# wxWidgets Installation Guide

# **Prerequisites**

- Visual Studio (2015-2022)
- Administrator access to modify environment variables
- Internet connection for downloading wxWidgets

## **Important Notes**

```
! CRITICAL STEPS - READ CAREFULLY
! - Match wxWidgets solution file with your Visual Studio version
! - Restart device after setting environment variables
! - Apply all property changes in Visual Studio
! - Build ALL configurations (Debug/Release for both Win32/x64)
```

# **Detailed Installation Steps**

#### 1. Download and Extract

- 1. Download wxWidgets 3.2.6:
  - Click to download wxWidgets-3.2.6.zip
- 2. Extract to C:\Libraries
  - Final path should be: C:\Libraries\wxWidgets-3.2.6

### 2. Environment Setup

- 1. Set new environment variable:
  - Name: wxwin
  - Value: C:\Libraries\wxWidgets-3.2.6
- 2. ! IMPORTANT: Restart your device for changes to take effect

### 3. Building wxWidgets

1. Navigate to solution folder:

#### 2. Select appropriate solution file:

Visual Studio Version	Solution File
VS 2022	wx_vc17.sln
VS 2019	wx_vc16.sln
VS 2017	wx_vc15.sln
VS 2015	wx_vc14.sln

### 3. Build Configurations (in order):

- i. Win32 Debug
- ii. Win32 Release
- iii. x64 Debug
- iv. x64 Release

#### Build Results

- o Win32 builds → vc\_lib folder
- $\circ$  x64 builds  $\rightarrow$  vc\_x64\_lib folder
- Debug files end with 'd' (e.g., wxbase32ud.lib)
- o Release files have no suffix (e.g., wxbase32u.lib)

## 4. Project Setup

- 1. Create New Project:
  - $\circ$  File  $\rightarrow$  New  $\rightarrow$  Project
  - Select "Empty Project"
  - Name your project
- 2. Add Test Source:
  - Create main.cpp in "Source Files"
  - Add test code:

```
#include <wx/wx.h>
class App : public wxApp {
public:
```

```
bool OnInit() {
        wxFrame* window = new wxFrame(NULL, wxID ANY, "GUI Test",
            wxDefaultPosition, wxSize(600, 400));
        wxBoxSizer* sizer = new wxBoxSizer(wxHORIZONTAL);
        wxStaticText* text = new wxStaticText(window, wxID ANY,
            "Well Done!\nEverything seems to be working",
            wxDefaultPosition, wxDefaultSize, wxALIGN_CENTRE_HORIZONTAL);
        text->SetFont(wxFont(20, wxFONTFAMILY DEFAULT,
            wxFONTSTYLE_NORMAL, wxFONTWEIGHT_NORMAL));
        sizer->Add(text, 1, wxALIGN_CENTER);
        window->SetSizer(sizer);
        window->Show();
        return true;
    }
};
wxIMPLEMENT_APP(App);
```

### 5. Configure Project Properties

- 1. General Settings:
  - Right-click project → Properties
  - Set "All Configurations" and "All Platforms"
- 2. Include Directories:
  - C/C++ → Additional Include Directories
  - Add both:

```
$(WXWIN)\include
$(WXWIN)\include\msvc
```

- 3. System Configuration:
  - Linker → System
  - o Set: Windows(/SUBSYSTEM:WINDOWS)
- 4. Platform-Specific Settings:

#### For Win32:

- o Platform: Win32
- o Linker → General → Additional Library Directories:

```
$(WXWIN)\lib\vc_lib
```

#### For x64:

- o Platform: x64
- Linker → General → Additional Library Directories:

```
$(WXWIN)\\lib\vc_x64_lib
```

! REMEMBER: Apply changes after each property modification

### 6. Testing Installation

- 1. Switch to Debug configuration
- 2. Build and Run (F5)
- 3. Verification:
  - o A window should appear
  - Message: "Well Done! Everything seems to be working"

# **Troubleshooting**

#### **Common Issues**

- 1. Build Errors:
  - o Verify Visual Studio version matches solution file
  - Ensure all configurations are built
  - Check environment variable is set correctly
- 2. Linker Errors:
  - Confirm library directories match platform (Win32/x64)
  - Verify debug/release configuration matches libraries
- 3. Runtime Errors:
  - Check subsystem setting
  - o Verify all DLLs are present

#### **Tips**

- Always build both Debug and Release configurations
- Double-check platform-specific settings
- · Apply property changes before building
- Restart Visual Studio if changes don't take effect

# **Additional Resources**

- wxWidgets Documentation: https://docs.wxwidgets.org/
- Community Forums: https://forums.wxwidgets.org/
- GitHub Repository: https://github.com/wxWidgets/wxWidgets

### **Video Tutorials**

- C++ GUI Programming For Beginners
  - Episode 1 Installing wxWidgets
  - Link: Watch on YouTube
  - Channel: Kamarton Academy
  - o Perfect for beginners following this installation guide