Install and build MinGW and wxWidgets

Step	Slide #	Contents
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2	7	Check Install Folder
3	10	Confirm gcc -v installation
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	10	
10	40	Build and run Project - HW02

Updated Version Canvas

Install TDM MinGW GCC Compiler

tdm-gcc

GCC compiler, Windows-friendly.

home / about / download / donate / archive

The latest release is based on GCC 10.3.0.

MinGW-w64 based tdm64-gcc-10.3.0-2.exe, 76.6 MB

> MinGW.org based tdm-gcc-10.3.0.exe, 60.2 MB

About

- TDM-GCC is a compiler suite for Windows.
- It combines the most recent stable release of the <u>GCC</u> compiler, a few patches for Windows-friendliness, and the free and opensource <u>MinGW.org</u> or <u>MinGW-w64</u> runtime APIs, to create a more lightweight open-source alternative to Microsoft's compiler and platform SDK.
- It can create 32-bit OR 64-bit binaries, for any version of Windows since Windows XP.
- It has an easy-to-use single-file installer that creates a working installation with just a few clicks, and can update that installation when new packages become available.
- It consists of command-line tools only. If you want a visual IDE (text editor, compiler interface, visual debugger), <u>Code::Blocks</u> integrates well with TDM-GCC.
- TDM-GCC remixes and redistributes components that are created and supported by various upstream projects. You generally will find better support from those projects' forums, rather than from TDM-GCC.

The easiest way to get TDM-GCC is via an installer.

Click the following link to download: <u>Download URL</u>

Download a TDM-GCC installer:

tdm-gcc-webdl.exe

tdm64-gcc-10.3.0-2.exe

tr m-gcc-10.3.0.exe





32-bit-only MinGW.org edition. Includes GCC C/C++, GNU binutils, mingw32-make, GDB (32bit), the MinGW.org mingwrt and w32api packages, and the windows-default-manifest package.





	Slide 6
td TDM-GCC Setup X New Installation: Installation Directory Choose the installation directory to use.	
Setup will install TDM-GCC in the following folder. To install in a different folder, dick Browse and select another folder. Click Next to continue.	Install directory <u>C:\</u> which is the root directory
Installation Directory C:\TDM-GCC-64 Browse	td TDM-GCC Setup
Space available: 800.6GB TDM-GCC Setup 1,1309.0	New Installation: Choose Components Choose which features of TDM-GCC you want installed.
<u>A Back</u> Next > Cancel	Check the components you want installed and uncheck the components you don't want installed. Click Install to start the installation. Select the type of install: TDM-GCC Recommended, C/C++ Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, select the optional components you wish to have installed: Or, Select the optional components you wish to have installed: Or, Select the optional components you wish to have installed: Or, Select the optional components you wish to have installed: Or, Select the optional component you wish to have installed: Or, Select the optional component you wish to have installed: Or, Select the option optional your mouse option installed: Or, Select the option optional your mouse option installed: Or, Select the option option installed: Or, Select the option
	TDM-GCC Setup 1,1309,0

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$\leftarrow \rightarrow \uparrow$	C □ → This PC → Local	Disk (C:) > Search	Local Disk (C:) Q
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🛓 Downloads 🖈	Name	Date modified	Type Size
📑 Documents 🖈	Caracteric PerfLogs	5/6/2022 10:24 PM	File folder
🔀 Pictures 🔹 🖈	🚞 Program Files	2/18/2025 9:35 AM	File folder
🖪 Music 🔹	🚞 Program Files (x86)	12/3/2024 4:23 PM	File folder
	🚞 TDM-GCC-64	2/18/2025 12:17 PM	File folder
🛂 Videos 📌	📒 Users	9/18/2024 6:51 AM	File folder
Y This PC	🚞 Windows	12/3/2024 5:37 PM	File folder

1. Confirm installed proper location

Not necessary - this Slide 8 is set automatically by TDM-GCC64 2. Check the Windows Path environment variable Install NOT NECESSARY **ARCHIVE ONLY** Windows->Computer(Rt Click)->Properties-> Advanced system settings->System Propertiesto include path to >Environment Variables Select options below _ 0 23 🖳 🕨 Control Panel 🕨 System and Security 🕨 System - f+ Search Control Panel Q File Edit View Tools Help х Control Panel Home System Properties View basic information about your computer Computer Name Hardware Advanced System Protection Remote Device Manager Windows edition Remote settings Windows 7 Enterprise You must be logged on as an Administrator to make most of these changes. System protection Copyright © 2009 Microsoft Corporation. All rights reserved. Performance Advanced system settings Visual effects, processor scheduling, memory usage, and virtual memory Service Pack 1 Settings User Profiles Desktop settings related to your logon System Settinas. Rating: 5.1 Windows Experience Index Startup and Recovery Intel(R) Core(TM) i5-3470 CPU @ 3.20GHz 3.20 GHz Processor: System startup, system failure, and debugging information Installed memory (RAM): 6.00 GB (5.89 GB usable) System type: 64-bit Operating System See also Settinas Pen and Touch: No Pen or Touch Input is available for this Display Action Center Environment Variables. Windows Update OEM Info Performance Information and Phone number: 3053483034 Tools Website: Online support OK Cancel Apply

ARCHIVE ONLY – NOT NECESSARY

Slide 9

Not necessary with



Go to command prompt 'cmd' and confirm that gcc is installed and Path Variable is correctly set

Enter 'gcc -v' as command – get response below

Microsoft Windows [Version 10.0.22631.4169] (c) Microsoft Corporation. All rights reserved.

C:\Users\hermw>gcc -v Using built-in specs.

COLLECT_GCC=gcc

COLLECT_LTO_WRAPPER=C:/TDM-GCC-64/bin/../libexec/gcc/x86_64-w64-mingw32/10.3.0/lto-wrapper.exe Target: x86_64-w64-mingw32

Configured with: ../../../src/gcc-git-10.3.0/configure --build=x86_64-w64-mingw32 --enable-targets =all --enable-languages=ada,c,c++,fortran,jit,lto,objc,obj-c++ --enable-libgomp --enable-lto --ena ble-graphite --enable-cxx-flags=-DWINPTHREAD_STATIC --disable-build-with-cxx --disable-build-posts tage1-with-cxx --enable-libstdcxx-debug --enable-threads=posix --enable-version-specific-runtime-l ibs --enable-fully-dynamic-string --enable-libstdcxx-filesystem-ts=yes --disable-libstdcxx-pch --e nable-libstdcxx-threads --enable-libstdcxx-time=yes --enable-mingw-wildcard --with-gnu-ld --disabl e-werror --enable-nls --disable-win32-registry --enable-large-address-aware --disable-rpath --disa ble-symvers --prefix=/mingw64tdm --with-local-prefix=/mingw64tdm --with-pkgversion=tdm64-1 --withbugurl=https://github.com/jmeubank/tdm-gcc/issues Thread model: posix Supported LTO compression algorithms: zlib zstd

gcc version 10.3.0 (tdm64-1)

Test the GCC installation – 'gcc -v'



wxWidgets is a C++ library that lets developers create applications for Windows, macOS, Linux and other platforms with a single code base. It has popular language bindings for Python, Ruby, Lua, Perl and several other languages, and unlike other crossplatform toolkits, wxWidgets gives applications a truly native look and feel because it uses the platform's native API rather than emulating the GUI. It's also extensive, free, open-source and mature.



Audacity

More Screenshots



Learn more »

🚽 🕹 Download now »

https://wxwidgets.org/

or

Latest Stable Release: 3.2.6

Released: September 9th, 2024 API Stable Since: July 7, 2022





Run the wxWidgets 3 installer

💤 Setup - wxWidgets 3.2.6

License Agreement

Please read the following important information before continuing.

(lo)

Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.

wxWindows Library Licence, Version 3.1

Copyright (c) 1998-2005 Julian Smart, Robert Roebling et al

Everyone is permitted to copy and distribute verbatim copies of this licence document, but changing it is not allowed.

WXWINDOWS LIBRARY LICENCE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

I accept the agreement

I do not accept the agreement

Slide 13







Select Destination Location Where should wxWidgets be installed?



Slide 14

Browse....

Setup will install wxWidgets into the following folder.

To continue, click Next. If you would like to select a different folder, click Browse.

C:\wxWidgets-3.2.6

Make sure the installation Is into the root directory i.e. 'C:'

At least 219.3 MB of free disk space is required.



Follow instructions to build wxWidgets

Slide 15

느 Local Disk (C:)	× +		_
\leftarrow \rightarrow \uparrow	$C \longrightarrow This PC >$	Local Disk (C:) > Search	Local Disk (C:)
🕂 New ~	0 10 4	⑪ ↑↓ Sort ~ ≡ View ~	
🛓 Downloads 🖈	Name	Date modified	Туре
🗉 Documents 🖈	📒 PerfLogs	5/6/2022 10:24 PM	File folder
🔀 Pictures 🔹 🖈	🚞 Program Files	2/18/2025 9:35 AM	File folder
n Music 🔹	🚞 Program Files (x86)	12/3/2024 4:23 PM	File folder
	TDM-GCC-64	2/18/2025 12:17 PM	File folder
Videos 🖈	📒 Users	9/18/2024 6:51 AM	File folder
	🚞 Windows	12/3/2024 5:37 PM	File folder
🗸 💻 This PC	🚞 wxWidgets-3.2.6	2/18/2025 12:45 PM	File folder



Copy this path and paste into cmd window to change cmd window to this folder location

- 1. open command prompt
- 2. enter cd
- 3. then right click mouse and paste the full path to the \build\msw folder
- 4. press enter to change to that folder



Taken from Instructions for wxWidgets build

WxWindowsQuickRef

use these instructions to build wxWidgets library – each one is a single command line

First Clean all the wxWidgets code

C:\wxWidgets-3.1.0\build\msw>mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release clean

Then Build with this instruction:

C:\wxWidgets-3.1.0\build\msw>mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release

each one is a single command line

mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release clean

AND

mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release

Command line to start library build....see previous slide for details

Run the 'Clean' command first mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release clean OUR="" WX_LIB_FLAVOUR="" CFG="" RUNTIME_LIBS="dynamic" WINDRES="windres" clean mingw32-make[2]: Entering directory 'C:/wxWidgets-3.2.6/samples/memcheck' if exist gcc_mswudll*.o del gcc_mswudll*.o if exist gcc_mswudll*.d del gcc_mswudll*.d if exist gcc_mswudll*.d del gcc_mswudll*.d if exist gcc_mswudll\memcheck.exe del gcc_mswudll\memcheck.exe mingw32-make[2]: Leaving directory 'C:/wxWidgets-3.2.6/samples/memcheck'

```
mingw32-make[1]: Leaving directory 'C:/wxWidgets-3.2.6/samples'
```

C:\wxWidgets-3.2.6\build\msw>mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release

Then run the 'Make' command mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release

This process can take 30-45 minutes on a current computer Maybe longer - Make sure the process runs to completion.....

Build complete

🖾 Command Prompt 🛛 🗙 🕂 🕙

ne __WX__ --define SCI_LEXER --define NO_CXX11_REGEX --define LINK_LEXERS --include-dir ../../include/wx/msw/wrl --inclu
de-dir ../../3rdparty/webview2/build/native/include --define wxUSE_BASE=1 --define WXMAKINGDLL

g++ -shared -fPIC -o ..\..\lib\gcc_dll\wxmsw32u_gcc_custom.dll @..\..\lib\gcc_dll\wxmsw32u_gcc_custom.dll.rsp -mthread s -L..\..\lib\gcc_dll -Wl,--out-implib=..\..\lib\gcc_dll\libwxmsw32u.a -lwxtiff -lwxjpeg -lwxpng -lwxzlib -lwxrege xu -lwxexpat -lkernel32 -luser32 -lgdi32 -lcomdlg32 -lwinspool -lwinmm -lshell32 -lshlwapi -lcomctl32 -lole32 -loleaut 32 -luuid -lrpcrt4 -ladvapi32 -lversion -lws2_32 -lwininet -loleacc -luxtheme -limm32 ..\..\lib\gcc_dll\libwxscinti lla.a

g++ -c -o gcc_mswudll\gldll_dummy.o -I..\..\src\tiff\libtiff -I..\..\src\jpeg -I..\..\src\png -I..\..\src\zlib -I..\..\3 rdparty\pcre\src\wx -I..\..\src\expat\expat\lib -O2 -mthreads -D__WXMSW__ -DNDEBUG -D_UNICODE -I..\..\lib\gcc_dll\ mswu -I..\..\include -W -Wall -DWXBUILDING -DWXUSINGDLL -DWXMAKINGDLL_GL -Wno-ctor-dtor-privacy -MTgcc_mswudll\gldl l_dummy.o -MFgcc_mswudll\gldll_dummy.o.d -MD -MP ../../src/common/dummy.cpp

windres -i../../src/msw/version.rc -ogcc_mswudll\gldll_version_rc.o --include-dir ../../src/tiff/libtiff --include-dir ../../src/jpeg --include-dir ../../src/png --include-dir ../../src/zlib --include-dir ../../3rdparty/pcre/src/wx --incl ude-dir ../../src/expat/expat/lib --define __WXMSW__ --define NDEBUG --define _UNICODE --include-dir ..\..\lib\gc c_dll\mswu --include-dir ../../include --define WXBUILDING --define WXDLLNAME=wxmsw32u_gl_gcc_custom --define WXUSINGDL L --define WXMAKINGDLL_GL

g++ -c -o gcc_mswudll\gldll_glcmn.o -I..\..\src\tiff\libtiff -I..\..\src\jpeg -I..\..\src\png -I..\..\src\zlib -I..\..\3 rdparty\pcre\src\wx -I..\..\src\expat\expat\lib -O2 -mthreads -D__WXMSW__ -DNDEBUG -D_UNICODE -I..\..\lib\gcc_dll\ mswu -I..\..\include -W -Wall -DWXBUILDING -DWXUSINGDLL -DWXMAKINGDLL_GL -Wno-ctor-dtor-privacy -MTgcc_mswudll\gldl l_glcmn.o -MFgcc_mswudll\gldll_glcmn.o.d -MD -MP ../../src/common/glcmn.cpp

g++ -c -o gcc_mswudll\gldll_glcanvas.o -I..\..\src\tiff\libtiff -I..\..\src\jpeg -I..\..\src\png -I..\..\src\zlib -I..\. .\3rdparty\pcre\src\wx -I..\..\src\expat\expat\lib -O2 -mthreads -D__WXMSW__ -DNDEBUG -D_UNICODE -I..\..\lib\gcc_d ll\mswu -I..\..\include -W -Wall -DWXBUILDING -DWXUSINGDLL -DWXMAKINGDLL_GL -Wno-ctor-dtor-privacy -MTgcc_mswudll\g ldll_glcanvas.o -MFgcc_mswudll\gldll_glcanvas.o.d -MD -MP ../../src/msw/glcanvas.cpp

g++ -shared -fPIC -o ..\..\lib\gcc_dll\wxmsw32u_gl_gcc_custom.dll @..\..\lib\gcc_dll\wxmsw32u_gl_gcc_custom.dll.rsp -m threads -L..\..\lib\gcc_dll -Wl,--out-implib=..\..\lib\gcc_dll\libwxmsw32u_gl.a -lwxtiff -lwxjpeg -lwxpng -lwxzlib -lwxregexu -lwxexpat -lkernel32 -luser32 -lgdi32 -lcomdlg32 -lwinspool -lwinmm -lshell32 -lshlwapi -lcomctl32 -lole32 -loleaut32 -luuid -lrpcrt4 -ladvapi32 -lversion -lws2_32 -lwininet -loleacc -luxtheme -lwxmsw32u -lopengl32 -lglu32

C:\wxWidgets-3.2.6\build\msw>

C:\wxWidgets-3.2.6	lib\gcc_dll Proper Install	Folder	Slide 21	
🚞 gcc_dll	× +		_	
\leftarrow \rightarrow \uparrow	C □ → ··· lib → gcc	_dll >	Search gco	_dll Q
🕂 New -		↑↓ Sort ~ 🛛 🗮 View ~		🔳 Details
🔁 Gallery	Name	Date modified	Туре	Size
🔷 Herman - Perso 📗	🚞 mswu	2/18/2025 5:49 PM	File folder	
	libwxexpat.a	2/18/2025 4:19 PM	A File	246 KB
Deckton	🗋 libwxjpeg.a	2/18/2025 4:18 PM	A File	285 KB
	Libwxmsw32u.a	libusers su 22s		16,924 KB
👱 Downloads 🖈	🗋 libwxmsw32u_gl.a	iibwxmsw52u.a		81 KB
🔤 Documents 🖈	🗋 libwxpng.a	2/18/2025 4:17 PM	A File	282 KB
🔀 Pictures 🛛 🖈	libwxregexu.a	2/18/2025 4:16 PM	A File	409 KB
🕑 Music \Rightarrow	libwxscintilla.a	2/18/2025 4:30 PM	A File	3,477 KB
🛂 Videos 🏾 🖈	libwxtiff.a	2/18/2025 4:19 PM	A File	541 KB
	🗋 libwxzlib.a	2/18/2025 4:16 PM	A File	106 KB
This DC	🚯 wxmsw32u_gcc_custom.dll	2/18/2025 5:49 PM	Application exten	30,568 KB
• Inis PC	🚯 wxmsw32u_gl_gcc_custom.dll	2/18/2025 5:49 PM	Application exten	1,006 KB
> 🏪 Local Disk (C:)				
> 📫 CD Drive (D:) C				
12 items				

Debugging - Use file explorer and check that library was properly built



Download - Code::Blocks.org / Downloads / Binary releases / Windows / codeblocks-20.03-setup.exe - NO MINGW

1 🗆 🖾 🍕

ΌU 0 md/wint8_t* buf, ui k((const char*)buf, len == CircularBufferBase

us() == CircularBufferB

& (hasln || full))

Microsoft Windows

File

codeblocks-20.03-setup.exe codeblocks-20.03-setup-nonadmin.exe codeblocks-20.03-nosetup.zip codeblocks-20.03mingw-setup.exe codeblocks-20.03mingw-nosetup.zip codeblocks-20.03-32bit-setup.exe codeblocks-20.03-32bit-setup.nonadmin codeblocks-20.03-32bit-setup.exe codeblocks-20.03mingw-32bit-setup.exe codeblocks-20.03mingw-32bit-setup.exe

If you have a previous
 Code::Blocks
 Installation – Delete the old one first!

Download from

FossHUB or Sourceforge.net

2. Download and install Code::Blocks IDE only <u>http://www.codeblocks.org</u>

FossHUB or Sourceforge.net

Code::Blocks Installation



Welcome to CodeBlocks Setup

Setup will guide you through the installation of CodeBlocks.

It is recommended that you close all other applications before starting Setup. This will make it possible to update relevant system files without having to reboot your computer.

Click Next to continue.

3. Running the installer - Install:C:\Program Files\CodeBlocks



Startup Screen

Tools+ Plugins DoxyBlocks Settings Help			
- Environment			Slide 24
- ← → <u>_</u> → As .* 🗄 Editor		R S C I 🚽 🔍 🔦	
Compiler			
Debugger	an Albert	an	
Compiler settings			— 🗆 X
	Glo	bal compiler settings	·
1. First time only - Start Code::Bl	ocks		
2. Select:			~
Settings->Compiler->Toolchain e	xecutables	as default Copy Rename Delete	Reset defaults
Global compiler	Compiler settings Linker s	ettings Search directories Toolchain executables Custo	m variables Build • •
settings	Compiler's installation di	rectory	
	C:\TDM-GCC-64		Auto-detect
	NOTE: All programs mus	t exist either in the "bin" sub-directory of this path, or in an	y of the "Additional
	Program Files Additiona	al Paths	
Profiler settings	C compiler:	gcc.exe 🗲	
	C++ compiler:	g++.exe	
3. MAKE sure that the proper	Linker for dynamic libs:	g++.exe	
GCC directory is detected	Linker for static libs:	ar.exe	
	Debugger:	GDB/CDB debugger : Default	~
	Resource compiler:	windres.exe	
	Make program:	mingw32-make.exe	

Update the wxWidgets Wizard Right click to Edit the script

Slide 25





CALLER ALE Continued

Windows (CD, LD) WINDOWIC 1353 Line 1, Cell 1, Dec 0

l......

Desel AMailes and famile



wizard.script



Ctrl-V 'Paste' the replacement code into the 'wizard.script'

File->Save (Ctrl-S) to save the updated version

*wizard.script - Code::Blocks 20.03	3 — D X
File Edit View Search Project	Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help
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Management ×	Start here X *wizard.script X
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Code::Blocks – create a wxWidgets project



Release 13.12 rev 9501 (2013/12/25 19:25:45) gcc 4.7.1 Windows/unicode - 32 bit



	Please select the wxWidgets version you want to use.	
	Please make a selection wxWidgets 3.2.x wxWidgets 3.3 x	
	WX THUGES SISIN	
wxWidaets		
man hage to		
Cross-Platform		
GUILIBrary		

The updated version will show wxWidgets 3.2 & 3.3 Select the 3.2 version to match the compiled version (see Slide 15)

< Back



Cancel

Create your own CodeBlocks folder to contain ALL your projects



wxWidgets project



wxWidgets

Cross-Platform GUI Library Please select the folder where you want the new project to be created as well as its title.

Project title:

wxHelloWorld

Folder to create project in:

C:\Users\hermw\Documents\CodeBlocks

Project filename: wxHelloWorld.cbp

Resulting filename:

C:\Users\hermw\Documents\CodeBlocks\wxHelloWc

× Slid

.....

Cancel

Slide 33

< Back

Next >

wxWidgets project



wxWidgets

Cross-Platform GUI Library Please Enter Project Details. Details will be used in labelling source code of project.

Author:

Author's email:

Author's website:

|--|

 \times



wxWidgets

Cross-Platform GUI Library

You can also select the type of application that you wan to use in your project.	nt
Preferred GUI Builder None wxSmith wxFormBuilder	
Application Type Dialog Based Frame Based	Make the project 'Frame Based'

Next >

< Back

Cancel

Please select your favourite GUI Builder to use.

wxWidgets project



wxWidgets

Cross-Platform GUI Library Please select the location of wxWidgets on your computer. This is the top-level folder where wxWidgets was unpacked. To help you, this folder must contain the subfolders "include" and "lib".

wxWidgets' location:

\$(#wx)

First Time Only this may come up - Browse to the C:\wxWidgets-3.xx folder

Next >

X

....

Cancel

< Back

 \times









Release version only – no Debug library was built

	\times
	Please select the compiler to use and which configurations you want enabled in your project. Compiler: GNU GCC Compiler v
wxWidgets Cross-Platform GUI Library	□ Create "Debug" configuration: Debug "Debug" options
	Create "Release" configuration: Release "Release" options Output dir.: bin\Release
	Objects output dir.: obj\Release
	< Back Next > Cancel

wxWidgets project	×	Slide 39							
<image/> <section-header><section-header><text></text></section-header></section-header>	Please select various configuration options. What you select here, must match the installed wxWidgets library's settings. wxWidgets Library Settings Use wxWidgets DLL wxWidgets is built as a monolithic library Enable unicode Miscellaneous Settings Create Empty Project Create and use precompiled header (PCH) Configuration: Configure Advanced Options								
< Back Next > Cancel									
Select same options as wxWidgets library was compiled with, i.e. mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release									



[WXHelloworld] - Code::blocks 20.03

Project	Build	Deb	ug	Fortran	wxSmith	Tools	Tools+	Plugins	Dox	yBloc	ks S	Settings	Help				
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		2		* N	ame:	wxHe	elloWor	ldMair	. cpp								
		3		* P	urpose:	Code	e for A	pplica	tion	Fra	me						
		4		* A	athor:	Herr	nan Wat	son ()									
rldApp.c		5		* C	reated:	2023	5-02-23										
orldMain.c		6		* C	opyright	: Herr	nan Wat	son ()									
		7		* L	icense:												
		8		***	*******	*****	******	*****	****	****	***	****	*****	****	****	***/	
		9		4100		COMP											
		10 #ifdef WX_PRECOMP															
		12		#Inc.	if	_pen.i	1										
		13		" circi													
		14		#ifd	ef BOR	LANDC											
		15 #pragma_bdrstop															
	Build Result - if errors they would show here																
	18 #include "WxHelloworldMain.n"																
	19																
	20 //helper functions																
	21 enum wxbuildinfoformat {																
	Logs	& other	S														
	🔝 🖉 Code::Blocks 🜾 🔍 Search results 🗶 🧭 Cccc 🗶 🎇 Build log 🗶 🔶 Build messages 🗶 📝 CppCheck/Vera+-																
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	g++.exe -LC:\wxWidgets-3.2.6\lib\gcc_dll -o bin\Release\wxHelloWorld.exe obj\Release\wxHelloWc																
	\resource.res -s -hthreads -1wxmsw32u -mwindows Output file is bin Pelease\wyHelloWorld eve with size 999 00 KB																
	Process terminated with status 0 (0 minute(s), 10 second(s))																
	0 error(s), 0 warning(s) (0 minute(s), 10 second(s))																

```
wxHelloWorldMain.cpp ×
               helpMenu->Append(idMenuAbout, ("&About\tFl"), ("Show info about this application"));
    65
               mbar->Append(helpMenu, ("&Help"));
    66
    67
    68
               SetMenuBar(mbar);
    69
           #endif // wxUSE_MENUS
    70
           #if wxUSE STATUSBAR
    71
               // create a status bar with some information about the used wxWidgets version
    72
    73
               CreateStatusBar(2);
              // SetStatusText(_("Hello Code::Blocks user!"),0);
    74
              // SetStatusText(wxbuildinfo(short f), 1);
    75
               SetStatusText("Hello its " + wxDateTime::Now().Format("%c using " + wxbuildinfo(short f)),0);
    76
           #endif // wxUSE_STATUSBAR
    77
    78
          L
    79
    80
```

HW02 - Modify original code - to show Time and Date

```
#if wxUSE_STATUSBAR
```

// create a status bar with some information about the used wxWidgets version
CreateStatusBar(2);

```
CreateStatusBar(2);
```

```
// SetStatusText(_("Hello Code::Blocks user!"),0);
```

```
// SetStatusText(wxbuildinfo(short_f), 1);
```

```
SetStatusText("Hello its " + wxDateTime::Now().Format("%c using " + wxbuildinfo(short_f)),0);
#endif // wxUSE_STATUSBAR
```



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