

## wxWidgets static; Linux build; 64bit; gcc;

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HowTo compile static wxWidgets library for Linux using 64bit gcc compiler

1. I used Ubuntu Linux 20.04 LTS
2. You need to download and install build tools so open terminal and execute this command: **sudo apt install build-essential**
3. You need to download and install gtk development package so open terminal and execute this command: **sudo apt install libgtk-3-dev**
4. Download Linux wxWidgets source code from <https://www.wxwidgets.org/downloads/>
5. I used wxWidgets 3.0.5
6. Unzip wxWidgets to #ThisProject/dep/linux
7. In terminal navigate yourself to #ThisProject/dep/mac
8. In terminal create new folder using this command: **mkdir linux\_lib**
9. In terminal navigate yourself to newly created folder: **cd linux\_lib**
10. Now you need to configure the library so in same terminal execute this command: **../configure --with-gtk=3 --disable-shared --prefix=\$(pwd)**
11. Configuration has to succeed
12. In same terminal execute this command: **make**
13. This take time. If it succeed then libraries will be located in #ThisProject/dep/linux/linux\_lib/lib

If build failing for you or you have any issues with compiling wxWidgets then check this official page for Linux build:

[https://wiki.wxwidgets.org/Compiling\\_and\\_getting\\_started](https://wiki.wxwidgets.org/Compiling_and_getting_started)