LK/WEX Development with Visual Studio 2013 and wxWidgets 3.1.0

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1. Download Visual Studio Express 2013 for Windows Desktop from <http://www.visualstudio.com/en-US/products/visual-studio-express-vs>. Usually it is more reliable to download the .iso disk image, and then use a utility like WinCDEmu to mount the .iso image to a virtual drive. You can download WinCDEmu from <http://wincdemu.sysprogs.org/>
2. Install VS 2013. Run VS 2013 and select Help->About->Product license information. Sign in or create a Microsoft.com account to obtain a free license.
3. Download wxWidgets 3.1.0 (wxWidgets-3.1.0.zip) from <https://github.com/wxWidgets/wxWidgets/releases/download/v3.1.0/wxWidgets-3.1.0.zip>
4. Extract to c:\wxWidgets-3.1.0
5. Start VS 2013, and open c:\wxWidgets-3.1.0\build\msw\wx\_vc12.sln
6. Build Debug and Release configurations for both Win32 and x64 platforms. I think it’s easier just to select the build from the tool bar and click ‘Build’ (repeat for 4 configurations) rather than using the Batch Build feature because of all the subprojects in wxWidgets.
7. Setup the WXMSW3 environment variable to point to c:\wxWidgets-3.1.0 (Control Panel->System->Advanced system settings->Environment variables). Also, delete your old WXMSW3x64 environment variable if you have it – it’s no longer needed.
8. Check out the LK script engine. There’s a folder called vc2013\_wx3 with VS 2013 project files. Build the Debug/Release configurations for both win32 and x64. If successful, the libraries lkvc13wx3.lib, lkvc13wx3d.lib, lkvc13wx3x64.lib, and lkvc13wx3x64d.lib will be created in the “lk” folder. Create a new environment variable called LKDIR that points to your local LK folder.
9. Check out the wxWidgets Extensions (wex) library. There’s a folder called vc2013\_wx3 with VS 2013 project files. Build the Debug/Release configurations for both win32 and x64. If successful, the libraries wexvc13wx3.lib, wexvc13wx3d.lib, wexvc13wx3x64.lib, and wexvc13wx3x64d.lib will be created in the wex folder, and dview{x64}.exe and sandbox{x64}.exe will exist in the project solution folder. Both of the executables should run fine. Create a new environment variable called WEXDIR that points to your local WEX folder.
10. The WEX SVN contains precompiled binaries for libcurl which SAM uses to access the internet. Simply copy everything in WEX\build\_vc2013\libcurl\_ssl\_win32\bin to SAMNTDIR\deploy\win32, and similarly for the x64 folders.