets.json when no layout nor output-folder is defined [#15058](#)
- Fix: Add astra, elbrus and altlinux as distribution using apt in SystemPackageManager [#15051](#)
- Fix: Default to apt-get package manager in Linux Mint [#15026](#) . Docs [here](#)
- Fix: Make `Git()` check commits in remote server even for shallow clones. [#15023](#)
- Fix: Add new Apple OS versions to settings.yml [#15015](#)
- Fix: Fix AutotoolsToolchain extraflags priority. [#15005](#) . Docs [here](#)
- Fix: Remove colors from `conan --version` output [#15002](#)
- Fix: Add an error message if the sqlite3 version is unsupported (less than 3.7.11 from 2012) [#14950](#)
- Fix: Make cache DB always use forward slash for paths, to be uniform across Windows and Linux [#14940](#)
- Fix: Solve re-build of an existing package revision (like forcing rebuild of a an existing header-only package), while previous folder was still used by other projects. [#14938](#)
- Fix: Avoid a recipe mutating a `conf` to affect other recipes. [#14932](#) . Docs [here](#)
- Fix: The output of system packages via `Apt.install()` or `PkgConfig.fill_cpp_info`, like `xorg/system` was very noisy to the Conan output, making it more quiet [#14924](#)
- Fix: Serialize the `path` information of `python_requires`, necessary for computing buildinfo [#14886](#)
- Fix: Define remotes in **conan source** command in case recipe has `python_requires` that need to be downloaded from remotes. [#14852](#)
- Fix: Fix min target flag for xros and xros-simulator. [#14776](#)

- Bugfix: `--build=missing` was doing unnecessary builds of packages that were not needed and could be skipped, in the case of `tool_requires` having transitive dependencies. [#15082](#)
- BugFix: Add package revision to `format=json` in `'conan export-pkg'` command [#15042](#)
- Bugfix: `tools.build.download_source=True` will not fail when there are editable packages. [#15004](#) . Docs [here](#)
- Bugfix: Transitive dependencies were incorrectly added to `conandeps.xcconfig`. [#14898](#)
- Bugfix: Fix integrity-check (`upload --check` or `cache check-integrity`) when the `export_source` has not been downloaded [#14850](#)
- Bugfix: Properly lock release candidates of python requires [#14846](#)
- BugFix: Version ranges ending with `-` do not automatically activate pre-releases resolution in the full range. [#14814](#) . Docs [here](#)
- BugFix: Fix version ranges so pre-releases are correctly included in the lower bound and excluded in the upper bound. [#14814](#) . Docs [here](#)

## 12.30 2.0.13 (28-Sept-2023)

- Bugfix: Fix wrong `cppstd` detection for newer apple-clang versions introduced in 2.0.11. [#14837](#)

## 12.31 2.0.12 (26-Sept-2023)

- Feature: Add support for Clang 17. [#14781](#) . Docs [here](#)
- Feature: Add `--dry-run` for **conan remove**. [#14760](#) . Docs [here](#)
- Feature: Add `host_tool` to `install()` method in `package_manager` to indicate whether the package is a host tool or a library. [#14752](#) . Docs [here](#)
- Fix: Better error message when trying to `export-pkg` a `python-require` package, and avoid it being exported and then failing. [#14819](#)
- Fix: `CMakeDeps` allows `set_property()` on all properties. [#14813](#)
- Fix: Add minor version for Apple clang 15.0. [#14797](#) . Docs [here](#)
- Fix: **conan build** command prettier error when `<path>` argument not provided. [#14787](#)
- Bugfix: fix `compatibility()` over `settings_target` making it `None` [#14825](#)
- Bugfix: `compatible` packages look first in the cache, and only if not found, the servers, to allow offline installs when there are compatible packages. [#14800](#)
- BugFix: Reuse session in `ConanRequester` to speed up requests. [#14795](#)
- Bugfix: Fix relative paths of `editable` packages when they have components partially defining directories. [#14782](#)

## 12.32 2.0.11 (18-Sept-2023)

- Feature: Add `--format=json` formatter to `conan profile show` command #14743 . Docs [here](#)
- Feature: add new `--deployer --generators` args to ‘conan build’ cmd #14737 . Docs [here](#)
- Feature: Better CMakeToolchain blocks interface. Added new `.blocks.select()`, `.blocks.keys()`. #14731 . Docs [here](#)
- Feature: Add message when copying large files from download cache instead of downloading from server. #14716
- Feature: MesonToolchain shows a warning message if any options are used directly. #14692 . Docs [here](#)
- Feature: Support clang-cl in default profile plugin. #14682 . Docs [here](#)
- Feature: Added mechanism to transform `c`, `cpp`, and/or `ld` binaries variables from Meson into lists if declared blank-separated strings. #14676
- Feature: Add *nobara* distro to *dnf* package manager mapping. #14668
- Feature: Ensure meson toolchain sets `b_vscrt` with clang-cl. #14664
- Feature: Supporting regex pattern for conf `tools.info.package_id:confs` #14621 . Docs [here](#)
- Feature: MakeDeps: Provide “require” information, and more styling tweaks. #14605
- Feature: New `detect_api` to be used in profiles jinja templates. #14578 . Docs [here](#)
- Feature: Allow access to `settings_target` in compatibility method. #14532
- Fix: Add missing minor macos versions #14740 . Docs [here](#)
- Fix: Improve error messages in *ConanApi* init failures, #14735
- Fix: CMakeDeps: Remove “Target name ... already exists” warning about duplicating aliases. #14644
- Bugfix: Fix regression in `Git.run()` when `win_bash=True`. #14756
- Bugfix: Change the default `check=False` in `conan.tools.system.package_manager.Apt` to `True` as the other package manager tools. #14728 . Docs [here](#)
- Bugfix: Solved propagation of transitive shared dependencies of `test_requires` with diamonds. #14721
- Bugfix: Solve crash with **conan export-pkg** with `test_package` doing calls to remotes. #14712
- Bugfix: Do not binary-skip packages that have transitive dependencies that are not skipped, otherwise the build chain of build systems to those transitive dependencies like CMakeDeps generated files are broken. #14673
- Bugfix: Fix detected CPU architecture when running `conan profile detect` on native ARM64 Windows. #14667
- Bugfix: `conan lock create --update` now correctly updates references from servers if newer than cache ones. #14643
- Bugfix: Fix unnecessarily decorating command stdout with escape sequences. #14642
- Bugfix: `tools.info.package_id:confs` shouldn’t affect header-only libraries. #14622

## 12.33 2.0.10 (29-Aug-2023)

- Feature: Allow `patch_user` in `conandata.yml` definition for user patches, not handled by `apply_conandata_patches()`. #14576 . Docs [here](#)
- Feature: Support for Xcode 15, iOS 17, tvOS 17, watchOS 10, macOS 14. #14538
- Feature: Raise an error if users are adding incorrect ConanCenter web URL as remote. #14531
- Feature: Serialization of graph with `--format=json` adds information to `python_requires` so `conan list --graph` can list `python_requires` too. #14529
- Feature: Add `rrev`, `rrev_timestamp` and `prev_timestamp` to the graph json serialization. #14526
- Feature: Allow `version-ranges` to resolve to editable packages too. #14510
- Feature: Add `tools.files.download.verify`. #14508 . Docs [here](#)
- Feature: Add support for Apple visionOS. #14504
- Feature: Warn of unknown version range options. #14493
- Feature: Add `tools.graph:skip_binaries` to control binary skipping in the graph. #14466 . Docs [here](#)
- Feature: New `tools.deployer:symlinks` configuration to disable symlinks copy in deployers. #14461 . Docs [here](#)
- Feature: Allow remotes to automatically resolve missing `python_requires` in 'editable add'. #14413 . Docs [here](#)
- Feature: Add `cli_args` argument for `CMake.install()`. #14397 . Docs [here](#)
- Feature: Allow `test_requires(..., force=True)`. #14394 . Docs [here](#)
- Feature: New `credentials.json` file to store credentials for Conan remotes. #14392 . Docs [here](#)
- Feature: Added support for `apk` package manager and Alpine Linux #14382 . Docs [here](#)
- Feature: `conan profile detect` can now detect the version of `msvc` when invoked within a Visual Studio prompt where `CC` or `CXX` are defined and pointing to the `cl` compiler executable #14364
- Feature: Properly document `--build=editable` build mode. #14358 . Docs [here](#)
- Feature: `conan create --build-test=missing` new argument to control what is being built as dependencies of the `test_package` folder. #14347 . Docs [here](#)
- Feature: Provide new `default_build_options` attribute for defining options for `tool_requires` in recipes. #14340 . Docs [here](#)
- Feature: Implement `...@` as a pattern for indicating matches with packages without user/channel. #14338 . Docs [here](#)
- Feature: Add support to Makefile by the new MakeDeps generator #14133 . Docs [here](#)
- Fix: Allow `-format=json` in `conan create` for `python-requires` #14594
- Fix: Remove conan v2 ready conan-center link. #14593
- Fix: Make `conan inspect` use all remotes by default. #14572 . Docs [here](#)
- Fix: Allow extra hyphens in versions pre-releases. #14561
- Fix: Allow confs for `tools.cmake.cmaketoolchain` to be used if defined even if `tools.cmake.cmaketoolchain:user_toolchain` is defined. #14556 . Docs [here](#)
- Fix: Serialize booleans of dependencies in `--format=json` for graphs as booleans, not strings. #14530 . Docs [here](#)



- Fix: Avoid errors in **conan upload** when `python_requires` are not in the cache and need to be downloaded. [#14511](#)
- Fix: Improve error check of `lock` add adding a full package reference instead of a recipe reference. [#14491](#)
- Fix: Better error message when a built-in deployer failed to copy files. [#14461](#) . Docs [here](#)
- Fix: Do not print non-captured stacktraces to `stdout` but to `stderr`. [#14444](#)
- Fix: Serialize `conf_info` in `--format=json` output. [#14442](#)
- Fix: *MSBuildToolchain/MSBuildDeps*: Avoid passing C/C++ compiler options as options for *ResourceCompile*. [#14378](#)
- Fix: Removal of plugin files result in a better error message instead of stacktrace. [#14376](#)
- Fix: Fix CMake system processor name on armv8/aarch64. [#14362](#)
- Fix: Make backup sources `core.sources` conf not mandate the final slash. [#14342](#)
- Fix: Correctly propagate options defined in recipe `default_options` to `test_requires`. [#14340](#) . Docs [here](#)
- Fix: Invoke XCRun using `conanfile.run()` so that environment is injected. [#14326](#)
- Fix: Use `abspath` for `conan config install` to avoid symlinks issues. [#14183](#)
- Bugfix: Solve `build_id()` issues, when multiple different `package_ids` reusing same build-folder. [#14555](#)
- Bugfix: Avoid DB errors when timestamp is not provided to **conan download** when using package lists. [#14526](#)
- Bugfix: Print exception stacktrace (when `-vtrace` is set) into `stderr` instead of `stdout` [#14522](#)
- Bugfix: Print only packages confirmed interactively in **conan upload**. [#14512](#)
- Bugfix: ‘conan remove’ was outputting all entries in the cache matching the filter not just the once which where confirmed by the user. [#14478](#)
- Bugfix: Better error when passing `-channel` without `-user`. [#14443](#)
- Bugfix: Fix `settings_target` computation for `tool_requires` of packages already in the “build” context. [#14441](#)
- Bugfix: Avoid DB `is locked` error when `core.download:parallel` is defined. [#14410](#)
- Bugfix: Make generated powershell environment scripts relative when using deployers. [#14391](#)
- Bugfix: fix profile `[tool_requires]` using revisions that were ignored. [#14337](#)

## 12.34 2.0.9 (19-Jul-2023)

- Feature: Add *implements* attribute in `ConanFile` to provide automatic management of some options and settings. [#14320](#) . Docs [here](#)
- Feature: Add *apple-clang* 15. [#14302](#)
- Fix: Allow repository being dirty outside of `conanfile.py` folder when using `revision_mode = “scm_folder”`. [#14330](#)
- Fix: Improve the error messages and provide Conan traces for errors in *compatibility.py* and *profile.py* plugins. [#14322](#)
- Fix: `flush()` output streams after every message write. [#14310](#)
- Bugfix: Fix Package signing plugin not verifying the downloaded sources. [#14331](#) . Docs [here](#)
- Bugfix: Fix `CMakeUserPresets` inherits from conan generated presets due to typo. [#14325](#)



- Bugfix: ConanPresets.json contains duplicate presets if multiple user presets inherit from the same conan presets. [#14296](#)
- Bugfix: Meson *prefix* param is passed as UNIX path. [#14295](#)
- Bugfix: Fix *CMake Error: Invalid level specified for --loglevel* when *tools.build:verbosity* is set to *quiet*. [#14289](#)

## 12.35 2.0.8 (13-Jul-2023)

- Feature: Add GCC 10.5 to default settings.yml. [#14252](#)
- Feature: Let *pkg\_config\_custom\_content* overwrite default *\*.pc* variables created by *PkgConfigDeps*. [#14233](#) . Docs [here](#)
- Feature: Let *pkg\_config\_custom\_content* be a dict-like object too. [#14233](#) . Docs [here](#)
- Feature: The *fix\_apple\_shared\_install\_name* tool now uses *xcrun* to resolve the *otool* and *install\_name\_tool* programs. [#14195](#)
- Feature: Manage shared, fPIC, and header\_only options automatically. [#14194](#) . Docs [here](#)
- Feature: Manage package ID for header-library package type automatically. [#14194](#) . Docs [here](#)
- Feature: New `cpp_info.set_property("cmake_package_version_compat" , "AnyNewerVersion")` for CMakeDeps generator. [#14176](#) . Docs [here](#)
- Feature: Metadata improvements. [#14152](#)
- Fix: Improve error message when missing binaries with **conan test** command. [#14272](#)
- Fix: Make **conan download** command no longer need to load conanfile, won't fail for 1.X recipes or missing *python\_requires*. [#14261](#)
- Fix: Using *upload* with the *-list* argument now permits empty recipe lists. [#14254](#)
- Fix: Guarantee that `Options.rm_safe` never raises. [#14238](#)
- Fix: Allow *tools.gnu:make\_program* to affect every CMake configuration. [#14223](#)
- Fix: Add missing *package\_type* to **conan new** lib templates. [#14215](#)
- Fix: Add clarification for the default folder shown when querying a package reference. [#14199](#) . Docs [here](#)
- Fix: Enable existing status-message code in the *patch()* function. [#14177](#)
- Fix: Use *configuration* in XcodeDeps instead of always *build\_type*. [#14168](#)
- Fix: Respect symlinked path for cache location. [#14164](#)
- Fix: PkgConfig uses `conanfile.run()` instead of internal runner to get full Conan environment from profiles and dependencies. [#13985](#)
- Bugfix: Fix leaking of CMakeDeps `CMAKE_FIND_LIBRARY_SUFFIXES` variable. [#14253](#)
- Bugfix: Fix conan not finding generator by name when multiple custom global generators are detected. [#14227](#)
- Bugfix: Improve display of graph conflicts in *conan graph info* in html format. [#14190](#)
- Bugfix: Fix CMakeToolchain cross-building from Linux to OSX. [#14187](#)
- Bugfix: Fix KeyError in backup sources when no package is selected. [#14185](#)

## 12.36 2.0.7 (21-Jun-2023)

- Feature: Add new `arm64ec` architecture, used to define `CMAKE_GENERATOR_PLATFORM`. [#14114](#) . Docs [here](#)
- Feature: Make `CppInfo` a public, documented, importable tool for generators that need to aggregate them. [#14101](#) . Docs [here](#)
- Feature: Allow `conan remove --list=pkglist` to remove package-lists. [#14082](#) . Docs [here](#)
- Feature: Output for `conan remove --format` both text (summary of deleted things) and json. [#14082](#) . Docs [here](#)
- Feature: Add `core.sources:excluded_urls` to backup sources. [#14020](#)
- Feature: **conan test** command learned the `--format=json` formatter. [#14011](#) . Docs [here](#)
- Feature: Allow `pkg/[version-range]` expressions in `conan list` (and download, upload, remove) patterns. [#14004](#) . Docs [here](#)
- Feature: Add `conan upload --dry-run` equivalent to 1.X `conan upload --skip-upload`. [#14002](#) . Docs [here](#)
- Feature: Add new command `conan version` to format the output. [#13999](#) . Docs [here](#)
- Feature: Small UX improvement to print some info while downloading large files. [#13989](#)
- Feature: Use `PackagesList` as input argument for `conan upload --list=pkglist.json`. [#13928](#) . Docs [here](#)
- Feature: Use `--graph` input for `conan list` to create a `PackagesList` that can be used as input for **conan upload**. [#13928](#) . Docs [here](#)
- Feature: New metadata files associated to recipes and packages that can be uploaded, downloaded and added after the package exists. [#13918](#)
- Feature: Allow to specify a custom deployer output folder. [#13757](#) . Docs [here](#)
- Feature: Split build & compilation verbosity control to two confs. [#13729](#) . Docs [here](#)
- Feature: Added `bindir` to generated `.pc` file in `PkgConfigDeps`. [#13623](#) . Docs [here](#)
- Fix: Deprecate `AutoPackage` remnant from Conan 1.X. [#14083](#) . Docs [here](#)
- Fix: Fix description for the conf entry for default build profile used. [#14075](#) . Docs [here](#)
- Fix: Allow spaces in path in `Git` helper. [#14063](#) . Docs [here](#)
- Fix: Remove trailing `.` in `conanfile.xxx_folder` that is breaking subsystems like `msys2`. [#14061](#)
- Fix: Avoid caching issues when some intermediate package in the graph calls `aggregated_components()` over some dependency and using `--deployer`, generators still pointed to the Conan cache and not deployed copy. [#14060](#)
- Fix: Allow internal `Cli` object to be called more than once. [#14053](#)
- Fix: Force `pyyaml>=6` for Python 3.10, as previous versions broke. [#13990](#)
- Fix: Improve graph conflict message when Conan can't show one of the conflicting recipes. [#13946](#)
- Bugfix: Solve bug in timestamp of non-latest revision download from the server. [#14110](#)
- Bugfix: Fix double base path setup in editable packages. [#14109](#)
- Bugfix: Raise if `conan graph build-order` graph has any errors, instead of quietly doing nothing and out-putting and empty json. [#14106](#)

- Bugfix: Avoid incorrect path replacements for editable packages when folders have overlapping matching names. [#14095](#)
- Bugfix: Set clang as the default FreeBSD detected compiler. [#14065](#)
- Bugfix: Add prefix var and any custom content (through the *pkg\_config\_custom\_content* property) to already generated pkg-config root .pc files by *PkgConfigDeps*. [#14051](#)
- Bugfix: **conan create** command returns always the same output for `--format=json` result graph, irrespective of test\_package existence. [#14011](#) . Docs [here](#)
- Bugfix: Fix problem with editable packages when defining `self.folders.root=".."` parent directory. [#13983](#)
- Bugfix: Removed *libdir1* and *includedir1* as the default index. Now, *PkgConfigDeps* creates the *libdir* and *includedir* variables by default in .pc files. [#13623](#) . Docs [here](#)

## 12.37 2.0.6 (26-May-2023)

- Feature: Add a *tools.cmake:cmake\_program* configuration item to allow specifying the location of the desired CMake executable. [#13940](#) . Docs [here](#)
- Fix: Output “id” property in graph json output as str instead of int. [#13964](#) . Docs [here](#)
- Fix: Fix custom commands in a layer not able to do a local import. [#13944](#)
- Fix: Improve the output of download + unzip. [#13937](#)
- Fix: Add missing values to *package\_manager:mode* in *conan config install*. [#13929](#)
- Bugfix: Ensuring the same graph-info JSON output for *graph info*, *create*, *export-pkg*, and *install*. [#13967](#) . Docs [here](#)
- Bugfix: *test\_requires* were affecting the *package\_id* of consumers as regular *requires*, but they shouldn't. [#13966](#)
- Bugfix: Define *source\_folder* correctly in the json output when `-c tools.build:download_source=True`. [#13953](#)
- Bugfix: Fixed and completed the *graph info xxxx --format json* output, to publicly document it. [#13934](#) . Docs [here](#)
- Bugfix: Fix “double” absolute paths in premakedeps. [#13926](#)
- Bugfix: Fix regression from 2.0.5 <https://github.com/conan-io/conan/pull/13898>, in which overrides of packages and components specification was failing [#13923](#)

## 12.38 2.0.5 (18-May-2023)

- Feature: `-v` argument defaults to the *VERBOSE* level. [#13839](#)
- Feature: Avoid showing unnecessary skipped dependencies. Now, it only shows a list of reference names if exists skipped binaries. They can be completely listed by adding `-v` (verbose mode) to the current command. [#13836](#)
- Feature: Allow step-into dependencies debugging for packages built locally with `--build` [#13833](#) . Docs [here](#)
- Feature: Allow non relocatable, locally built packages with `upload_policy="skip"` and `build_policy="missing"` [#13833](#) . Docs [here](#)

- Feature: Do not move “build” folders in cache when `package-revision` is computed to allow locating sources for dependencies debuggability with `step-into` [#13810](#)
- Feature: New `settings.possible_values()` method to query the range of possible values for a setting. [#13796](#) . Docs [here](#)
- Feature: Optimize and avoid hitting servers for binaries when `upload_policy=skip` [#13771](#)
- Feature: Partially relativize generated environment `.sh` shell scripts [#13764](#)
- Feature: Improve `settings.yml` error messages [#13748](#)
- Feature: Auto create empty `global.conf` to improve UX looking for file in home. [#13746](#) . Docs [here](#)
- Feature: Render the profile file name as `profile_name` [#13721](#) . Docs [here](#)
- Feature: New global custom generators in cache “extensions/generators” that can be used by name. [#13718](#) . Docs [here](#)
- Feature: Improve **conan inspect** output, it now understands `set_name/set_version`. [#13716](#) . Docs [here](#)
- Feature: Define new `self.tool_requires("pkg/<host_version>")` to allow some tool-requires to follow and use the same version as the “host” regular requires do. [#13712](#) . Docs [here](#)
- Feature: Introduce new `core:skip_warns` configuration to be able to silence some warnings in the output. [#13706](#) . Docs [here](#)
- Feature: Add `info_invalid` to graph node serialization [#13688](#)
- Feature: Computing and reporting the overrides in the graph, and in the graph `build-order` [#13680](#)
- Feature: New `revision_mode = "scm_folder"` for mono-repo projects that want to use scm revisions. [#13562](#) . Docs [here](#)
- Feature: Demonstrate that it is possible to `tool_requires` different versions of the same package. [#13529](#) . Docs [here](#)
- Fix: `build_scripts` now set the `run` trait to `True` by default [#13901](#) . Docs [here](#)
- Fix: Fix XcodeDeps includes skipped dependencies. [#13880](#)
- Fix: Do not allow line feeds into `pkg/version` reference fields [#13870](#)
- Fix: Fix AutotoolsToolchain definition of `tools.build:compiler_executable` for Windows subsystems [#13867](#)
- Fix: Speed up the CMakeDeps generation [#13857](#)
- Fix: Fix imported library config suffix. [#13841](#)
- Fix: Fail when defining an unknown conf [#13832](#)
- Fix: Fix incorrect printing of “skipped” binaries in the `conan install/create` commands, when they are used by some other dependencies. [#13778](#)
- Fix: Renaming the cache “deploy” folder to “deployers” and allow `-d`, `--deployer` cli arg. (“deploy” folder will not break but will warn as deprecated). [#13740](#) . Docs [here](#)
- Fix: Omit `-L` libpaths in CMakeDeps for header-only libraries. [#13704](#)
- Bugfix: Fix when a `test_requires` is also a regular transitive “host” requires and consumer defines components. [#13898](#)
- Bugfix: Fix propagation of options like `*:shared=True` defined in recipes [#13855](#)
- Bugfix: Fix `--lockfile-out` paths for ‘graph build-order’ and ‘test’ commands [#13853](#)
- Bugfix: Ensure backup sources are uploaded in more cases [#13846](#)

- Bugfix: fix `settings.yml` definition of `intel-cc cppstd=03` #13844
- Bugfix: Fix **conan upload** with backup sources for exported-only recipes #13779
- Bugfix: Fix `conan lock merge` of lockfiles containing alias #13763
- Bugfix: Fix `python_requires` in transitive deps with version ranges #13762
- Bugfix: fix CMakeToolchain `CMAKE_SYSTEM_NAME=Generic` for baremetal #13739
- Bugfix: Fix incorrect environment scripts deactivation order #13707
- Bugfix: Solve failing lockfiles when graph has requirements with `override=True` #13597

## 12.39 2.0.4 (11-Apr-2023)

- Feature: extend `--build-require` to more commands (`graph info`, `lock create`, `install`) and cases. #13669 . Docs [here](#)
- Feature: Add `-d tool_requires` to **conan new**. #13608 . Docs [here](#)
- Feature: Make CMakeDeps, CMakeToolchain and Environment (.bat, Windows only) generated files have relative paths. #13607
- Feature: Adding preliminary (non documented, dev-only) support for premake5 deps (PremakeDeps). #13390
- Fix: Update old **conan user** references to `conan remote login`. #13671
- Fix: Improve dependencies options changed in `requirements()` error msg. #13668
- Fix: `[system_tools]` was not reporting the correct resolved version, but still the original range. #13667
- Fix: Improve *provides* conflict message error. #13661
- Fix: When server responds Forbidden to the download of 1 file in a recipe/package, make sure other files and DB are cleaned. #13626
- Fix: Add error in **conan remove** when using `--package-query` without providing a pattern that matches packages. #13622
- Fix: Add `direct_deploy` subfolder for the `direct_deploy` deployer. #13612 . Docs [here](#)
- Fix: Fix html output when pattern does not list package revisions, like: `conan list "##:*"`. #13605
- Bugfix: `conan list -p <package-query>` failed when a package had no settings or options. #13662
- Bugfix: *python\_requires* now properly loads remote requirements. #13657
- Bugfix: Fix crash when `override` is used in a node of the graph that is also the closing node of a diamond. #13631
- Bugfix: Fix the `--package-query` argument for `options`. #13618
- Bugfix: Add `full_deploy` subfolder for the `full_deploy` deployer to avoid collision with “build” folder. #13612 . Docs [here](#)
- Bugfix: Make *STATUS* the default log level. #13610
- Bugfix: Fix double delete error in `conan cache clean`. #13601

## 12.40 2.0.3 (03-Apr-2023)

- Feature: `conan cache clean` learned the `--all` and `--temp` to clean everything (sources, builds) and also the temporary folders. [#13581](#) . Docs [here](#)
- Feature: Introduce the `conf` dictionary update semantics with `*=` operator. [#13571](#) . Docs [here](#)
- Feature: Support MacOS SDK 13.1 (available in Xcode 14.2). [#13531](#)
- Feature: The `full_deploy` deployer together with `CMakeDeps` generator learned to create relative paths deploys, so they are relocatable. [#13526](#)
- Feature: Introduce the `conan remove *#!latest` (also for package-revisions), to remove all revisions except the latest one. [#13505](#) . Docs [here](#)
- Feature: New `conan cache check-integrity` command to replace 1.X legacy `conan upload --skip-upload --check`. [#13502](#) . Docs [here](#)
- Feature: Add filtering for options and settings in `conan list` html output. [#13470](#)
- Feature: Automatic server side source backups for third parties. [#13461](#)
- Feature: Add `tools.android:cmake_legacy_toolchain` configuration useful when building CMake projects for Android. If defined, this will set the value of `ANDROID_USE_LEGACY_TOOLCHAIN_FILE`. It may be useful to set this to `False` if compiler flags are defined via `tools.build:cflags` or `tools.build:cxxflags` to prevent Android's legacy CMake toolchain from overriding the values. [#13459](#) . Docs [here](#)
- Feature: Default `tools.files.download:download_cache` to `core.download:download_cache`, so it is only necessary to define one. [#13458](#)
- Feature: Authentication for `tools.files.download()`. [#13421](#) . Docs [here](#)
- Fix: Define a way to update `default_options` in `python_requires_extend` extension. [#13487](#) . Docs [here](#)
- Fix: Allow again to specify `self.options["mydep"].someoption=value`, equivalent to `"mydep/*"`. [#13467](#)
- Fix: Generate `cpp_std=vc++20` for `c++20` with `meson` with VS2019 and VS2022, rather than `vc++latest`. [#13450](#)
- Bugfix: Fixed `CMakeDeps` not clearing `CONAN_SHARED_FOUND_LIBRARY` var in `find_library()`. [#13596](#)
- Bugfix: Do not allow adding more than 1 remote with the same remote name. [#13574](#)
- Bugfix: `cmd_wrapper` added missing parameter `conanfile`. [#13564](#) . Docs [here](#)
- Bugfix: Avoid generators errors because dependencies binaries of editable packages were "skip". [#13544](#)
- Bugfix: Fix subcommands names when the parent command has underscores. [#13516](#)
- Bugfix: Fix `python-requires` in remotes when running `conan export-pkg`. [#13496](#)
- Bugfix: Editable packages now also follow `build_folder_vars` configuration. [#13488](#)
- Bugfix: Fix `[system_tools]` profile composition. [#13468](#)

## 12.41 2.0.2 (15-Mar-2023)

- Feature: Allow relative paths to the Conan home folder in the `global.conf`. #13415 . Docs [here](#)
- Feature: Some improvements for html formatter in `conan list` command. #13409 . Docs [here](#)
- Feature: Adds an optional “`build_script_folder`” argument to the `autoreconf` method of the `Autotools` class. It mirrors the same argument and behavior of the `configure` method of the same class. That is, it allows one to override where the tool is run (by default it runs in the `source_folder`. #13403
- Feature: Create summary of cached content. #13386
- Feature: Add `conan config show <conf>` command. #13354 . Docs [here](#)
- Feature: Allow `global.conf` jinja2 inclusion of other files. #13336
- Feature: Add `conan export-pkg --skip-binaries` to allow exporting without binaries of dependencies. #13324 . Docs [here](#)
- Feature: Add `core.version_ranges:resolve_prereleases` conf to control whether version ranges can resolve to prerelease versions #13321
- Fix: Allow automatic processing of `package_type = "build-scripts"` in `conan create` as `--build-require`. #13433
- Fix: Improve the detection and messages of server side package corruption. #13432
- Fix: Fix conan download help typo. #13430
- Fix: Remove profile arguments from `conan profile path`. #13423 . Docs [here](#)
- Fix: Fix typo in `_detect_compiler_version`. #13396
- Fix: Fix conan profile detect detection of libc++ for clang compiler on OSX. #13359
- Fix: Allow internal vswhere calls to detect and use VS pre-releases too. #13355
- Fix: Allow `conan export-pkg` to use remotes to install missing dependencies not in the cache. #13324 . Docs [here](#)
- Fix: Allow conversion to dict of `settings.yml` lists when `settings_user.yml` define a dict. #13323
- Fix: Fix flags passed by `AutotoolsToolchain` when cross compiling from macOS to a non-Apple OS. #13230
- BugFix: Fix issues in `MSBuild` with custom configurations when custom configurations has spaces. #13435
- Bugfix: Solve bug in `conan profile path <nonexisting>` that was crashing. #13434
- Bugfix: Add global verbosity conf `tools.build:verbosity` instead of individual ones. #13428 . Docs [here](#)
- Bugfix: Avoid raising fatal exceptions for malformed custom commands. #13365
- Bugfix: Do not omit `system_libs` from dependencies even if they are header-only. #13364
- Bugfix: Fix `VirtualBuildEnv` environment not being created when `MesonToolchain` is instantiated. #13346
- Bugfix: Nicer error in the compatibility plugin with custom compilers. #13328
- Bugfix: adds qcc cppstd compatibility info to allow dep graph to be calculated. #13326



## 12.42 2.0.1 (03-Mar-2023)

- Feature: Add `-insecure` alias to `-verify-ssl` in `config install`. #13270 . Docs [here](#)
- Feature: Add `.conanignore` support to `conan config install`. #13269 . Docs [here](#)
- Feature: Make verbose tracebacks on exception be shown for `-vv` and `-vvv`, instead of custom env-var used in 1.X. #13226
- Fix: Minor improvements to **conan install** and 2.0-readiness error messages. #13299
- Fix: Remove `vcvars.bat` VS telemetry env-var, to avoid Conan hanging. #13293
- Fix: Remove legacy CMakeToolchain support for CMakePresets schema2 for `CMakeUserPresets.json`. #13288 . Docs [here](#)
- Fix: Remove `--logger` json logging and legacy traces. #13287 . Docs [here](#)
- Fix: Fix typo in `conan remote auth` help. #13285 . Docs [here](#)
- Fix: Raise arg error if `conan config list` unexpected-arg. #13282
- Fix: Do not auto-detect `compiler.runtime_type` for `msvc`, rely on profile plugin. #13277
- Fix: Fix `conanfile.txt` options parsing error message. #13266
- Fix: Improve error message for unified patterns in options. #13264
- Fix: Allow `conan remote add --force` to force re-definition of an existing remote name. #13249
- Fix: Restore printing of profiles for build command. #13214
- Fix: Change **conan build** argument description for “path” to indicate it is only for `conanfile.py` and explicitly state that it does not work with `conanfile.txt`. #13211 . Docs [here](#)
- Fix: Better error message when dependencies options are defined in `requirements()` method. #13207
- Fix: Fix broken links to docs from error messages and readme. #13186
- Bugfix: Ensure that *topics* are always serialized as lists. #13298
- Bugfix: Ensure that *provides* are always serialized as lists. #13298
- Bugfix: Fixed the detection of certain visual c++ installations. #13284
- Bugfix: Fix supported `cppstd` values for `msvc` compiler. #13278
- Bugfix: CMakeDeps generate files for `tool_requires` with the same `build_type` as the “host” context. #13267
- Bugfix: Fix definition of patterns for dependencies options in `configure()`. #13263
- Bugfix: Fix CMakeToolchain error when output folder in different Win drive. #13248
- Bugfix: Do not raise errors if a `test_requires` is not used by components `.requires`. #13191



## 12.43 2.0.0 (22-Feb-2023)

- Feature: Change default profile cppstd for apple-clang to gnu17. [#13185](#)
- Feature: New `conan remote auth` command to force authentication in the remotes [#13180](#)
- Fix: Allow defining options trait in `test_requires(..., options={})` [#13178](#)
- Fix: Unifying Conan commands help messages. [#13176](#)
- Bugfix: Fix MesonToolchain wrong cppstd in apple-clang [#13172](#)
- Feature: Improved global Conan output messages (create, install, export, etc.) [#12746](#)

## 12.44 2.0.0-beta10 (16-Feb-2023)

- Feature: Add basic html output to `conan list` command. [#13135](#)
- Feature: Allow `test_package` to process `--build` arguments (computing `--build=never` for the main, non `test_package` graph). [#13117](#)
- Feature: Add `-force` argument to remote add. [#13112](#)
- Feature: Validate if the input configurations exist, to avoid typos. [#13110](#)
- Feature: Allow defining `self.folders.build_folder_vars` in recipes `layout()`. [#13109](#)
- Feature: Block settings assignment. [#13099](#)
- Feature: Improve `conan editable` ui. [#13093](#)
- Feature: Provide the ability for users to extend Conan generated CMakePresets. [#13090](#)
- Feature: Add error messages to help with the migration of recipes to 2.0, both from ConanCenter and from user repos. [#13074](#)
- Feature: Remove option.fPIC for shared in `conan new` templates. [#13066](#)
- Feature: Add `conan cache clean` subcommand to clean build and source folders. [#13050](#)
- Feature: Implement customizable `CMakeToolchain.presets_prefix` so presets name prepend this. [#13015](#)
- Feature: Add `[system_tools]` section to profiles to use your own installed tools instead of the packages declared in the requires. [#10166](#)
- Fix: Fixes in powershell escaping. [#13084](#)
- Fix: Define `CMakeToolchain.presets_prefix="conan"` by default, to avoid conflict with other users pre-sets. [#13015](#)

## 12.45 2.0.0-beta9 (31-Jan-2023)

- Feature: Add package names in Conan cache hash paths. [#13011](#)
- Feature: Implement `tools.build:download_source` conf to force the installation of sources in `conan install` or `conan graph info`. [#13003](#)
- Feature: Users can define their own settings in `settings_user.yml` that will be merged with the Conan `settings.yml`. [#12980](#)
- Feature: List disabled remotes too. [#12937](#)

- Fix: PkgConfDeps is using the wrong `dependencies.host` from `dependencies` instead of `get_transitive_requires()` computation. [#13013](#)
- Fix: Fixing transitive shared linux libraries in CMakeDeps. [#13010](#)
- Fix: Fixing issues with `test_package` output folder. [#12992](#)
- Fix: Improve error messages for wrong methods. [#12962](#)
- Fix: Fix fail in parallel packages download due to database concurrency issues. [#12930](#)
- Fix: Enable authentication against disabled remotes. [#12913](#)
- Fix: Improving `system_requirements`. [#12912](#)
- Fix: Change tar format to PAX, which is the Python3.8 default. [#12899](#)

## 12.46 2.0.0-beta8 (12-Jan-2023)

- Feature: Add `unix_path_package_info_legacy` function for those cases in which it is used in `package_info` in recipes that require compatibility with Conan 1.x. In Conan 2, path conversions should not be performed in the `package_info` method. [#12886](#)
- Feature: New serialization json and printing for `conan list`. [#12883](#)
- Feature: Add requirements to `conan new cmake_{lib,exe}` [#12875](#)
- Feature: Allow `--no-remotes` to force temporal disabling of remotes [#12808](#)
- Feature: Add barebones template option to `conan new`. [#12802](#)
- Feature: Avoid requesting package configuration if PkgID is passed. [#12801](#)
- Feature: Implemented `conan list *#latest` and `conan list *: *#latest`. Basically, this command can show the latest RREVs and PREVs for all the matching references. [#12781](#)
- Feature: Allow chaining of `self.output` write methods [#12780](#)
- Fix: Make `graph info` filters to work on json output too [#12836](#)
- Bugfix: Fix bug to pass a valid GNU triplet when using AutotoolsToolchain and cross-building on Windows. [#12881](#)
- Bugfix: Ordering if same `ref.name` but different versions. [#12801](#)

## 12.47 2.0.0-beta7 (22-Dec-2022)

- Feature: Raise an error when a generator is both defined in `generators` attribute and instantiated in `generate()` method [#12722](#)
- Feature: `test_requires` improvements, including allowing it in `conanfile.txt` [#12699](#)
- Feature: Improve errors for when `required_conan_version` has spaces between the operator and the version [#12695](#)
- Feature: ConanAPI cleanup and organization [#12666](#)

## 12.48 2.0.0-beta6 (02-Dec-2022)

- Feature: Use `--confirm` to not request confirmation when removing instead of `--force` #12636
- Feature: Simplify loading `conaninfo.txt` for search results #12616
- Feature: Renamed `ConanAPIV2` to `ConanAPI` #12615
- Feature: Refactor `ConanAPI` #12615
- Feature: Improve `conan cache path` command #12554
- Feature: Improve `#latest` and pattern selection from `remove/upload/download` #12572
- Feature: Add `build_modules` to provided deprecated warning to allow migration from 1.x #12578
- Feature: Lockfiles alias support #12525

## 12.49 2.0.0-beta5 (11-Nov-2022)

- Feature: Improvements in the remotes management and API #12468
- Feature: Implement `env_info` and `user_info` as fake attributes in Conan 2.0 #12351
- Feature: Improve `settings.rm_safe()` #12379
- Feature: New `RecipeReference` equality #12506
- Feature: Simplifying `compress` and `uncompress` of `.tgz` files #12378
- Feature: `conan source` command does not require a default profile #12475
- Feature: Created a proper `LockfileAPI`, with detailed methods (`update`, `save`, etc), instead of several loose methods #12502
- Feature: The `conan export` can also produce lockfiles, necessary for users doing a 2 step (`export` + `install-build`) process #12502
- Feature: Drop `compat_app` #12484
- Fix: Fix transitive propagation of `transitive_headers=True` #12508
- Fix: Fix transitive propagation of `transitive_libs=False` for static libraries #12508
- Fix: Fix `test_package` for `python_requires` #12508

## 12.50 2.0.0-beta4 (11-Oct-2022)

- Feature: Do not allow doing `conan create/export` with uncommitted changes using `revision_mode=scm` #12267
- Feature: Simplify `conan inspect` command, removing `path` subcommand #12263
- Feature: Add `-deploy` argument to `graph info` command #12243
- Feature: Pass `graph` object to `deployers` instead of `ConanFile` #12243
- Feature: Add `included_files` method to `conan.tools.scm.Git` #12246
- Feature: Improve detection of `clang libcxx` #12251
- Feature: Remove old profile variables system in favor of Jinja2 syntax in profiles #12152

- Fix: Update command to follow Conan 2.0 conventions about CLI output [#12235](#)
- Fix: Fix aggregation of test trait in diamonds [#12080](#)

## 12.51 2.0.0-beta3 (12-Sept-2022)

- Feature: Decouple test\_package from create. [#12046](#)
- Feature: Warn if special chars in exported refs. [#12053](#)
- Feature: Improvements in MSBuildDeps traits. [#12032](#)
- Feature: Added support for CLICOLOR\_FORCE env var, that will activate the colors in the output if the value is declared and different to 0. [#12028](#)
- Fix: Call source() just once for all configurations. [#12050](#)
- Fix: Fix deployers not creating output\_folder. [#11977](#)
- Fix: Fix build\_id() removal of require. [#12019](#)
- Fix: If Conan fails to load a custom command now it fails with a useful error message. [#11720](#)
- Bugfix: If the 'os' is not specified in the build profile and a recipe, in Windows, wanted to run a command. [#11728](#)

## 12.52 2.0.0-beta2 (27-Jul-2022)

- Feature: Add traits support in MSBuildDeps. [#11680](#)
- Feature: Add traits support in XcodeDeps. [#11615](#)
- Feature: Let dependency define package\_id modes. [#11610](#)
- Feature: Add conan.conanrc file to setup the conan user home. [#11675](#)
- Feature: Add core.cache:storage\_path to declare the absolute path where you want to store the Conan packages. [#11672](#)
- Feature: Add tools for checking max cppstd version. [#11610](#)
- Feature: Add a post\_build\_fail hook that is called when a build fails. [#11593](#)
- Feature: Add pre\_generate and post\_generate hook, covering the generation of files around the generate() method call. [#11593](#)
- Feature: Brought conan config list command back and other conf improvements. [#11575](#)
- Feature: Added two new arguments for all commands -v for controlling the verbosity of the output and -logger to output the contents in a json log format for log processors. [#11522](#)

## 12.53 2.0.0-beta1 (20-Jun-2022)

- Feature: New graph model to better support C and C++ binaries relationships, compilation, and linkage.
- Feature: New documented public Python API, for user automation
- Feature: New build system integrations, more flexible and powerful, and providing transparent integration when possible, like CMakeDeps and CMakeToolchain
- Feature: New custom user commands, that can be built using the public PythonAPI and can be shared and installed with `conan config install`
- Feature: New CLI interface, with cleaner commands and more structured output
- Feature: New deployers mechanism to copy artifacts from the cache to user folders, and consume those copies while building.
- Feature: Improved `package_id` computation, taking into account the new more detailed graph model.
- Feature: Added `compatibility.py` extension mechanism to allow users to define binary compatibility globally.
- Feature: Simpler and more powerful `lockfiles` to provide reproducibility over time.
- Feature: Better configuration with `[conf]` and better environment management with the new `conan.tools.env` tools.
- Feature: Conan cache now can store multiple revisions simultaneously.
- Feature: New extensions plugins to implement profile checking, package signing, and build commands wrapping.
- Feature: Used the package immutability for an improved update, install and upload flows.



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