**Compiling wxWidgets SVN (2.9) for SSC+WEX+TCS using VC++ 2012**

**Updated 28 Dec 2012**

**Background:**  The SSCdev and TCSmain tools no longer supports wx 2.8-ansi. This is so that I can build it 64-bit on OSX which is required for the DOE SSC SDK deliverable. So, to compile SSC and TCS now, you will need wxWidgets 2.9 direct from the public SVN repository, and the WEX (**W**xwidgets **EX**tensions) library which only works with wx3 and essentially replaces comlib.

**wxWidgets 2.9 SVN**

1. Create a folder c:\wxWidgets
2. Right click on it, and check out (via TortoiseSVN) the wxWidgets trunk from the public SVN
   1. <http://svn.wxwidgets.org/svn/wx/wxWidgets/trunk>
   2. It’ll take some time to get all the files
   3. I checked out revision 73160. You can elect to use this revision from the SVN, or the head revision. I recommend just checking out the latest HEAD revision.
   4. When wxWidgets 2.9.5 comes out, or 2.9.6, or finally 3.0, we’ll migrate to using an official release instead of the SVN, but this is also good testing opportunity for the wxWidgets project ☺ (I’ve contributed 3-4 bug reports in the last couple months that have since gotten fixed in the wxWidgets project!)
3. Open Visual Studio 2012, and open the c:\wxWidgets\build\msw\wx\_vc9.sln file
   1. Allow the one-way upgrade, it will take some time to convert all the project files
   2. If the conversion report issues an error for the .sln, ignore it.
4. Open the folder C:\wxWidgets\include\wx\msw in Windows Explorer
   1. Copy the setup0.h file to setup.h (no modifications needed)
5. Select the ‘Debug’ Configuration, and build.
6. Select the ‘Release’ Configuration, and build.
7. Set the WXMSW3 environment variable to c:\wxWidgets

Everything should complete successfully.

**WEX Library (‘W**xwidgets **EX**tensions**')**

1. Check out WEX from <https://efmsvn.nrel.gov/wex/svn/trunk> into a folder called ‘wex’
2. Open the wex\vc2012\_wx3\_unicode\wexlib.sln project
3. Build the Debug and Release configurations
4. Set the WEXDIR environment variable to your wex folder.

Everything should complete successfully.

Now you should be able to compile the most recent SSC + SSCdev project.