Upgrading to Visual Studio 2013 Express and wxWidgets 3.0.0-rc2

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1. Download Visual Studio 2013 Express Edition for Windows Desktop from <http://www.microsoft.com/express>
2. Install VS 2013. Run VS 2013 and select Help->About->Product license information. Sign in or create a Microsoft.com account to obtain a free license.
3. Download wxWidgets 3.0.0 RC2 (wxWidgets-3.0.0-rc2.zip) from <http://sourceforge.net/projects/wxwindows/files/3.0.0-rc2/>
4. Extract to c:\wxWidgets-3.0.0-rc2
5. Start VS 2013, and open c:\wxWidgets-3.0.0-rc2\build\msw\wx\_vc10.sln, and allow VS 2013 to update all projects to the latest toolchain (v120)
6. Build Debug and Release configurations for both Win32 and x64 platforms. wxWidgets 3.0.0 does not require a separate folder for the 64-bit build anymore. The libraries for 32-bit go into lib\vc\_lib and 64-bit into lib\vc\_x64\_lib.
7. Setup the WXMSW3 environment variable to point to c:\wxWidgets-3.0.0-rc2 (Control Panel->System->Advanced system settings->Environment variables)
8. Update the “lk” SVN. There’s a new folder called vc2013\_wx3 with updated project files. Build the Debug/Release configurations for both win32 and x64. If successful, the libraries lkvc13wx3.lib, lkvc13wx3d.lib, lkvc13wx3x64.lib, and lkvc13wx3x64d.lib will be created in the “lk” folder.
9. Update the “wex” SVN. There’s a new folder called vc2013\_wx3 with updated project files. Build the Debug/Release configurations for both win32 and x64. If successful, the libraries wexvc13wx3.lib, wexvc13wx3d.lib, wexvc13wx3x64.lib, and wexvc13wx3x64d.lib will be created in the wex folder, and dview{x64}.exe and sandbox{x64}.exe will exist in the project solution folder. Both of the executables should run fine.