

# Installation and Release Notes

Unless you installed a binary version of wxWidgets (e.g. under Linux using your distro's package manager), you will probably have to **compile** the wxWidgets library before you can start use it.

Please read the platform-specific readme.txt and install.txt for how to do this:

* Readme: [**General ReadMe**](http://docs.google.com/readme.txt), [wxMSW](http://docs.google.com/msw/readme.txt) ([wxMSW for WinXP](http://docs.google.com/msw/winxp.txt)), [wxGTK](http://docs.google.com/gtk/readme.txt), [wxOSX](http://docs.google.com/osx/readme.txt), [wxMotif](http://docs.google.com/motif/readme.txt), [wxQt](http://docs.google.com/qt/readme.txt) [wxX11](http://docs.google.com/x11/readme.txt), [Univ](http://docs.google.com/univ/readme.txt), [wxiOS](http://docs.google.com/ios/readme.txt)
* Installation: [wxMSW](http://docs.google.com/msw/install.txt), [wxGTK](http://docs.google.com/gtk/install.txt), [wxMotif](http://docs.google.com/motif/install.txt), [wxX11](http://docs.google.com/x11/install.txt), [wxOSX](http://docs.google.com/osx/install.txt), [wxQt](http://docs.google.com/qt/install.txt),
* [**General change log**](http://docs.google.com/changes.txt)
* Licence: [Preamble](http://docs.google.com/preamble.txt), [Licence](http://docs.google.com/licence.txt), [Documentation Licence](http://docs.google.com/licendoc.txt), [L-GPL](http://docs.google.com/lgpl.txt), [GPL](http://docs.google.com/gpl.txt)

# Documentation

The wxWidgets manual is available in various formats; the availability of the following formats depends on what you've downloaded from the [wxWidgets website](https://www.wxwidgets.org):

* [HTML](http://docs.google.com/doxygen/out/html/index.html)
* [MS HTML Help (CHM)](http://docs.google.com/doxygen/out/wx.chm)
* [wxHTML Help (HTB)](http://docs.google.com/doxygen/out/wx.htb)
* [Rich Text Format (RTF)](http://docs.google.com/doxygen/out/rtf/refman.rtf)
* [Portable Document Format (PDF)](http://docs.google.com/doxygen/out/wx.pdf)

To use the manual in the **wxHTML Help** format (extension htb), you can use the **HelpView** application, compiling it from the utils/helpview folder in the wxWidgets distribution.

Also note that beyond the wxWidgets manual there are various other **resources** which can help to learn wxWidgets programming:

* [The wxWidgets website](https://www.wxwidgets.org): Contains FAQs, tutorials, info about the mailing lists, and in general everything related to the wxWidgets world is linked here.
* [The wxWidgets forum](https://forums.wxwidgets.org/): Provides a discussion board about various wxWidgets topics (contains also *localized* forums).
* [The wxWiki](https://wiki.wxwidgets.org/): A user-editable website with lots of tutorials, links to external tools, resources, etc.

# Contributor Notes

Contributor notes contain information useful only to wxWidgets developers for the maintainance of the project:

* [Index of Contributor Notes](http://docs.google.com/contributing/)

Todo List for wxWidgets:

* [wxWiki Todo List](https://wiki.wxwidgets.org/Development:_Todo_List)
* [Documentation Todo List](http://docs.google.com/doxygen/out/html/todo.html)

# Demos

The following are fully-fledged applications which demonstrate some features of wxWidgets (for a list of the 70+ samples please look at the manual):

* [bombs](http://docs.google.com/demos/bombs): minesweeper-like game.
* [forty](http://docs.google.com/demos/forty): a great little card game by Chris Breeze.
* [fractal](http://docs.google.com/demos/fractal): fractal mountains by Andrew Davison.
* [life](http://docs.google.com/demos/life): the game of Life by J. H. Conway, implemented in wxWidgets by Guillermo Rodriguez Garcia.
* [poem](http://docs.google.com/demos/poem): a little poetry display program.