Building wxGTK port with Win32 MSys2 GDK backend

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GTK+ widget toolkit has multiple GDK backends and one of them is Win32.

It is a wrapper around Windows API.

These notes don't consider building wxGTK with X11 backend under Windows.

The MSys2 website is http://www.msys2.org/

These building steps are NOT the normal way to build MSys2 MinGW packages.

But, they are a way the wxWidgets developers can test that wxWidgets

can build the wxGTK/Win32 libraries under MSys2 MinGW.

For the MSys2 way please see

https://github.com/Alexpux/MINGW-packages and

https://github.com/msys2/msys2/wiki/Creating-packages

Building steps:

#Note: The "#" is used in front of a comment to help the people who cut

# and paste these directions.

#Warning: At the time these directions were written the GTK version 3

# was NOT able to create wxGTK/Win32 libraries that were usable.

#1. Install the mingw32 packages needed to build wxGTK/Win32 using the

# configure/make build method.

# From the MSys2 prompt or MSys2 MinGW prompt:

# The 32 bit Mingw packages are prefixed with "mingw-w64-i686-";

# Change the prefix to "mingw-w64-x86\_64-" if you wish to do 64 bit.

pacman -S --needed --noconfirm make

pacman -S --needed --noconfirm mingw-w64-i686-libjpeg-turbo

pacman -S --needed --noconfirm mingw-w64-i686-libpng

pacman -S --needed --noconfirm mingw-w64-i686-libtiff

pacman -S --needed --noconfirm mingw-w64-i686-gcc

pacman -S --needed --noconfirm mingw-w64-i686-pkg-config

## gtk2 can take a long time to update/find fonts

pacman -S --needed --noconfirm mingw-w64-i686-gtk2

# Packages that are needed but are normally installed already.

pacman -S --needed --noconfirm mingw-w64-i686-gcc-libs

pacman -S --needed --noconfirm mingw-w64-i686-expat

pacman -S --needed --noconfirm mingw-w64-i686-xz

pacman -S --needed --noconfirm mingw-w64-i686-zlib

pacman -S --needed --noconfirm mingw-w64-i686-gdk-pixbuf2

#2. Build the wxGTK/Win32 static library

#2a.Open MSys2 MinGW Prompt

# (These steps were tested on MinGW32; but, should work under MinGW64)

#2b.Use the cd command to change directory to the wxWidgets top folder.

#2c.Create the "build-gtk2-static" folder to build the static libraries

mkdir -p build-gtk2-static

#2d.Configure wxWidgets

# Option "--disable-precomp-headers" is NOT needed.

# It is being used to test for compile issues.

#

# Remove configure option "--disable-wxdib" to set wxUSE\_WXDIB to 1.

# The directions docs/msw/gtk.txt results in wxUSE\_WXDIB set to 1.

cd build-gtk2-static && \

../configure --with-gtk=2 \

--disable-wxdib \

--disable-shared \

--disable-precomp-headers \

&& cd ..

#2e.clean the wxGTK static libraries

cd build-gtk2-static && make clean && cd ..

#2f.make the wxGTK static libraries

cd build-gtk2-static && make && cd ..

#3 Build and run the minimal static sample

#3a.Clean the minimal sample

cd build-gtk2-static/samples/minimal && make clean && cd ../../..

#3b.Build the minimal sample

cd build-gtk2-static/samples/minimal && make && cd ../../..

#3c.Run the minimal sample

./build-gtk2-static/samples/minimal/minimal.exe

#4 Build most of the static samples

#4a.Clean most of the static samples

cd build-gtk2-static/samples && make clean && cd ../..

#4b.Build most of the static samples

cd build-gtk2-static/samples && make && cd ../..

#5 Run the drawing static sample

cd samples/drawing && ../../build-gtk2-static/samples/drawing/drawing.exe && cd ../..

#6 Run the splash static sample

cd samples/splash && ../../build-gtk2-static/samples/splash/splash.exe && cd ../..

#7 Run the widgets static sample

cd samples/widgets && ../../build-gtk2-static/samples/widgets/widgets.exe && cd ../..

#8 Run the toolbar static sample

cd samples/toolbar && ../../build-gtk2-static/samples/toolbar/toolbar.exe && cd ../..

#9 Run the image static sample

cd samples/image && ../../build-gtk2-static/samples/image/image.exe && cd ../..