wxWidgets static; macOS build; 64bit; gcc;

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

1. Download and install Xcode from App Store or download and install Command line tools from https://developer.apple.com

2. Open terminal and find where macOSX SDK is located.
   In terminal you can execute command: **find / -name "*.sdk"**
   It will search you entire hard drive looking for files with extension .sdk

3. My macOS version was 10.14.6. SDK was located in /Library/Developer/CommandLineTools/SDKs/. SDK version was 10.14.

4. Download macOS wxWidgets source code from https://www.wxwidgets.org/downloads/

5. I used wxWidgets 3.0.5

6. Unzip wxWidgets to #ThisProject/dep/mac.

7. In terminal navigate yourself to #ThisProject/dep/mac

8. In terminal create new folder using this command: **mkdir mac_lib**

9. In terminal navigate yourself to newly created folder: **cd mac_lib**

10. Now you need to configure the library. You need to specify SDK location and minimum macOS version. You got SDK location in step 2 of this how-to.

11. My library configuration looked like this:
    ../configure --disable-shared --enable-unicode --prefix="$(pwd)" --with-macosx-sdk=/Library/Developer/CommandLineTools/SDKs/MacOSX10.14.sdk --with-macosx-version-min=10.14

12. In same terminal execute configure command. Same or similar as in step 11.

13. Configuration has to succeed

14. In same terminal execute this command: **make**

15. This take time. If it succeed then libraries will be located in #ThisProject/dep/mac/mac_lib/lib

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

https://wiki.wxwidgets.org/Compiling_wxWidgets_using_the_command-line_(Terminal)