

Install and build MinGW and wxWidgets

Step	Slide #	Contents
1	2	Install TDM MinGW
2	8	Check Windows Path Variable
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10	35	Build and run Project

Install TDM MinGW GCC Compiler

10 Steps for Installing Software Packages

You must follow **THESE 10 instructions**

[Step-by-Step Install Instructions](#)

Below are Dr. Watson's in class notes:

Step 1 - Install TDM MinGW

[Download TDM MINGW](#)

Step 2: Check correct Path variable for TDM-GCC-64

Step 3: - Confirm gcc correct path variable

Step 4: - Install wxWidgets source

[wxWidgets downloads](#) or directly
[wxWidgets Windows installer](#) 3.1.0 version

Step 5: - Build wxWidgets library

See slide 15 for commands

Step 6: - Download & Install Code::Blocks


[Install Code::Blocks](#) (IDE only)

Step 7:- Create wxHelloWorld project

[Create a wxWidgets project in Code::Blocks](#)

Note: This is TDM -GCC 5.1

Control Opera | jmeubank.github.io/tdm-gcc/download/ | Download URL: https://jmeubank.github.io/tdm-gcc/download/


GCC compiler, Windows-friendly.
[home](#) / [about](#) / [download](#) / [archive](#)

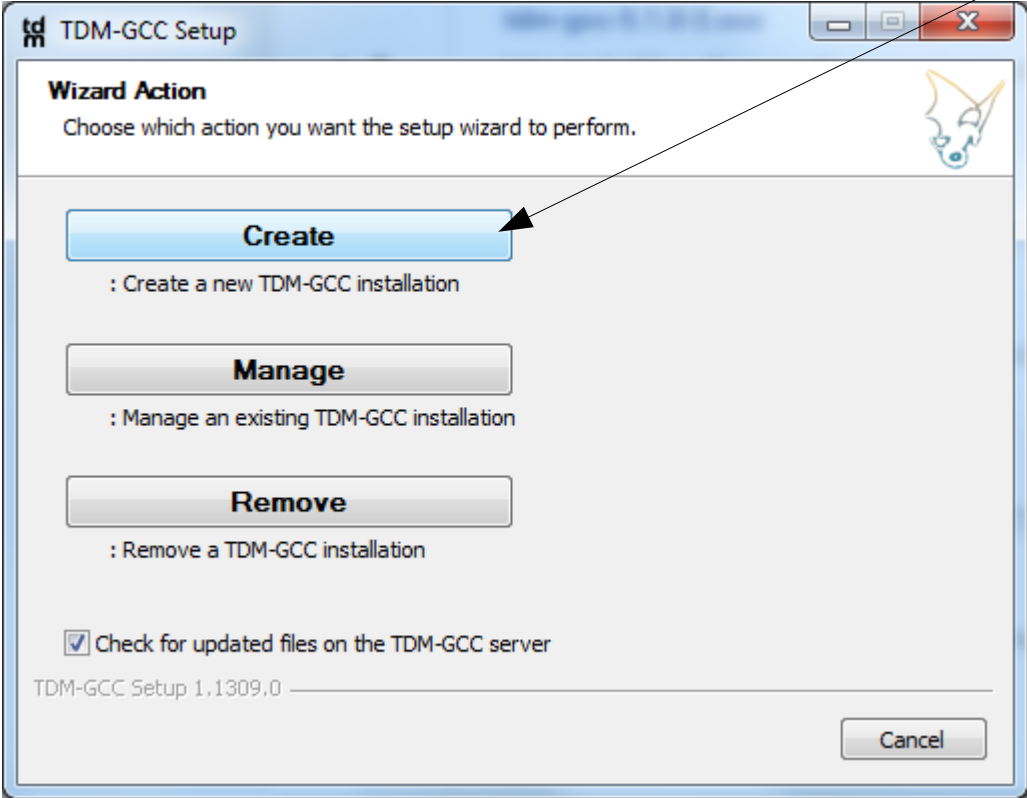
The latest release is based on GCC 9.2.0.

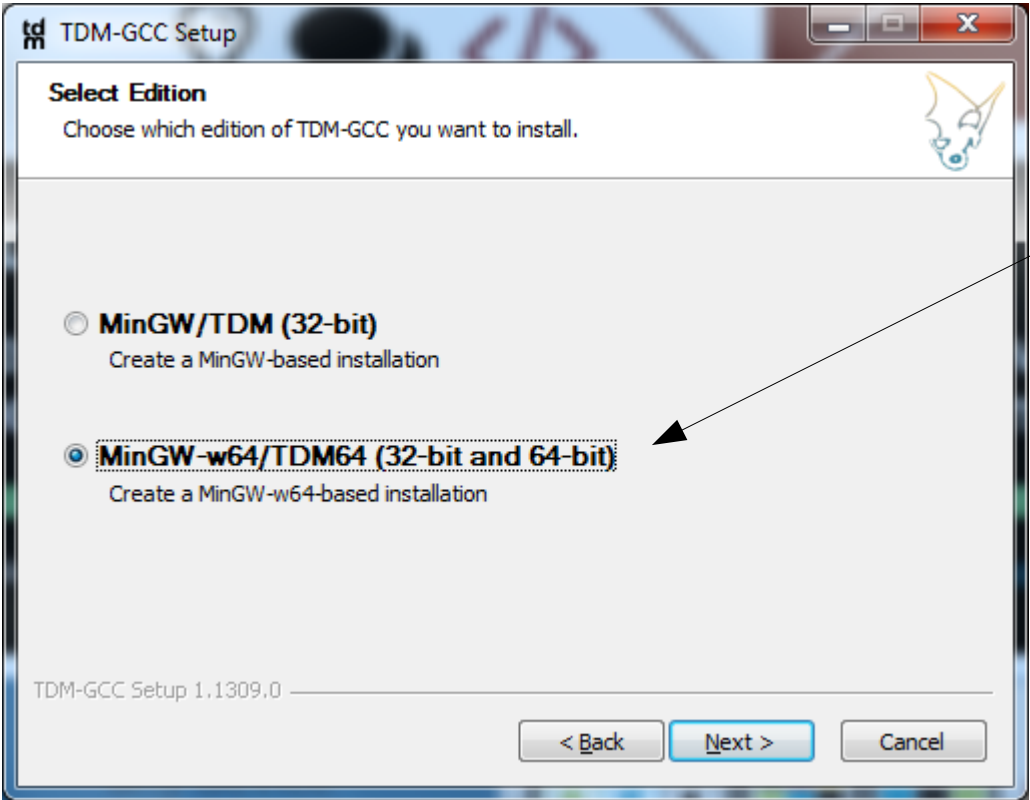
MinGW-w64 based
[tdm64-gcc-9.2.0.exe](#), 59.4 MB

MinGW.org based
[tdm-gcc-9.2.0.exe](#), 48.6 MB

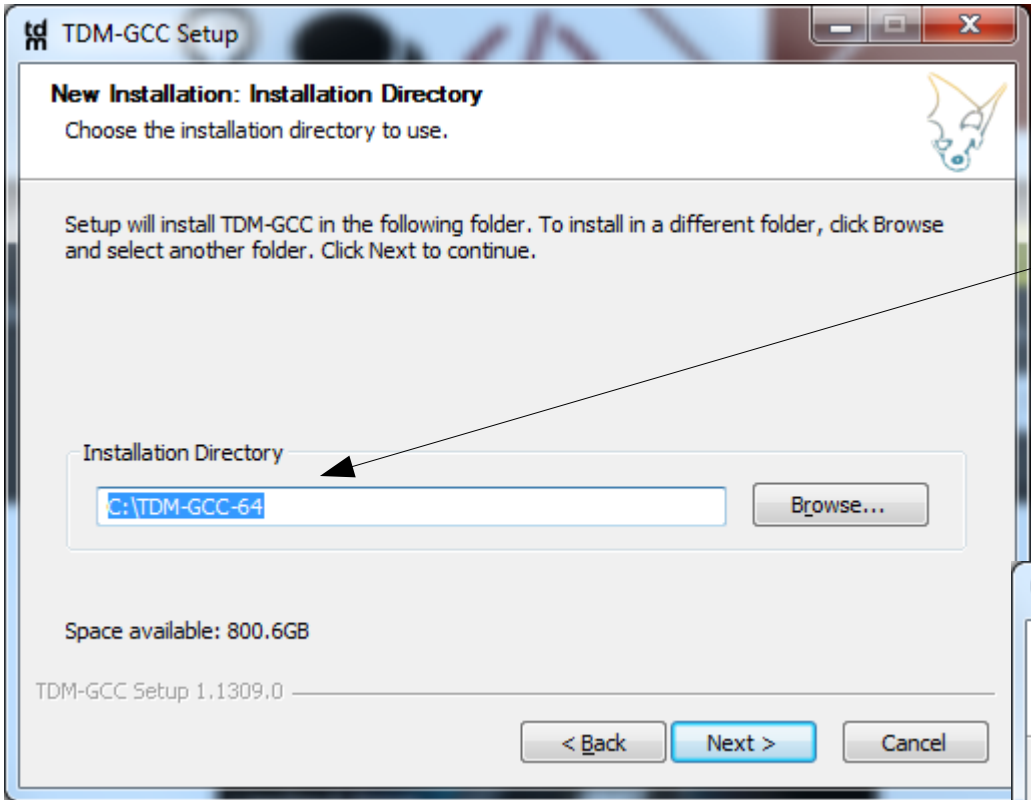
Download the Win32api installer

Create a new installation

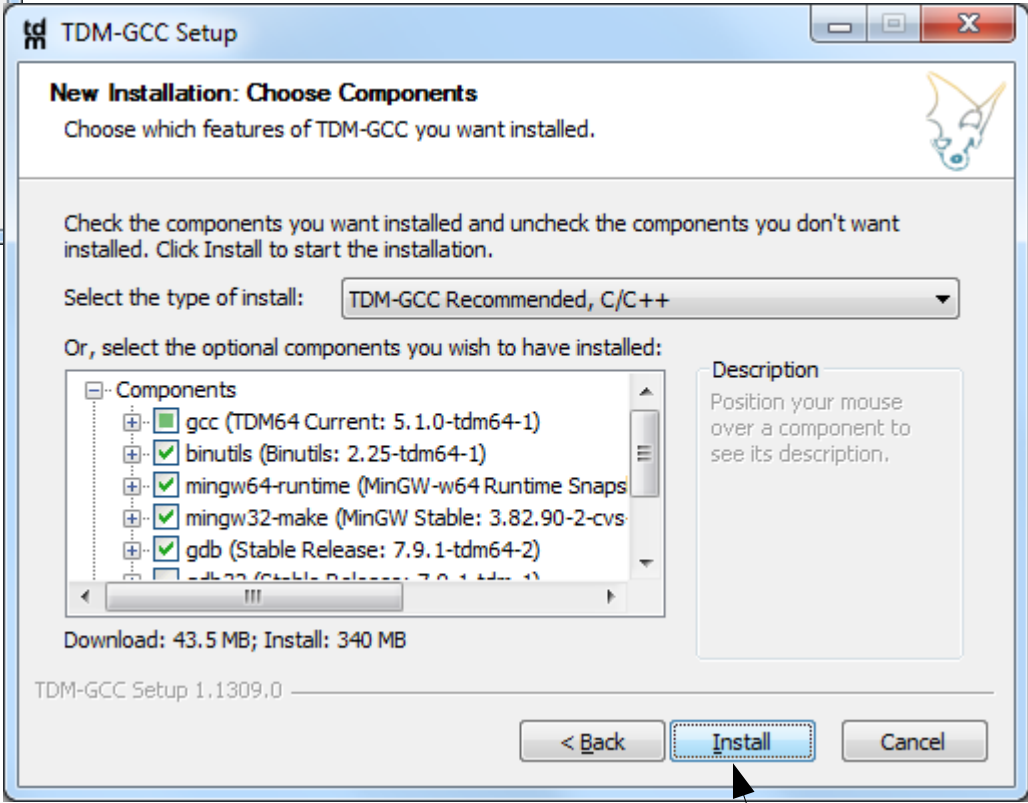


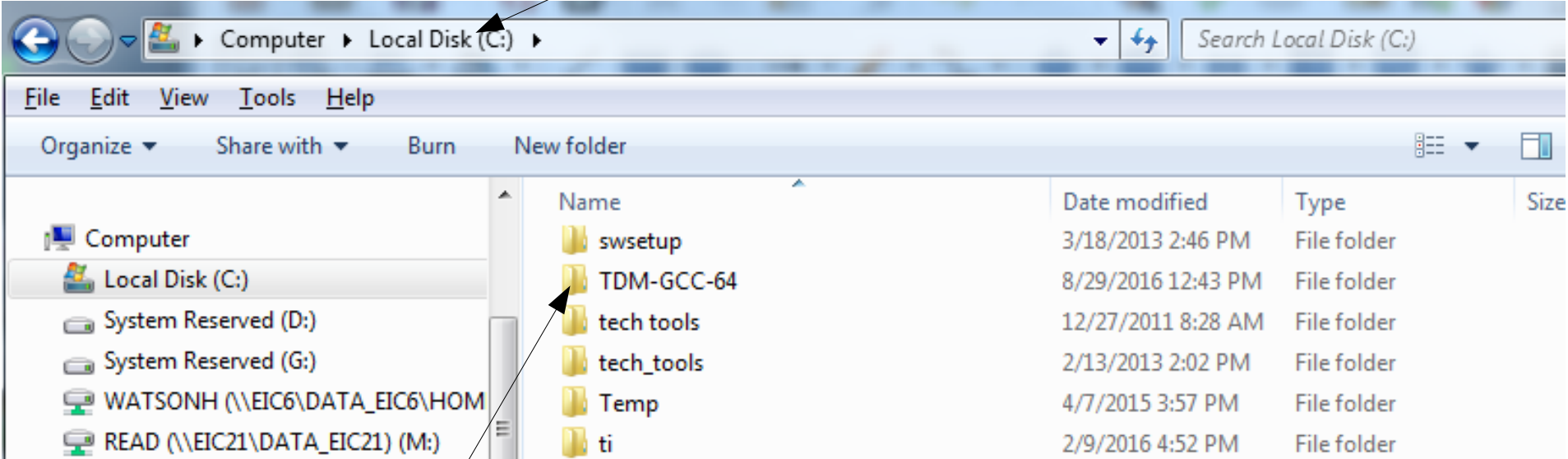


64it install



Install directory off C:\ which is the root directory





1. Confirm installed properly

Not necessary with TDM-GCC64 Install

2. Check the Windows Path environment variable

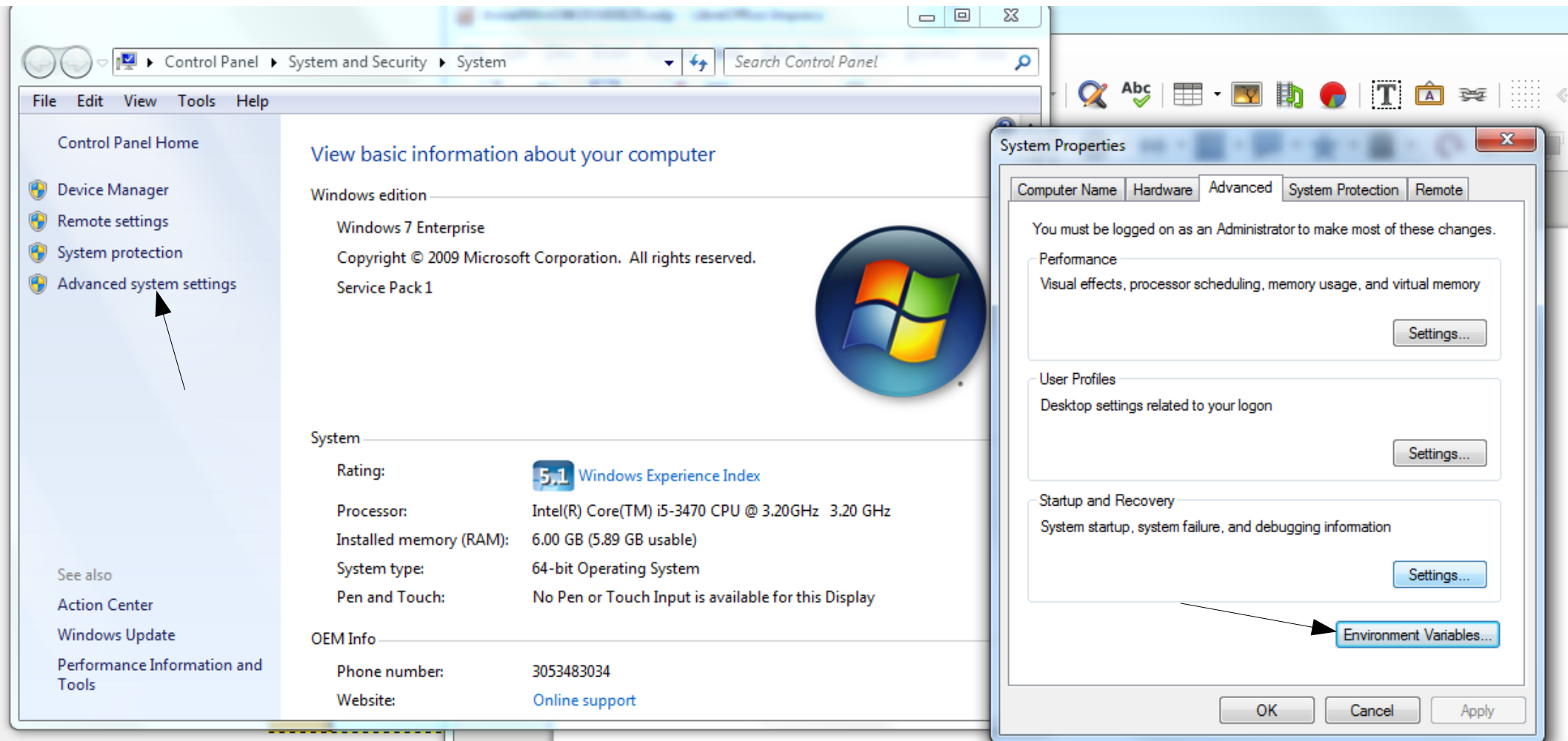
**NOT NECESSARY
ARCHIVE ONLY**

to include path to
Select options below

Windows->Computer(Rt Click)->Properties->

Advanced system settings->System Properties->

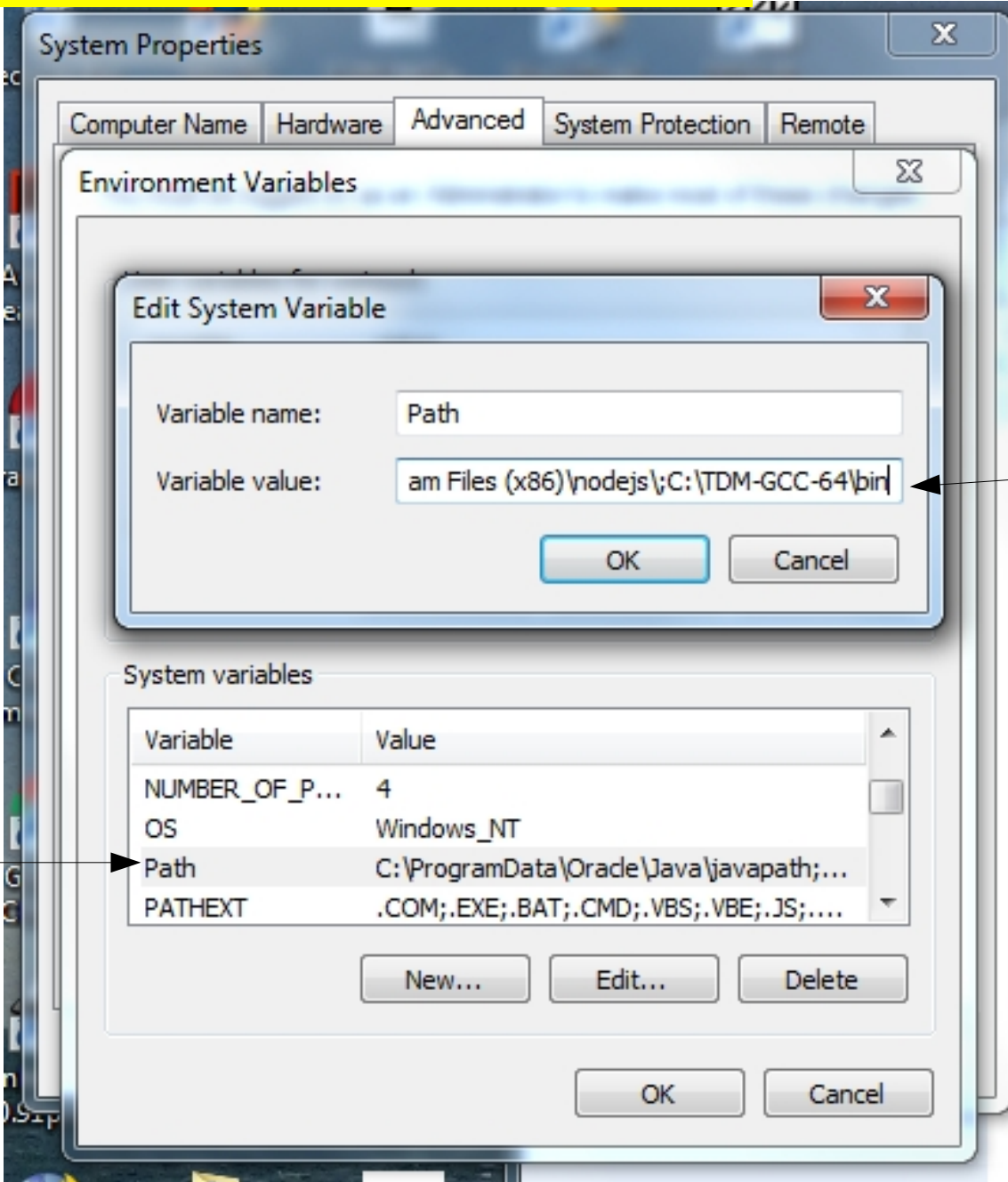
Environment Variables



ARCHIVE ONLY – NOT NECESSARY

Slide 9

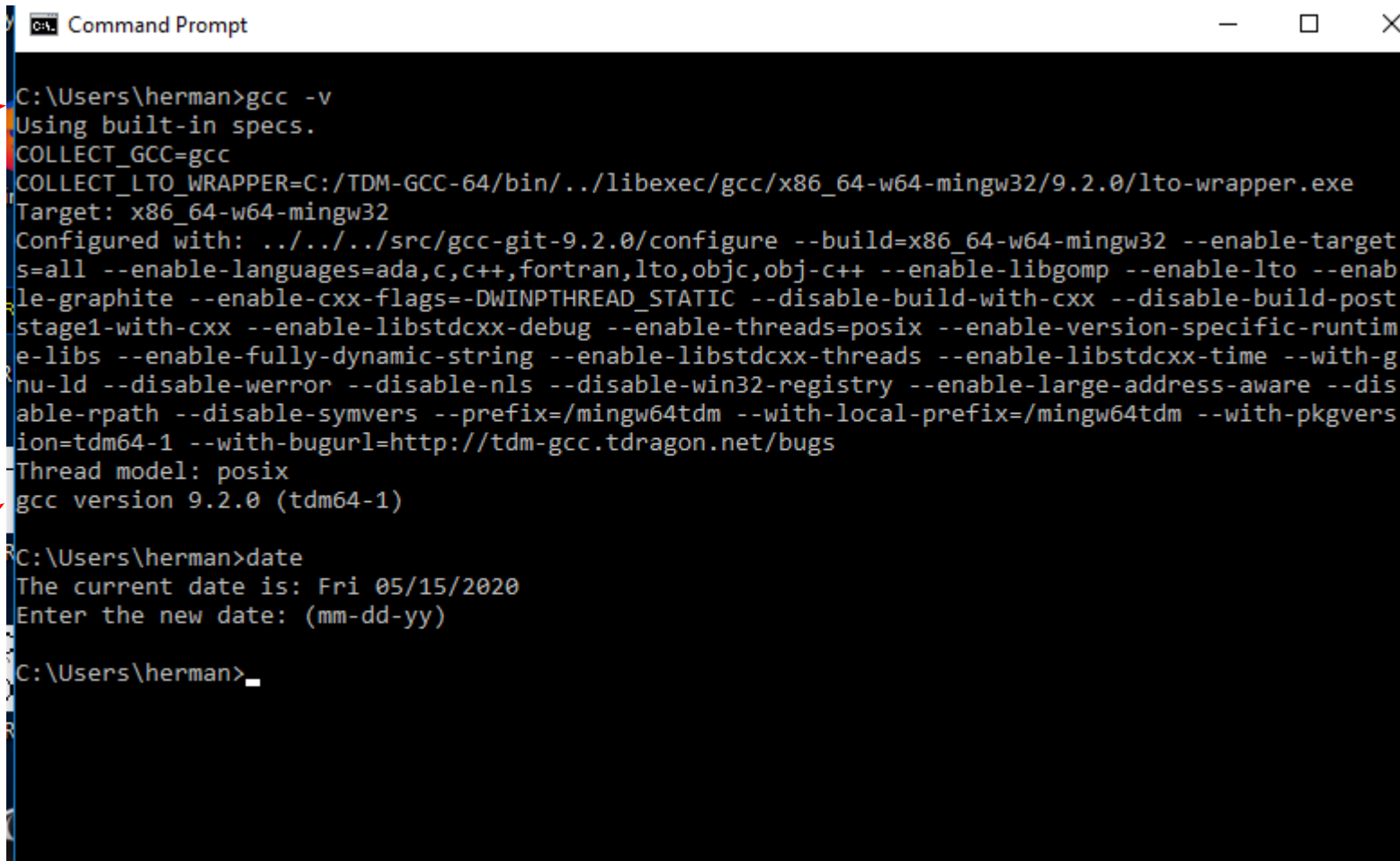
Not necessary with TDM-GCC64 Install



This should be automatic with the TDM-GCC install

Make sure there is no other conflicting path to C:\MinGW within the 'Path' value

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



```
Command Prompt
C:\Users\herman>gcc -v
Using built-in specs.
COLLECT_GCC=gcc
COLLECT_LTO_WRAPPER=C:/TDM-GCC-64/bin/./libexec/gcc/x86_64-w64-mingw32/9.2.0/lto-wrapper.exe
Target: x86_64-w64-mingw32
Configured with: ../../../../src/gcc-git-9.2.0/configure --build=x86_64-w64-mingw32 --enable-target
s=all --enable-languages=ada,c,c++,fortran,lto,objc,obj-c++ --enable-libgomp --enable-lto --enab
le-graphite --enable-cxx-flags=-DWINPTHREAD_STATIC --disable-build-with-cxx --disable-build-post
stage1-with-cxx --enable-libstdcxx-debug --enable-threads=posix --enable-version-specific-runtim
e-libs --enable-fully-dynamic-string --enable-libstdcxx-threads --enable-libstdcxx-time --with-g
nu-ld --disable-werror --disable-nls --disable-win32-registry --enable-large-address-aware --dis
able-rpath --disable-symvers --prefix=/mingw64tdm --with-local-prefix=/mingw64tdm --with-pkgvers
ion=tdm64-1 --with-bugurl=http://tdm-gcc.tdragon.net/bugs
Thread model: posix
gcc version 9.2.0 (tdm64-1)
C:\Users\herman>date
The current date is: Fri 05/15/2020
Enter the new date: (mm-dd-yy)
C:\Users\herman>
```

Test the GCC installation – 'gcc -v'

10 Steps for Installing Software Packages

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Step 5: - Build wxWidgets library
See slide 15 for commands

Step 6: - Download & Install Code::Blocks
[Install Code::Blocks](#) (IDE only)

Step 7:- Create wxHelloWorld project
[Create a wxWidgets project in Code::Blocks](#)

Slide 11

Download wxWidgets





Latest Development Release: 3.1.3

Released: October 28, 2019

Installer

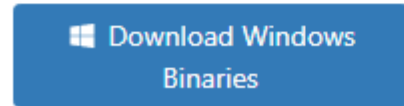
Source Code

- [Windows ZIP](#)
- [Windows 7z](#)
- [Windows Installer](#)
- [Source for Linux, macOS, etc](#)

Documentation

- [Readme](#)
- [Changes](#)
- [Online Manual](#)
- [Manual \(HTML\) ZIP](#)
- [Manual \(HTML\) BZIP](#)
- [Manual \(CHM\)](#)

Binaries



wxMSW DLLs for the selected compilers are available. For more details

[▶ Development Roadmap](#)

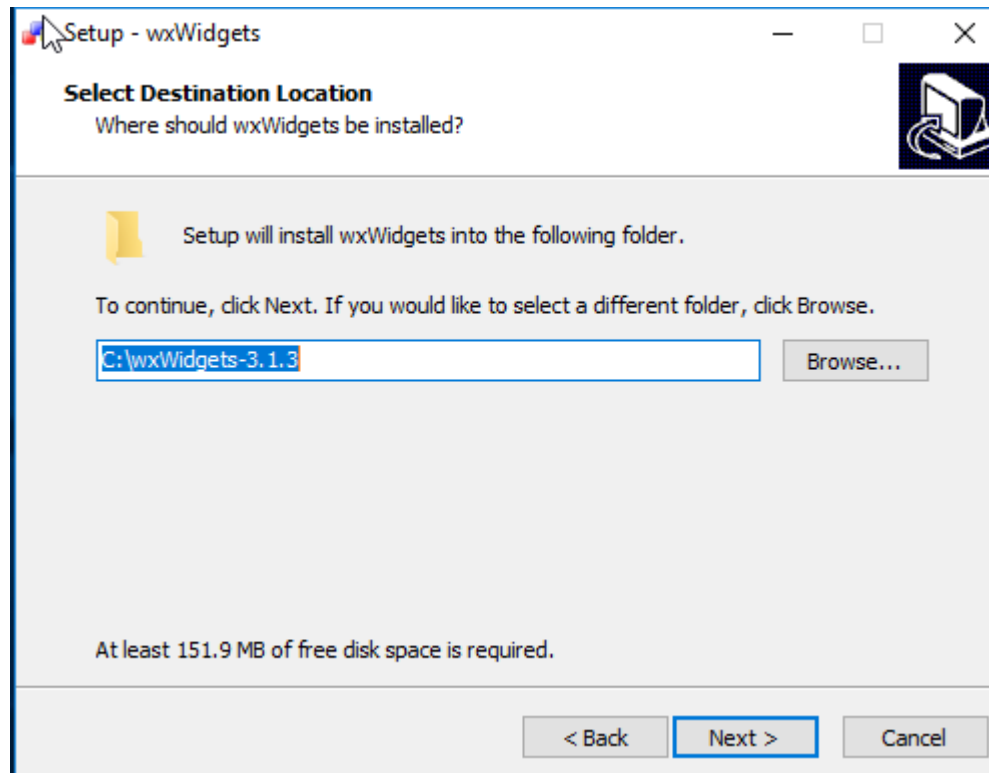
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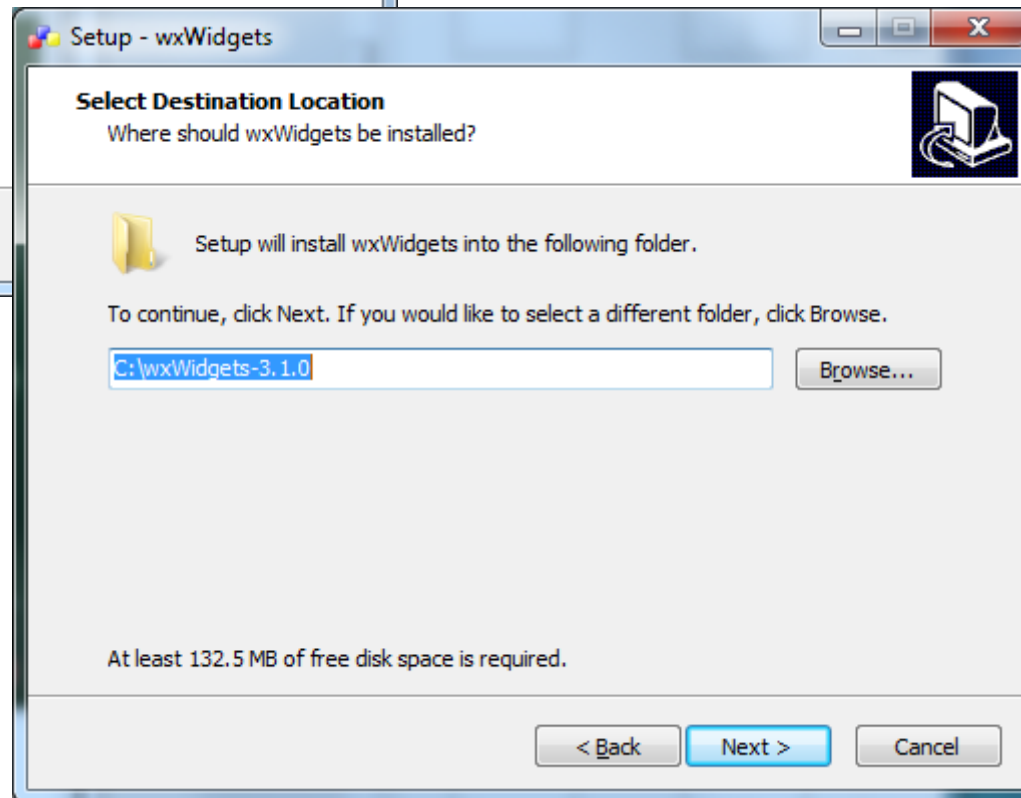
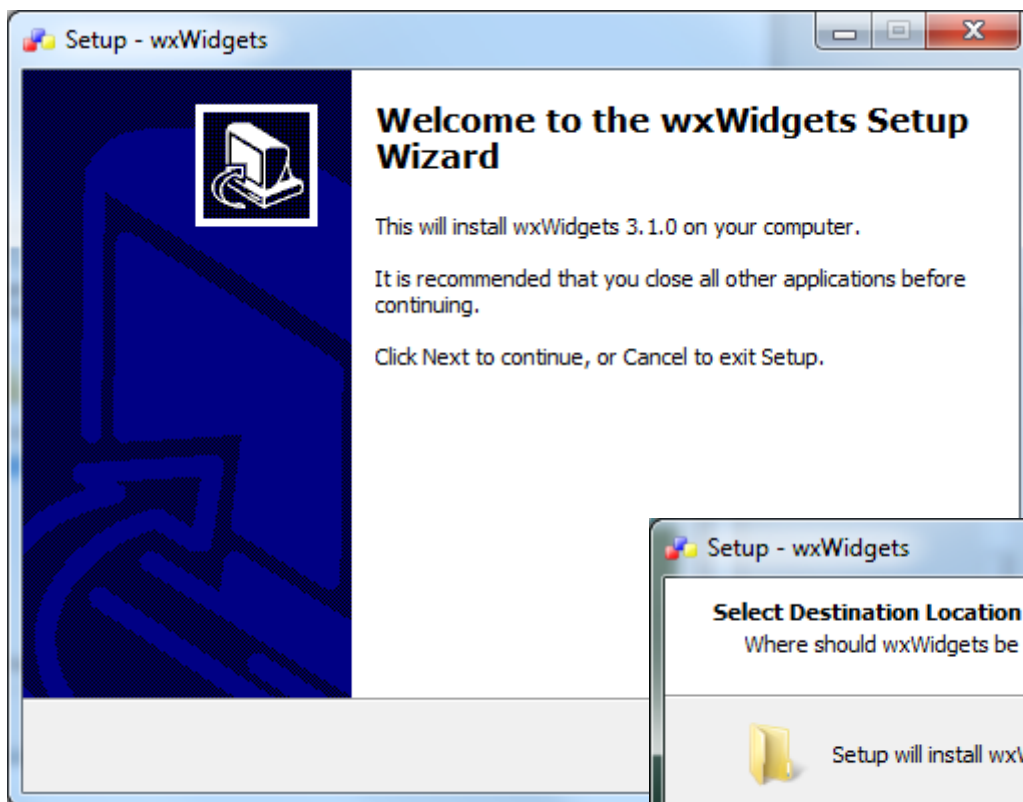
- [News RSS Feed](#)
- [Developer Blog](#)

Solutions



Run the wxWidgets 3.1.x installer





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

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See slide 15 for commands

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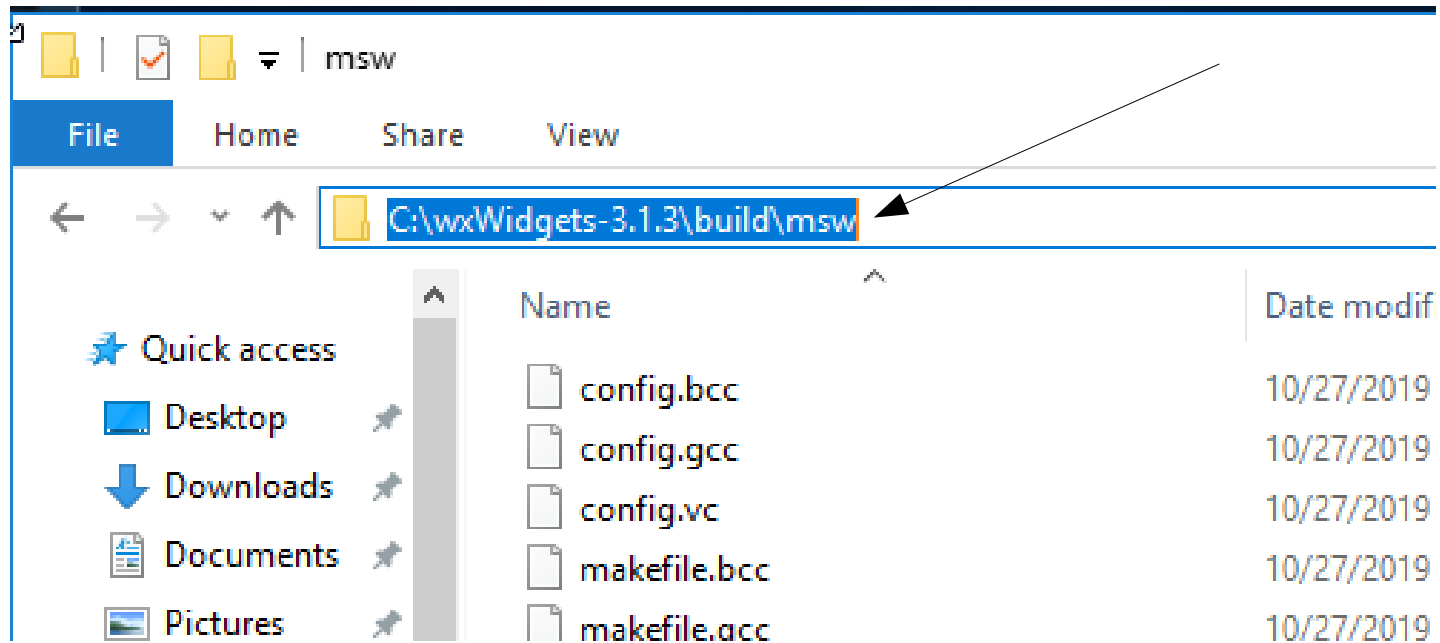
Slide 15

Follow instructions
to build wxWidgets

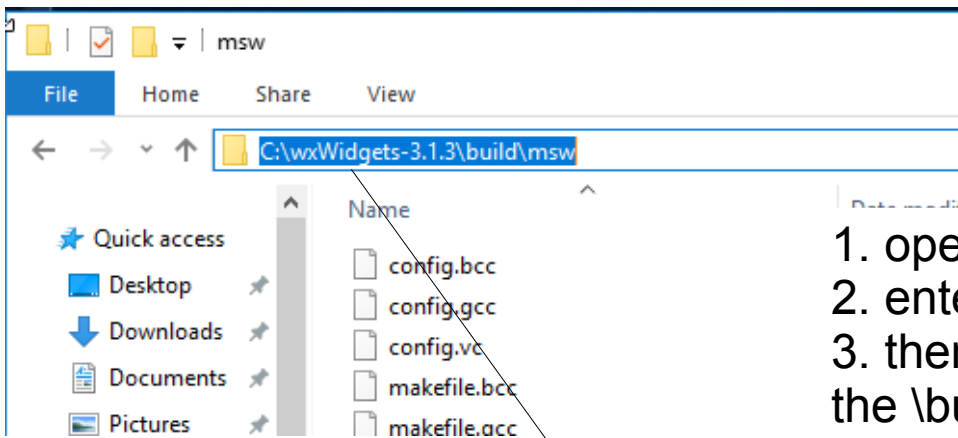


Change to the C:\wxWidgets-3.1.0\build\msw folder
then click on the navigation bar to get full path

Slide 16



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

A screenshot of a Windows Command Prompt window. The title bar reads 'Command Prompt'. The prompt shows the command `cd C:\wxWidgets-3.1.3\build\msw` being entered and executed. The output shows the current directory has changed to `C:\wxWidgets-3.1.3\build\msw>`.

```
C:\Users\herman>cd C:\wxWidgets-3.1.3\build\msw
C:\wxWidgets-3.1.3\build\msw>
```

Taken from Instructions for wxWidgets build

<http://wiki.codeblocks.org/index.php?title=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
```

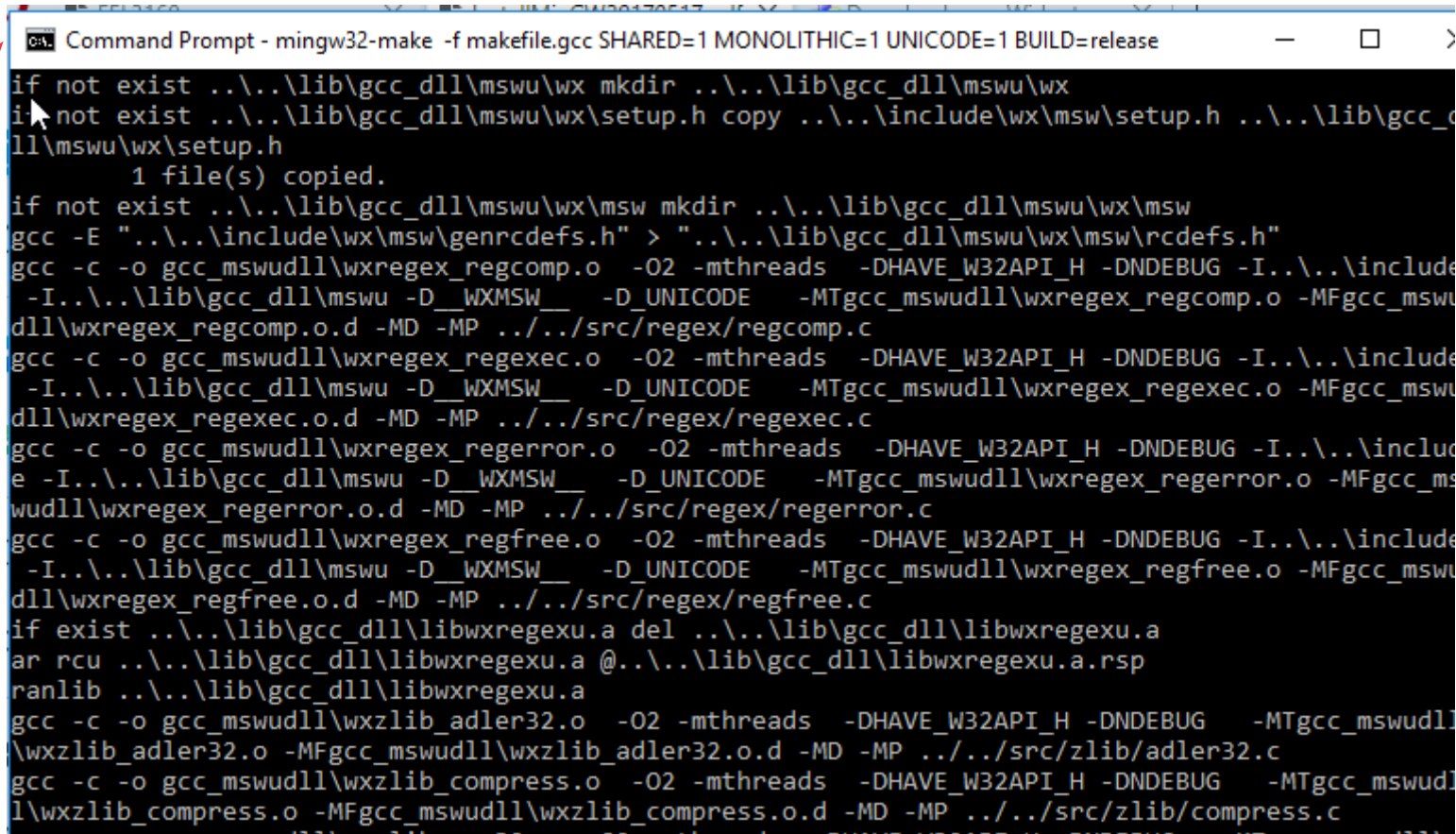
each one is a single command line

```
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



```
Command Prompt - mingw32-make -f makefile.gcc SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release
if not exist ..\..\lib\gcc_dll\mswu\wx mkdir ..\..\lib\gcc_dll\mswu\wx
if not exist ..\..\lib\gcc_dll\mswu\wx\setup.h copy ..\..\include\wx\msw\setup.h ..\..\lib\gcc_
ll\mswu\wx\setup.h
    1 file(s) copied.
if not exist ..\..\lib\gcc_dll\mswu\wx\msw mkdir ..\..\lib\gcc_dll\mswu\wx\msw
gcc -E "..\..\include\wx\msw\genrcdefs.h" > "..\..\lib\gcc_dll\mswu\wx\msw\rcdefs.h"
gcc -c -o gcc_mswudll\wxregex_regcomp.o -O2 -mthreads -DHAVE_W32API_H -DNDEBUG -I..\..\include
-I..\..\lib\gcc_dll\mswu -D_WXMSW__ -D_UNICODE -MTgcc_mswudll\wxregex_regcomp.o -MFgcc_mswu
dll\wxregex_regcomp.o.d -MD -MP ../../src/regex/regcomp.c
gcc -c -o gcc_mswudll\wxregex_regexec.o -O2 -mthreads -DHAVE_W32API_H -DNDEBUG -I..\..\include
-I..\..\lib\gcc_dll\mswu -D_WXMSW__ -D_UNICODE -MTgcc_mswudll\wxregex_regexec.o -MFgcc_mswu
dll\wxregex_regexec.o.d -MD -MP ../../src/regex/regexec.c
gcc -c -o gcc_mswudll\wxregex_regerror.o -O2 -mthreads -DHAVE_W32API_H -DNDEBUG -I..\..\includ
e -I..\..\lib\gcc_dll\mswu -D_WXMSW__ -D_UNICODE -MTgcc_mswudll\wxregex_regerror.o -MFgcc_ms
wudll\wxregex_regerror.o.d -MD -MP ../../src/regex/regerror.c
gcc -c -o gcc_mswudll\wxregex_regfree.o -O2 -mthreads -DHAVE_W32API_H -DNDEBUG -I..\..\includ
e -I..\..\lib\gcc_dll\mswu -D_WXMSW__ -D_UNICODE -MTgcc_mswudll\wxregex_regfree.o -MFgcc_msw
dll\wxregex_regfree.o.d -MD -MP ../../src/regex/regfree.c
if exist ..\..\lib\gcc_dll\libwxregexu.a del ..\..\lib\gcc_dll\libwxregexu.a
ar rcu ..\..\lib\gcc_dll\libwxregexu.a @..\..\lib\gcc_dll\libwxregexu.a.rsp
ranlib ..\..\lib\gcc_dll\libwxregexu.a
gcc -c -o gcc_mswudll\wxzlib_adler32.o -O2 -mthreads -DHAVE_W32API_H -DNDEBUG -MTgcc_mswudll
\wxzlib_adler32.o -MFgcc_mswudll\wxzlib_adler32.o.d -MD -MP ../../src/zlib/adler32.c
gcc -c -o gcc_mswudll\wxzlib_compress.o -O2 -mthreads -DHAVE_W32API_H -DNDEBUG -MTgcc_mswudl
l\wxzlib_compress.o -MFgcc_mswudll\wxzlib_compress.o.d -MD -MP ../../src/zlib/compress.c
```

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

Build complete

```
Command Prompt
_UNICODE -I..\..\lib\gcc_dll\mswu -I..\..\include -W -Wall -DWXBUILDING -I..\..\src\tiff\libtiff
-I..\..\src\jpeg -I..\..\src\png -I..\..\src\zlib -I..\..\src\regex -I..\..\src\expat\expat\lib
-DWXUSINGDLL -DWXMAKINGDLL_GL -Wno-ctor-dtor-privacy -MTgcc_mswudll\gldll_dummy.o -MFgcc_m
swudll\gldll_dummy.o.d -MD -MP ../../src/common/dummy.cpp
windres --use-temp-file -i../../src/msw/version.rc -ogcc_mswudll\gldll_version_rc.o --define
_WXMSW__ --define NDEBUB --define _UNICODE --include-dir ..\..\lib\gcc_dll\mswu --include-dir
../../include --define WXBUILDING --define WXDLLNAME=wxmsw313u_gl_gcc_custom --include-dir
../../src/tiff/libtiff --include-dir ../../src/jpeg --include-dir ../../src/png --include-dir .
../../src/zlib --include-dir ../../src/regex --include-dir ../../src/expat/expat/lib --define WXU
SINGDLL --define WXMAKINGDLL_GL
g++ -c -o gcc_mswudll\gldll_glcmn.o -O2 -mthreads -DHAVE_W32API_H -D_WXMSW__ -DNDEBUB -D
_UNICODE -I..\..\lib\gcc_dll\mswu -I..\..\include -W -Wall -DWXBUILDING -I..\..\src\tiff\libtiff
-I..\..\src\jpeg -I..\..\src\png -I..\..\src\zlib -I..\..\src\regex -I..\..\src\expat\expat\lib
-DWXUSINGDLL -DWXMAKINGDLL_GL -Wno-ctor-dtor-privacy -MTgcc_mswudll\gldll_glcmn.o -MFgcc_m
swudll\gldll_glcmn.o.d -MD -MP ../../src/common/glcmn.cpp
g++ -c -o gcc_mswudll\gldll_glcanvas.o -O2 -mthreads -DHAVE_W32API_H -D_WXMSW__ -DNDEBUB
-D_UNICODE -I..\..\lib\gcc_dll\mswu -I..\..\include -W -Wall -DWXBUILDING -I..\..\src\tiff\lib
tiff -I..\..\src\jpeg -I..\..\src\png -I..\..\src\zlib -I..\..\src\regex -I..\..\src\expat\expat
\lib -DWXUSINGDLL -DWXMAKINGDLL_GL -Wno-ctor-dtor-privacy -MTgcc_mswudll\gldll_glcanvas.o -M
Fgcc_mswudll\gldll_glcanvas.o.d -MD -MP ../../src/msw/glcanvas.cpp
g++ -shared -fPIC -o ..\..\lib\gcc_dll\wxmsw313u_gl_gcc_custom.dll @..\..\lib\gcc_dll\wxmsw313u_
gl_gcc_custom.dll.rsp -mthreads -L..\..\lib\gcc_dll -Wl,--out-implib=..\..\lib\gcc_dll\libwxms
w31u_gl.a -lwtiff -lwjpeg -lwpng -lwzlib -lwregex -lwexpat -lkernel32 -luser32 -lg
di32 -lcomdlg32 -lwinpool -lwinmm -lshell32 -lshlwapi -lcomctl32 -lole32 -loleaut32 -luuid -lrp
crt4 -ladvapi32 -lversion -lwsock32 -lwininet -loleacc -luxtheme -lwmsw31u -lopengl32 -lglu32

C:\wxWidgets-3.1.3\build\msw>
C:\wxWidgets-3.1.3\build\msw>
```

NOTE: We have a Changelog for 20.03, that gives you an overview over the enhancements and fixes we have put in the new release.

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

Windows XP / Vista / 7 / 8.x / 10:

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.exe

codeblocks-20.03-32bit-nosetup.zip

codeblocks-20.03mingw-32bit-setup.exe

codeblocks-20.03mingw-32bit-nosetup.zip

NOTE: The codeblocks-20.03-setup.exe file

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

Code::Blocks Installation

Welcome to CodeBlocks Setup

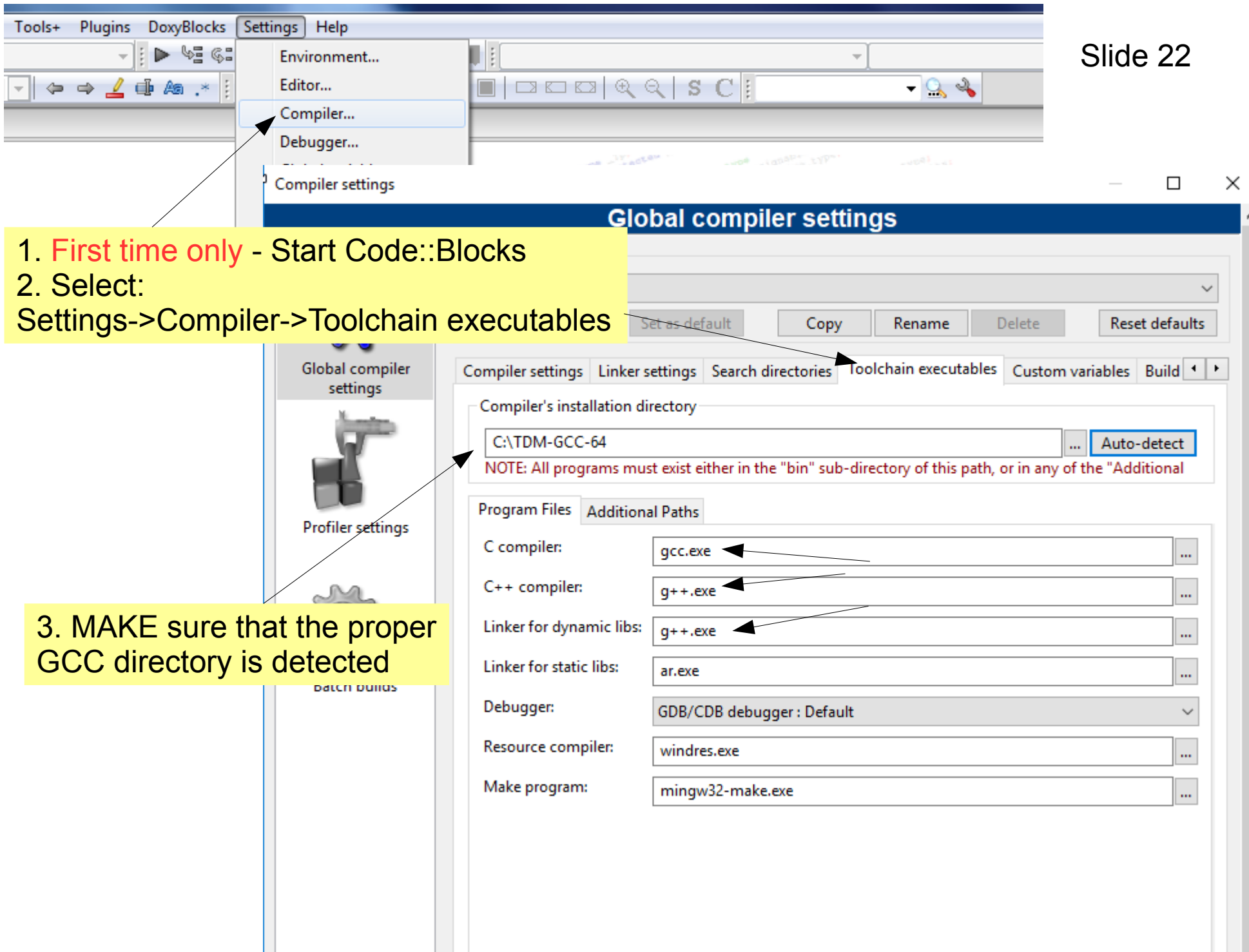
Setup will guide you through the installation of CodeBlocks.

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

Next > Cancel







1. First time only - Start Code::Blocks
2. Select:
Settings->Compiler->Toolchain executables

3. MAKE sure that the proper
GCC directory is detected



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

1.  [Create a new project](#)  [Open an existing project](#)  [Tip of the Day](#)















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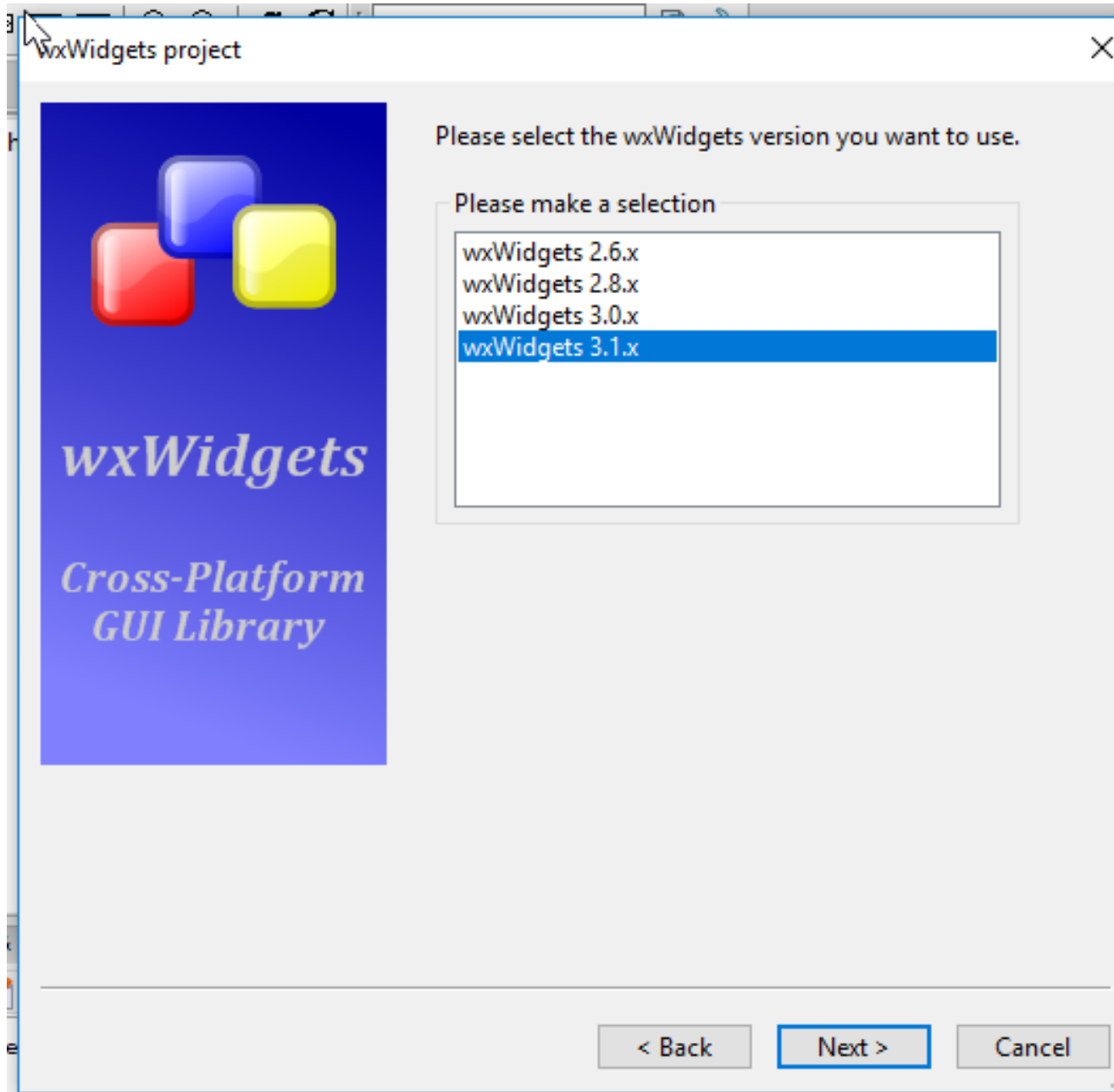
New from template

Category: <All categories>

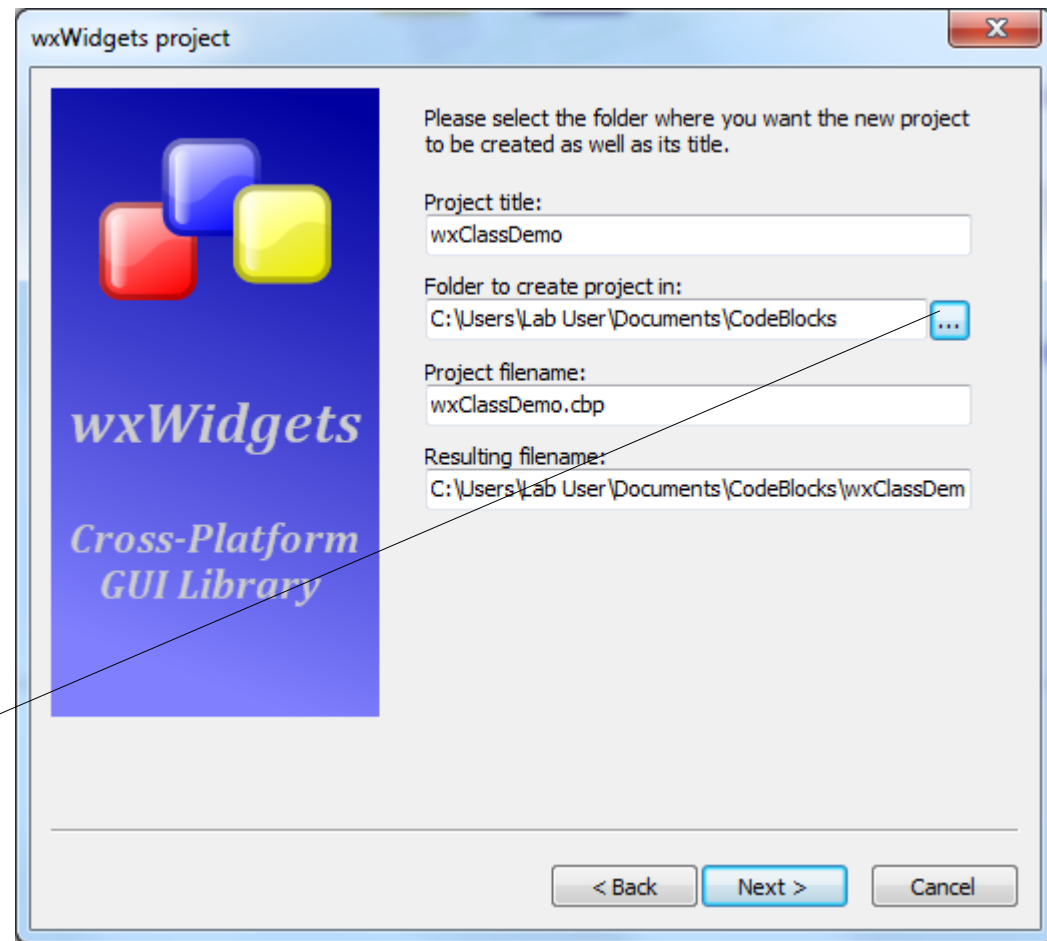
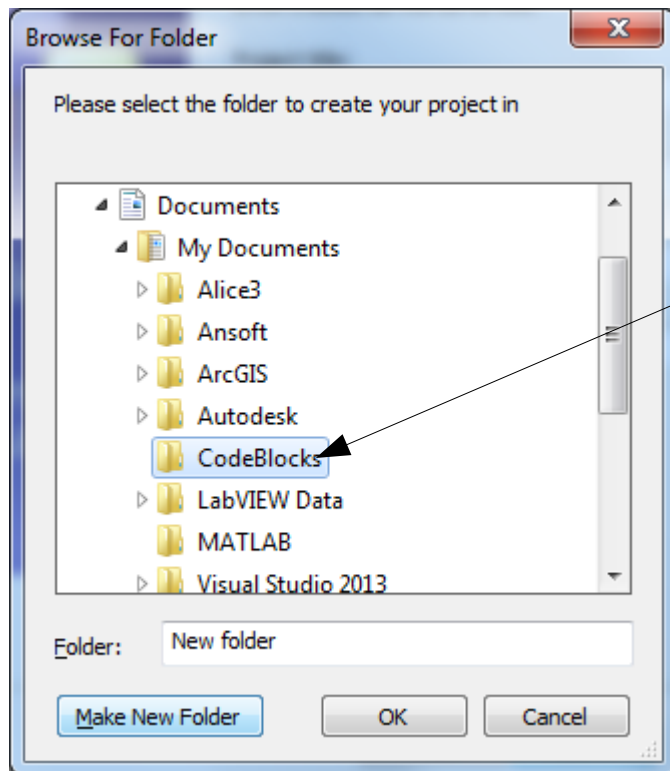
 Ogre project	 OpenCV project	 OpenGL project	 PowerPC Project
 QT4 project	 SDL project	 SFML project	 STL port application
 Shared library	 SmartWin project	 Static library	 TriCore Project
 Win32 GUI project	 wxWidgets project		

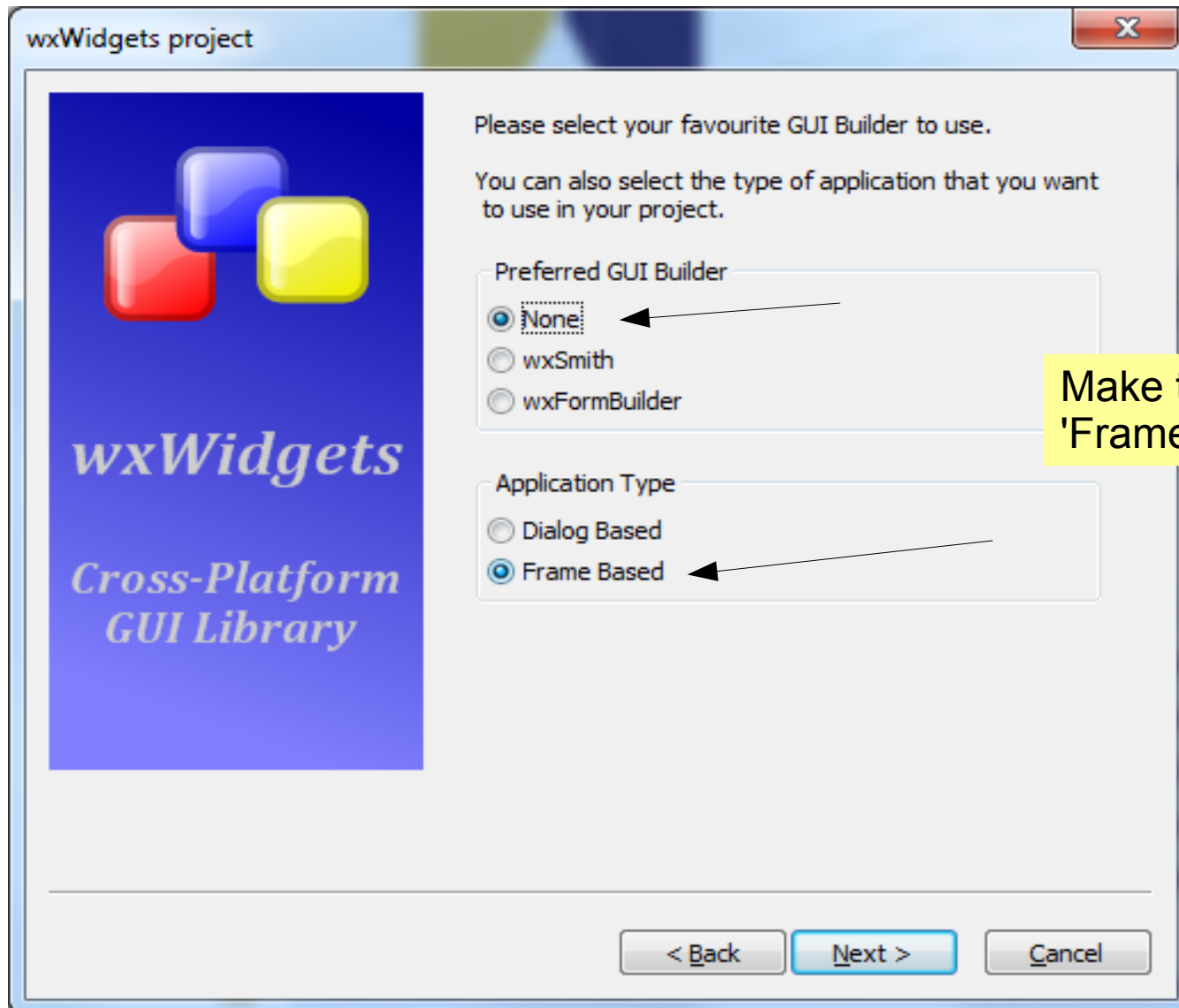
View as
 Large
 List

2. 



Create your own CodeBlocks folder to contain ALL your projects





FIRST TIME ONLY – you may see this:
Browse to location for wxWidgets-3.1.X

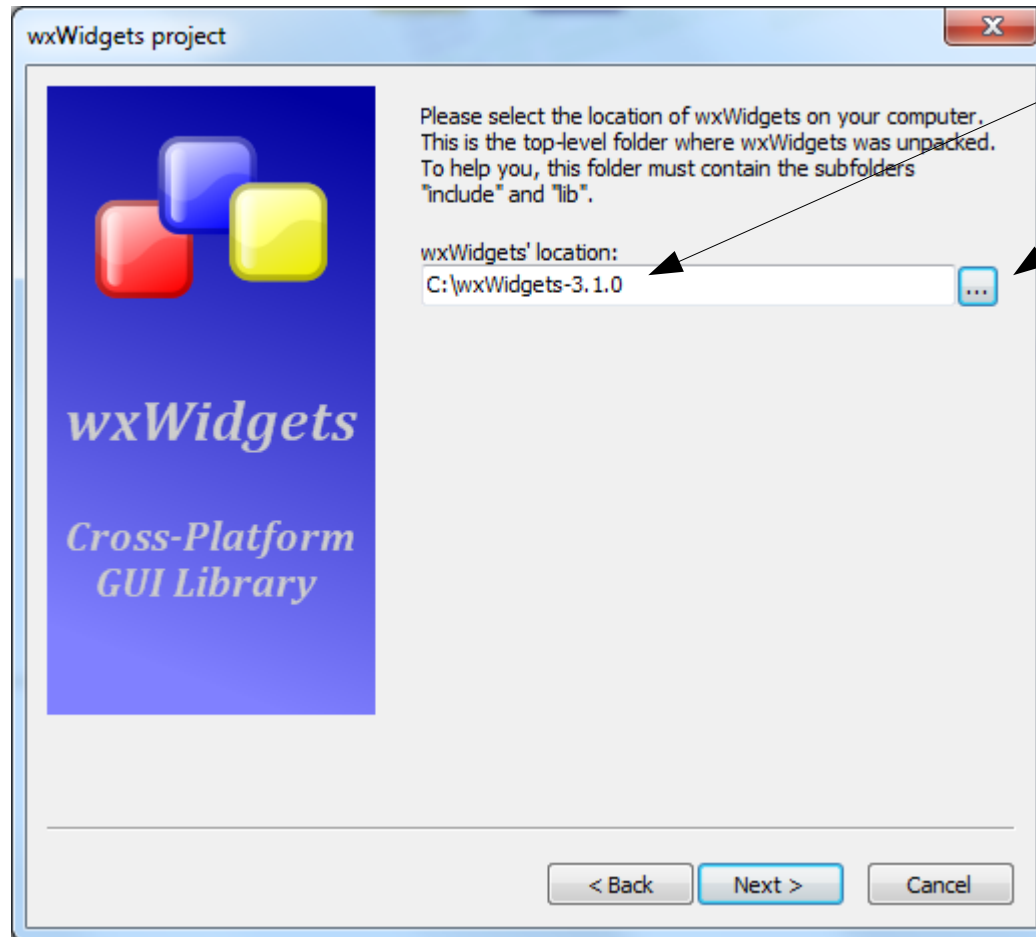
You will encounter the following dialogs

Ignore warnings and proceed



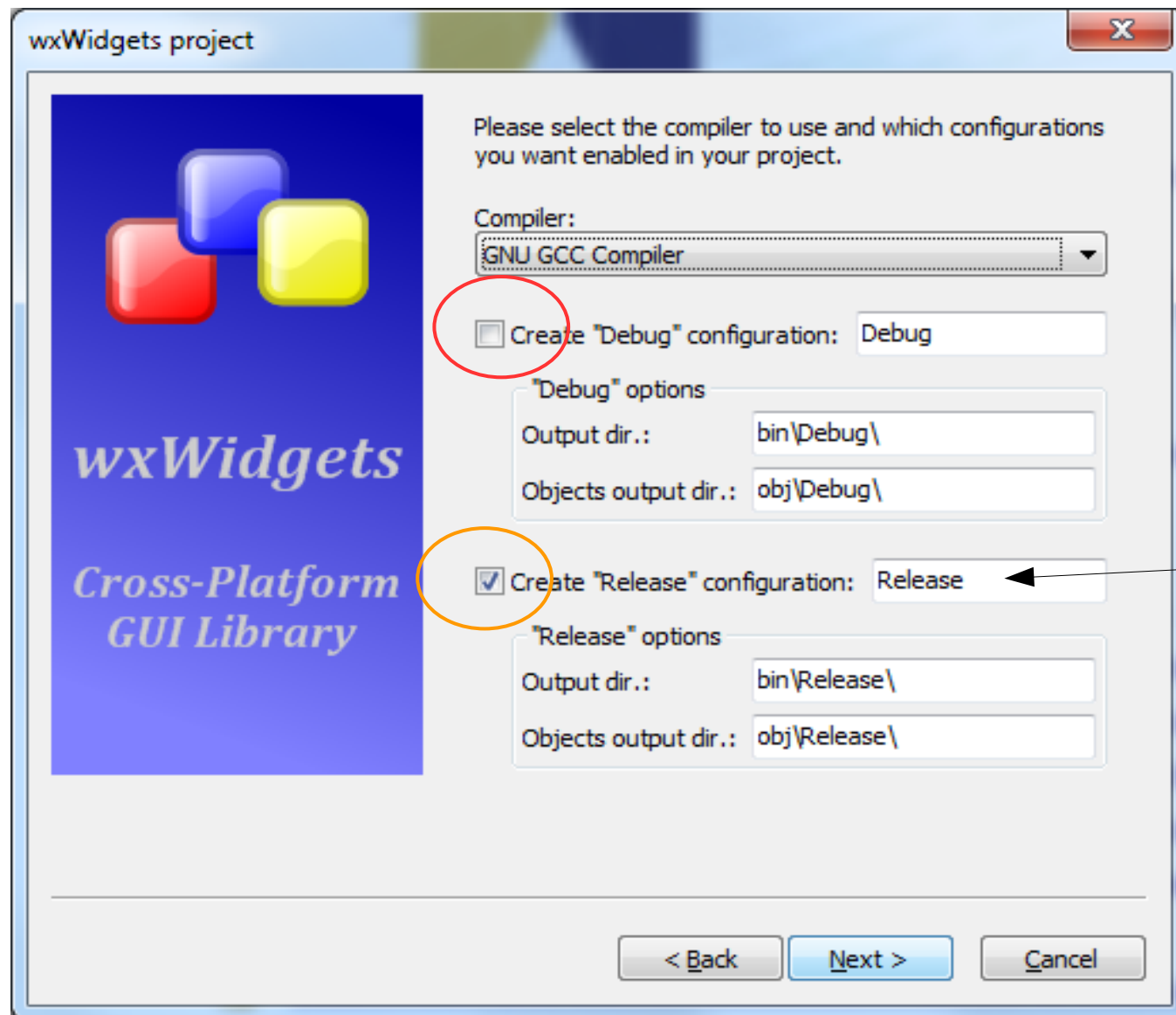
A composite screenshot showing three overlapping dialog boxes from the Code::Blocks IDE. The top dialog is titled "wxWidgets project" and contains the text: "Please select the location of wxWidgets on your computer. This is the top-level folder where wxWidgets was unpacked. To help you, this folder must contain the subfolders 'include' and 'lib'." Below this text is a text field with the placeholder "wxWidgets' location:" and the value "\$(#wx)". A yellow callout box with the text "1. Browse to location" points to the text field. The middle dialog is titled "Global Variable Editor" and shows a "Current Set:" dropdown set to "default" and a "Current Variable:" dropdown set to "wx". It has two "Clone" buttons. Below these are two columns of input fields: "Built-in fields:" with fields for "base", "include", "lib", "obj", "bin", "cflags", and "lflags"; and "User-defined" fields. A yellow callout box with the text "2. Close Window" points to the "Close" button at the bottom right of this dialog. The bottom dialog is titled "Global variables" and contains a question mark icon and the text "Are you sure you want to save an invalid global variable?". It has "Yes" and "No" buttons. A yellow callout box with the text "3. Yes" points to the "Yes" button. The "wxWidgets project" dialog also has "Back", "Next", and "Cancel" buttons at the bottom.

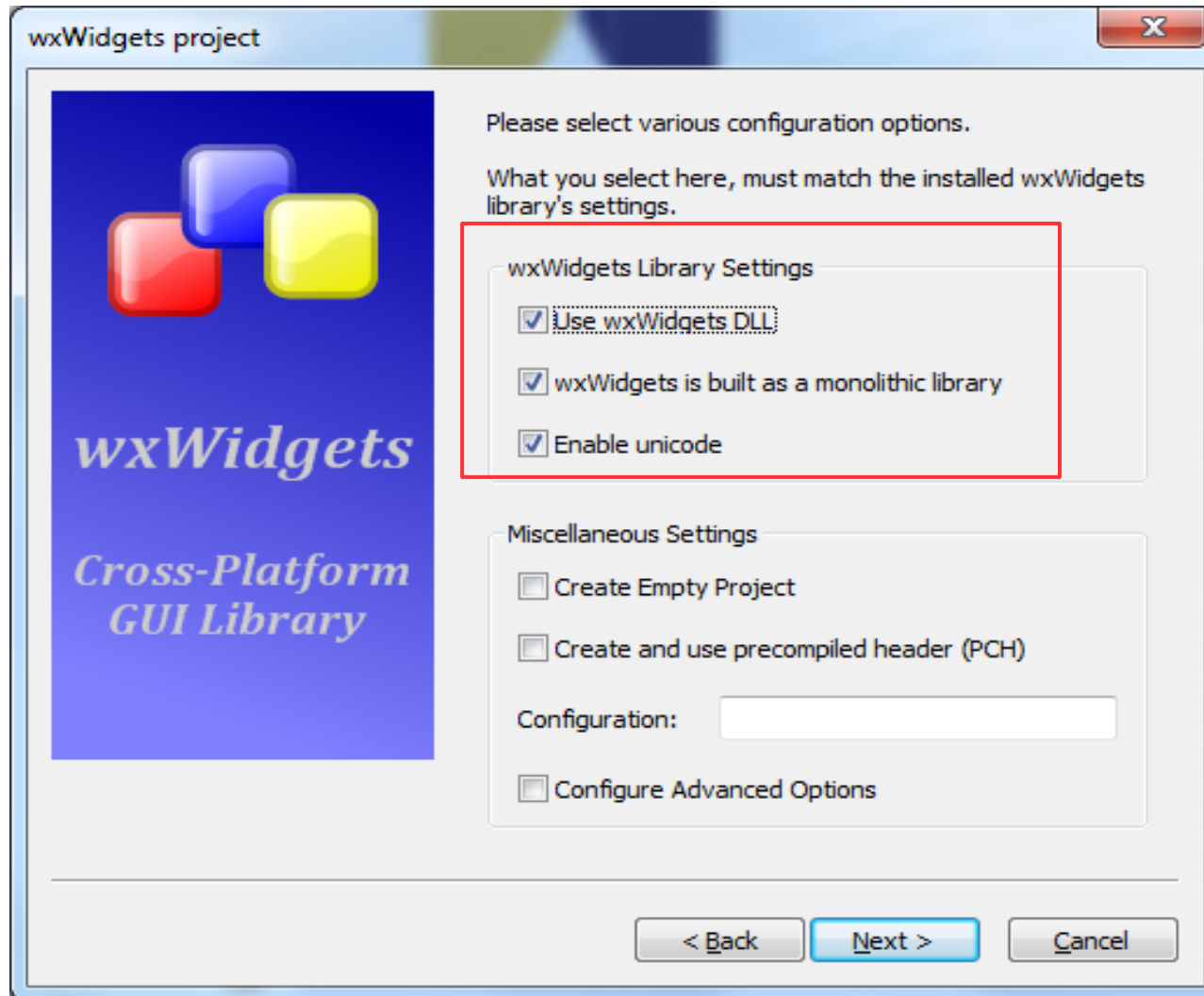
Browse to folder
For wxWidgets



Or whatever version
wxWidgets is installed

Release version only – no Debug library was built





Select same options as wxWidgets library was compiled with, i.e.
mingw32-make -f makefile.gcc

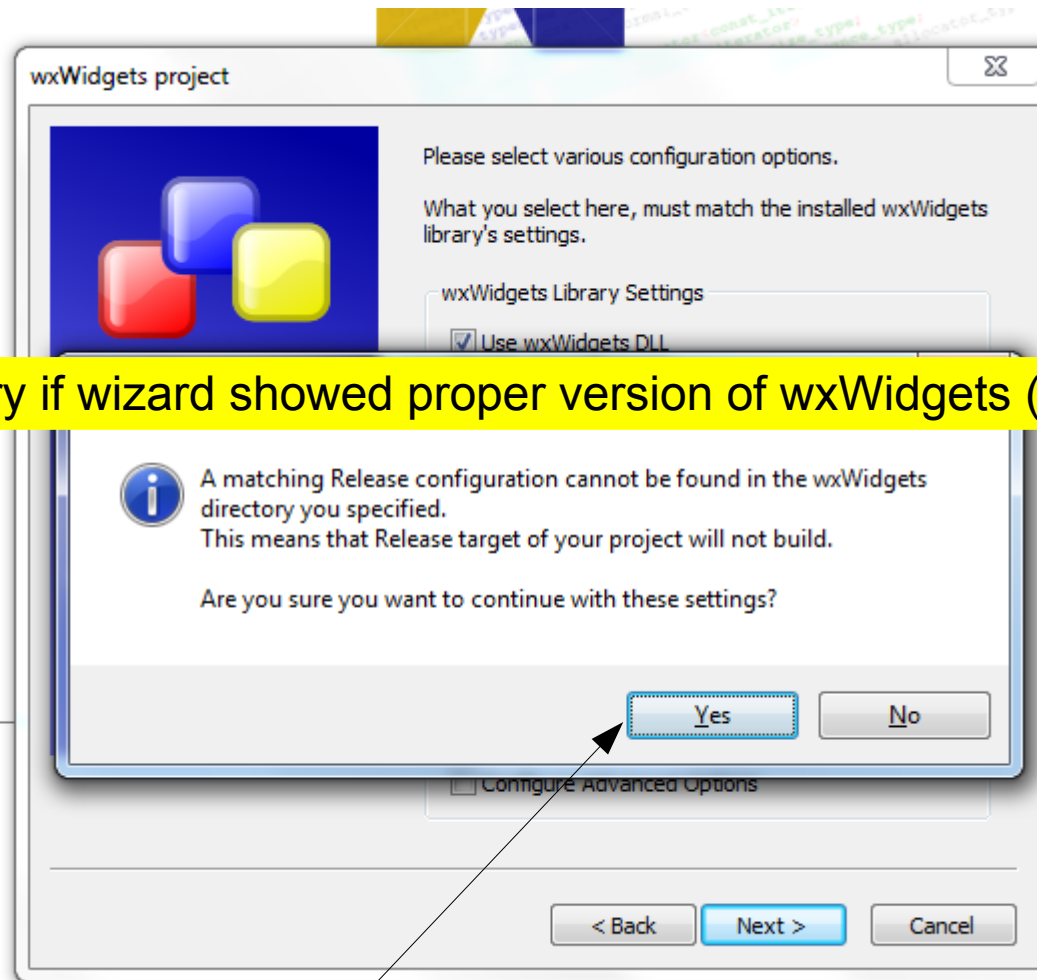
SHARED=1 MONOLITHIC=1 UNICODE=1 BUILD=release

For ARCHIVE Only – NOT NECESSARY

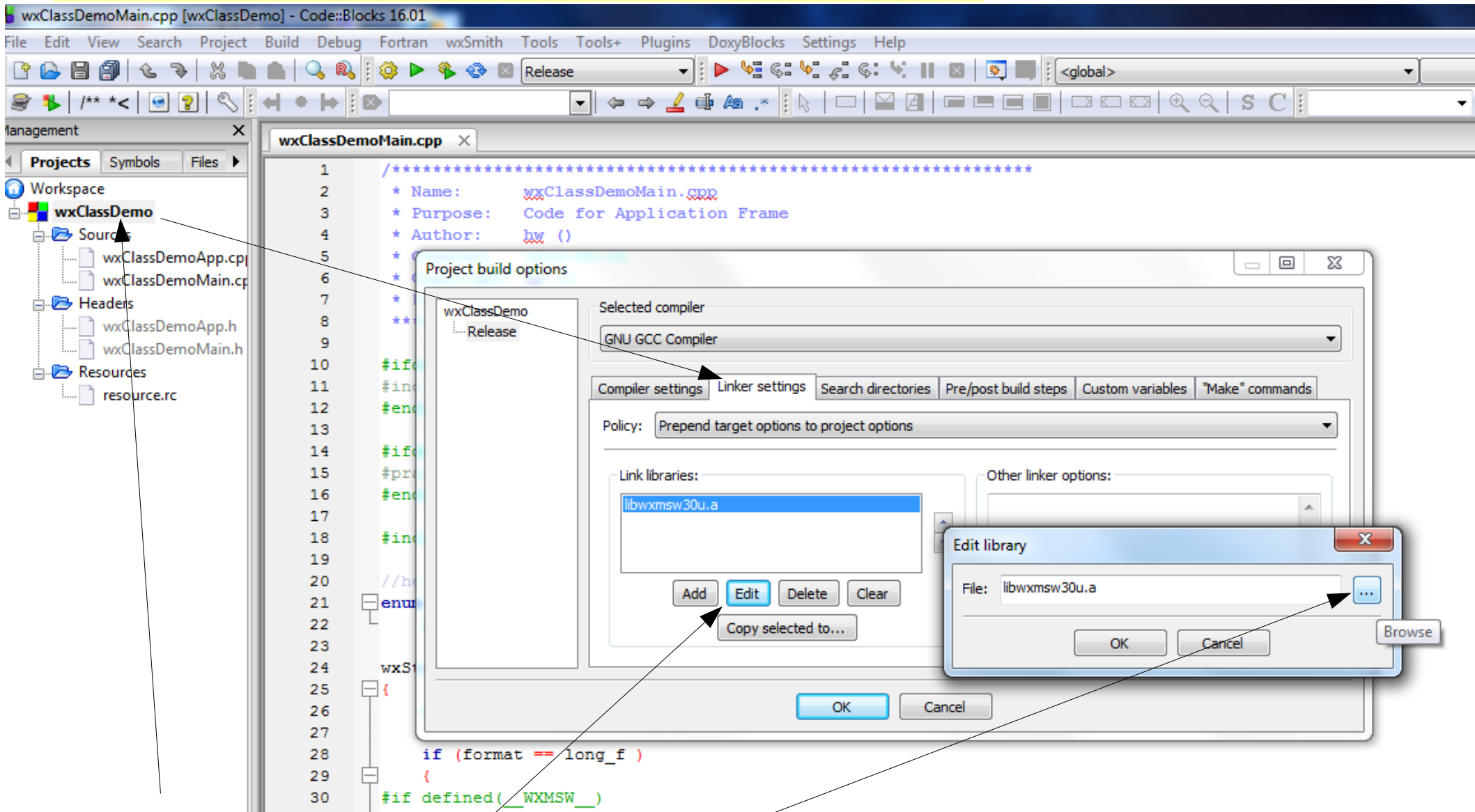
Code::Blocks project wizard is expecting

wxWidgets 3.0.2, but wxWidgets 3.1.0 MUST be used

Will have to specify so linker can find – the answer is to ignore at this point



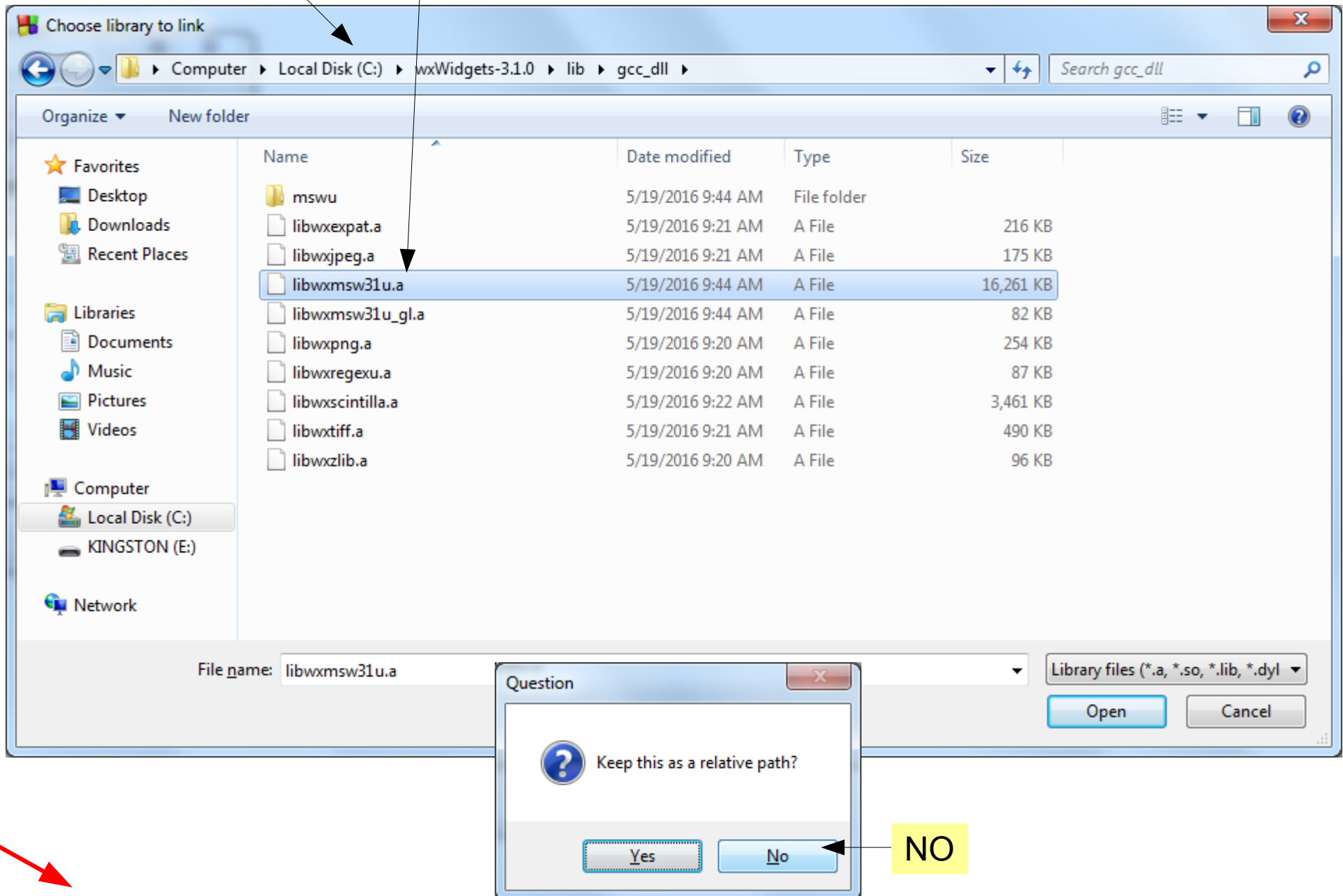
Not necessary if wizard showed proper version of wxWidgets (see slide 24)



1. Rt. Click Project->Build Options->Linker Settings
2. Edit library settings
3. Browse to correct library

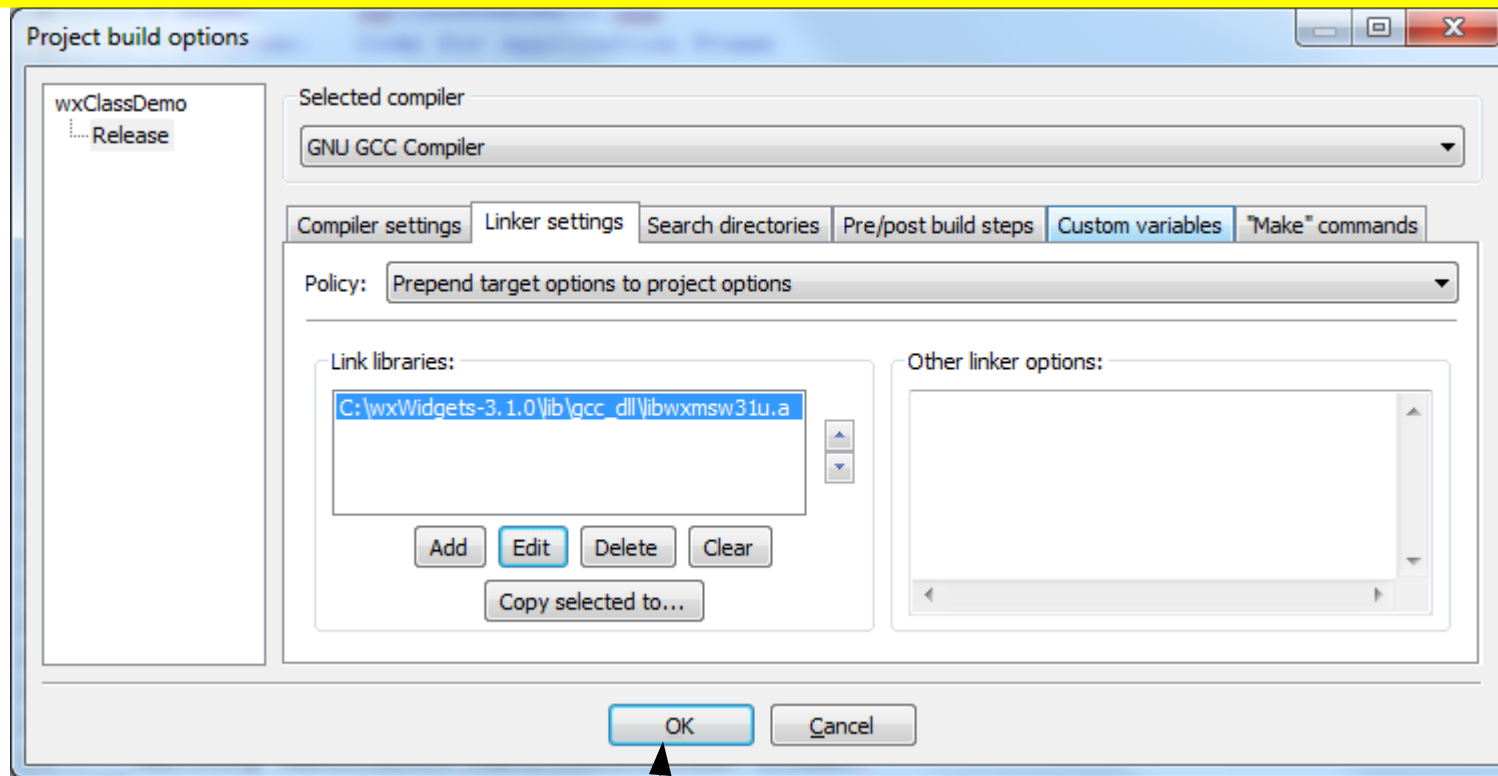
Not necessary if wizard showed proper version of wxWidgets (see slide 28)

ARCHIVE ONLY – NOT NECESSARY



Not necessary if wizard showed proper version of wxWidgets (see slide 24)

NOT NECESSARY if wizard showed proper version of wxWidgets (see slide 24)
ARCHIVE ONLY



Proper selection of library location
C:\wxWidgets-3.1.0\lib\gcc_dll\libwxmsw31u.a

Workspace
wxClassDemo
Sources
wxClassDemoApp.cpp
wxClassDemoMain.cpp
Headers
wxClassDemoApp.h
wxClassDemoMain.h
Resources
resource.rc

```
1  /*****  
2  * Name:      wxClassDemoMain.CPP  
3  * Purpose:   Code for Application Frame  
4  * Author:    wx ()  
5  * Created:   2016-05-19  
6  * Copyright: wx ()  
7  * License:  
8  *****/  
9  
10 #ifndef WX_PRECOMP  
11 #include "wx_pch.h"  
12 #endif  
13  
14 #ifdef __BORLANDC__  
15 #pragma hdrstop  
16 #endif // __BORLANDC__  
17  
18 #include "wxClassDemoMain.h"  
19  
20 //helper functions  
21 enum wxbuildinfoformat {  
22     short_f, long_f };  
23  
24 wxString wxbuildinfo(wxbuildinfoformat format)  
25 {  
26     wxString wxbuild(wxVERSION_STRING);  
27  
28     if (format == long_f )  
29     {  
30         #if defined(__WXMSW__)  
31             wxbuild << _T("-Windows");  
32         #elif defined(__WXMACH__)  
33             wxbuild << _T("-Mac");  
34         #elif defined(__UNIX__)  
35             wxbuild << _T("-Linux");  
36         #endif  
37  
38         #if wxUSE_UNICODE  
39             wxbuild << _T("-Unicode build");  
40         #else  
41             wxbuild << _T("-ANSI build");
```

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Build

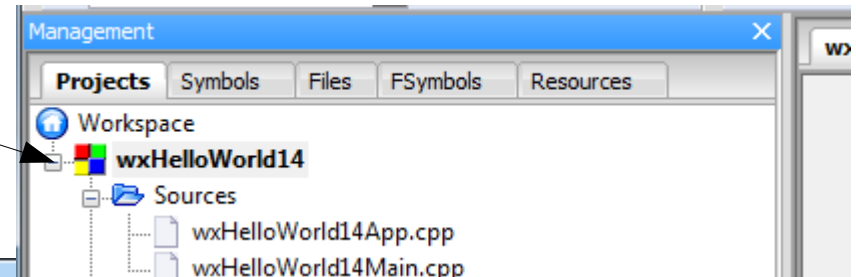
Note: 0 errors – so ok to run

Logs & others
Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck messages
----- Build: Release in wxClassDemo (compiler: GNU GCC Compiler)-----
mingw32-g++.exe -LC:\wxWidgets-3.1.0\lib\gcc_dll -o bin\Release\wxClassDemo.exe obj\Release\wxClassDemoApp.o obj\Release\wxCla
Output file is bin\Release\wxClassDemo.exe with size 106.50 KB
Process terminated with status 0 (0 minute(s), 0 second(s))
0 error(s), 0 warning(s) (0 minute(s), 0 second(s))

Too many warnings? Turn them off

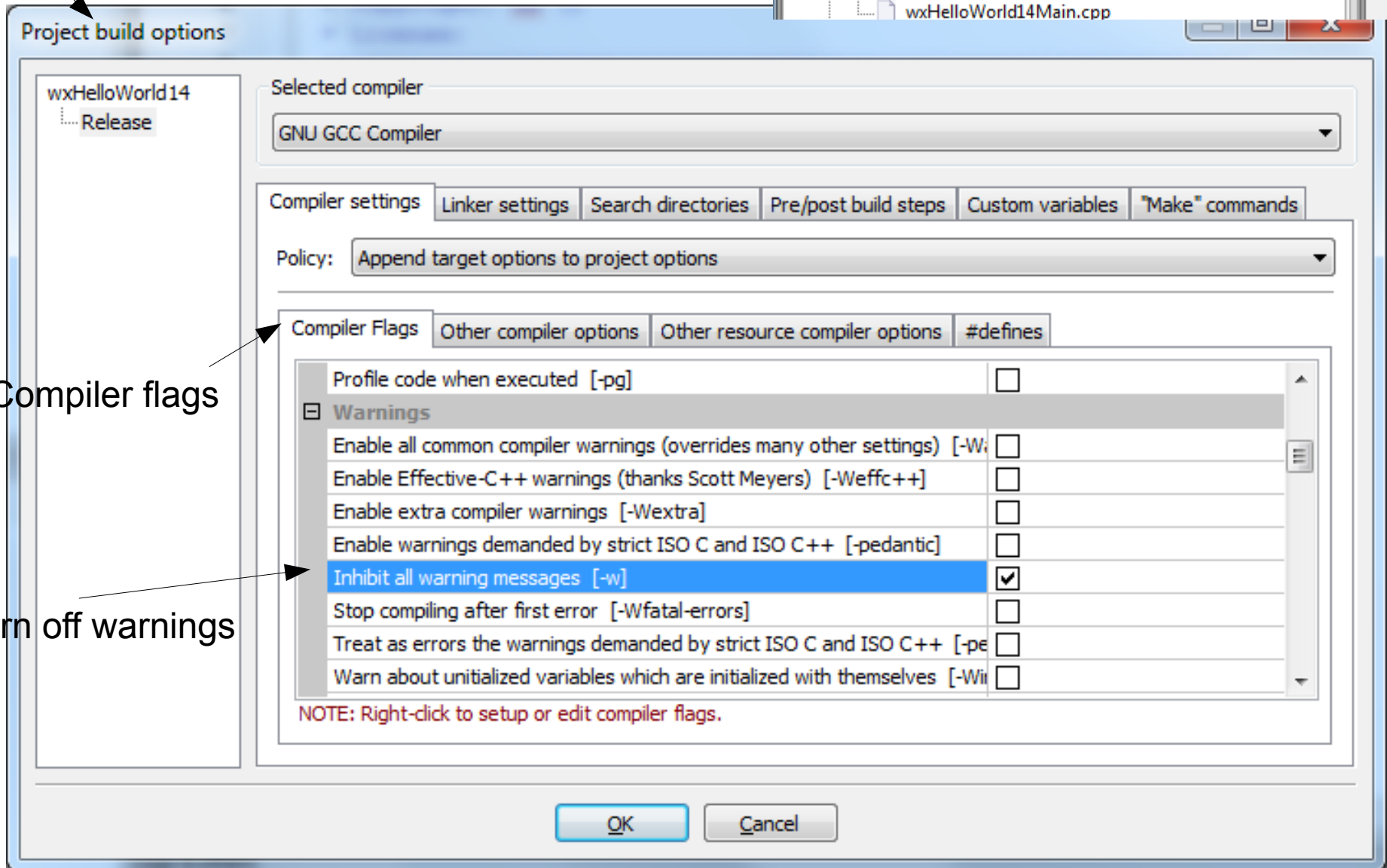
1. Right click project

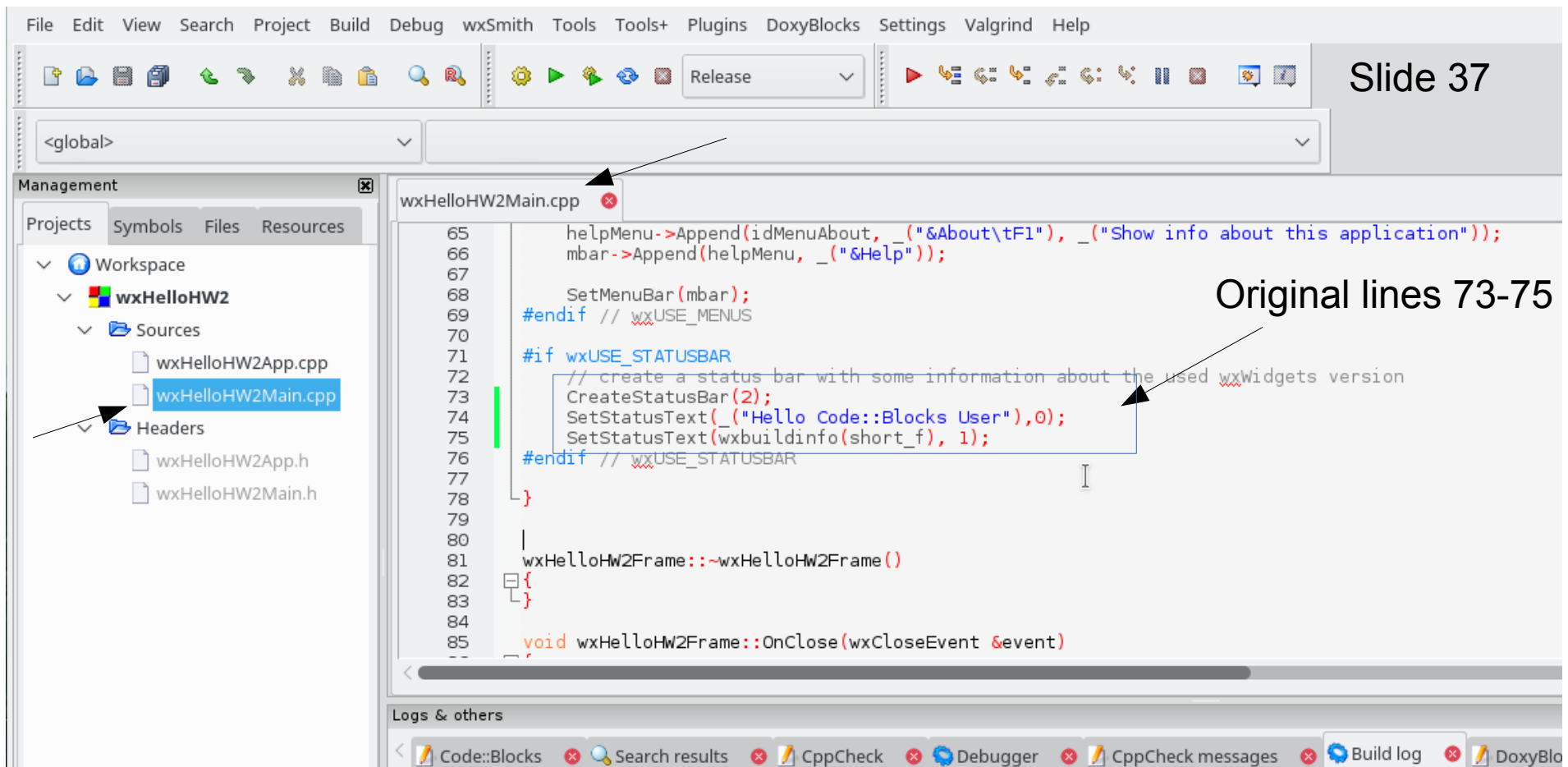
2. Select Build Options



3. Compiler flags

4. Turn off warnings





Modify original code - to show Time and Date

```
CreateStatusBar(1);
// SetStatusText(_("Hello Code::Blocks user!"),0);
// SetStatusText(wxbuildinfo(short_f), 1);
SetStatusText("Hello its " + wxDateTime::Now().Format("%c using " + wxbuildinfo(short_f)),0);
```

Management

Projects Symbols Files FSymbols Ru

Workspace

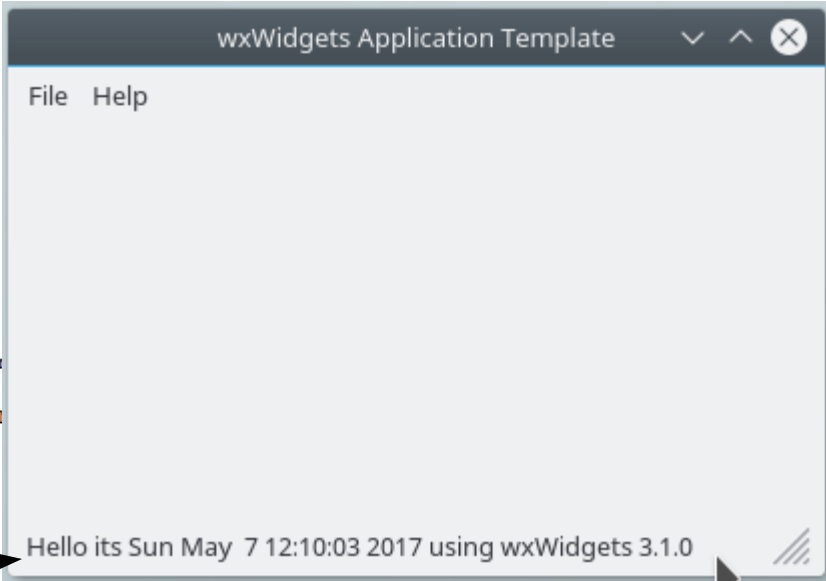
- wxHelpMyDemo
 - Sources
 - Headers
 - Resources

```

4      * Author:   wx ()
5      * Created: 2015-01-20
6      * Copyright: wx ()
7      * License:
8      *
9      *
10     #ifdef WX_PRECOMP
11     #include "wx_pch.h"
12     #endif
13
14     #ifdef __BORLANDC__
15     #pragma hdrstop
16     #endif // __BORLANDC__
17
18     #include "wxHelpMyDemoMain.h"
19
20     //helper functions
21     enum wxbuildinfoformat {
22         short_f, long_f };
23
24     wxString wxbuildinfo(wxbuildinfoformat format) {
25     {
26         wxString wxbuild(wxVERSION_STRING);
27
28         if (format == long_f )
29         {
30             #if defined( __WXMSW__ )
31                 wxbuild << _T("-Windows");
32             #elif defined( __WXMAC__ )
33                 wxbuild << _T("-Mac");
34             #elif defined( __UNIX__ )
35                 wxbuild << _T("-Linux");
36             #endif
37
38             #if wxUSE_UNICODE
39                 wxbuild << _T("-Unicode build");
40             #endif
41         }
42     }
43
44     return wxbuild;
45 }

```

Slide 38



Run the program

Make sure time and date show

Logs & others

- Code::Blocks
- Search results
- Cccc
- Build log
- Build messages
- CppCheck
- CppCheck messages
- Cscope

```

----- Run: Release in wxHelpMyDemo (compiler: GNU GCC Compiler)-----
Checking for existence: C:\Users\watsonh\Documents\Incoming\CodeBlocks\wxHelpMyDemo\bin\Release\wxHelpMyDemo.exe
Executing: "C:\Users\watsonh\Documents\Incoming\CodeBlocks\wxHelpMyDemo\bin\Release\wxHelpMyDemo.exe" (in C:\Users\watsonh\Documents\Incoming\CodeBlocks\wxHelpMyDemo\..)

```