wxAutohacks

wxAutohacks is a way of ensuring the configure script remains consistent

between developer commits. Previous releases include a build/aclocal\_include

which has now been moved into the wxWidgets build/aclocal directory.

At the moment, it is intended to be copied and or symlinked into a wxWidgets

source tree. For example, assume you have wxWidgets checked out in the

/home/myname/wxCVS/wxWidgets/ path. Then from /home/myname/wxCVS do this:

cvs -d :pserver:anoncvs@cvs.wxwidgets.org:/pack/cvsroots/wxwidgets checkout wxAutohacks

You will now have wxAutohacks in /home/myname/wxCVS/wxAutohacks/. Now go into

the wxWidgets build (/home/myname/wxCVS/wxWidgets/build/) and do this:

ln -s ../../wxAutohacks/build/autoconf\_prepend-include .

From now on from the root of your wxWidgets source tree when you do this:

make -f build/autogen.mk

you will also build an autoconf.m4f file which will ensure the configure

script stays consistent.

Alternatively you can do this:

make -f build/autogen.mk AUTOHACKS\_PREPEND\_INCLUDE\_DIR=../wxAutohacks/build/autoconf\_prepend-include