Building wxGTK port with Win32 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.

See http://www.gtk.org/download/win32.php

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

Building steps:

1. wxGTK/Win32 build is similar to wxMSW one and you should have configured

and be able to build wxWidgets as described in docs/msw/install.txt

2. wxGTK/Win32 is disabled by default in wxWidgets, you need to enable it

in bakefiles manually. Apply following patch manually or using Cygwin:

patch -p0 < docs/msw/gtkfix.patch

Regenerate required make/project files:

cd build\bakefiles

bakefile\_gen

3. Download GTK+ for Windows and uncompress files in the directory

without spaces in the name. We suppose later that GTK+/Win32 is

in the C:\gtk directory.

http://ftp.gnome.org/pub/gnome/binaries/win32/gtk+/2.24/gtk+\_2.24.10-1\_win32.zip

4. Building

4.1 If you are using Visual C++ project files you need to setup GTK+ 2 include directories

C:\gtk\lib\include\gtk-2.0

C:\gtk\lib\include\glib-2.0

C:\gtk\lib\include\cairo

C:\gtk\lib\include\pango-1.0

C:\gtk\lib\include\gdk-pixbuf-2.0

C:\gtk\lib\include\atk-1.0

C:\gtk\lib\glib-2.0\include

C:\gtk\lib\gtk-2.0\include

and library directory

C:\gtk\lib\

See http://msdn.microsoft.com/en-us/library/t9az1d21(v=vs.90).aspx

Open solution file in build\msw directory, select "GTK+ Debug" solution

configuration and build the solution. To be sure that everything is as expected

you can build minimal sample.

GTK+ is linked to wxWidgets always as DLL, so C:\gtk\bin directory should be

in %PATH% environment variable before application run.

4.2 You can also build using nmake:

set INCLUDE=C:\gtk\lib\glib-2.0\include\;C:\gtk\lib\gtk-2.0\include\;C:\gtk\include\cairo\;C:\gtk\include\pango-1.0\;C:\gtk\include\gtk-2.0\;C:\gtk\include\glib-2.0\;C:\gtk\include\gdk-pixbuf-2.0\;C:\gtk\include\atk-1.0\;

set LIB=C:\gtk\lib\;

set PATH=C:\gtk\bin\;%PATH%;

nmake -f makefile.vc "TOOLKIT=GTK" "TOOLKIT\_VERSION=2"

or with MinGW:

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\include\gtk-2.0

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\include\glib-2.0

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\include\cairo

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\include\pango-1.0

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\include\gdk-pixbuf-2.0

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\include\atk-1.0

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\lib\glib-2.0\include

set CXXFLAGS=%CXXFLAGS% -IC:\gtk\lib\gtk-2.0\include

set CFLAGS=%CXXFLAGS%

set LDFLAGS=%LDFLAGS% -LC:\gtk\lib

set PATH=C:\gtk\bin\;%PATH%;

mingw32-make -f makefile.gcc "TOOLKIT=GTK" "TOOLKIT\_VERSION=2"

5. Now you can use wxGTK/Win32 as wxMSW in your applications.