



# Instruction of Code Blocks Installation and Run

1. Go to the Open Frame Works website: You can search ‘Open Frame Works’ on Google or just type this web address: <http://www.openframeworks.cc/>.



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## about



openFrameworks is an [open source](#) C++ toolkit designed to assist the creative process by providing a simple and intuitive framework for experimentation. The toolkit is designed to work as a general purpose

2. Click the ‘**download**’ button on the top of your web page. You can see a lot of download links for different system. Here we introduce the installation for **Windows**.

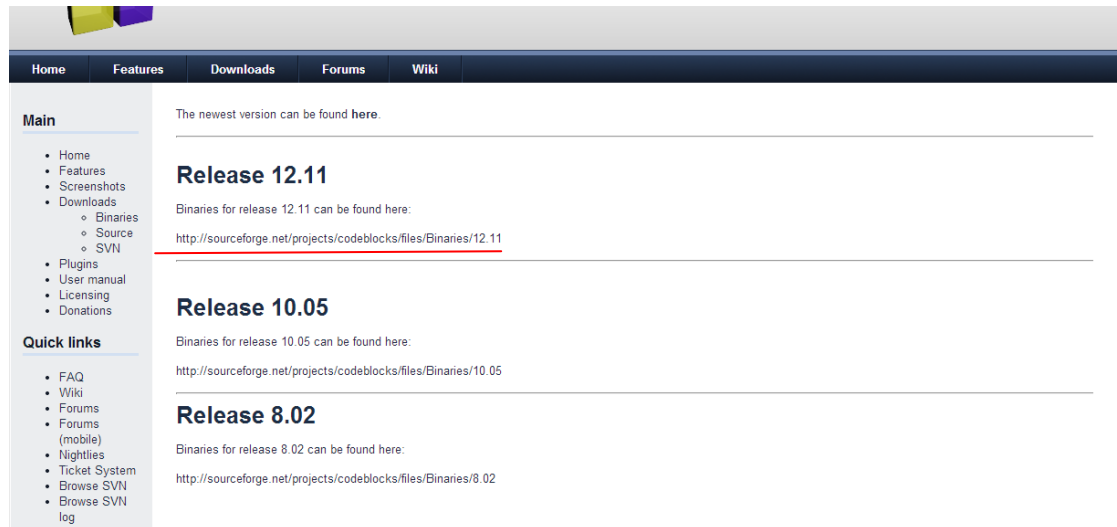
## download

**0.8.3** is the most recent release. It has a lot of new features, new interfaces, and probably some new bugs too. 0.8.3 is not 100% compatible with older projects. Please see the [changelog](#) to get an overview of the differences between versions.

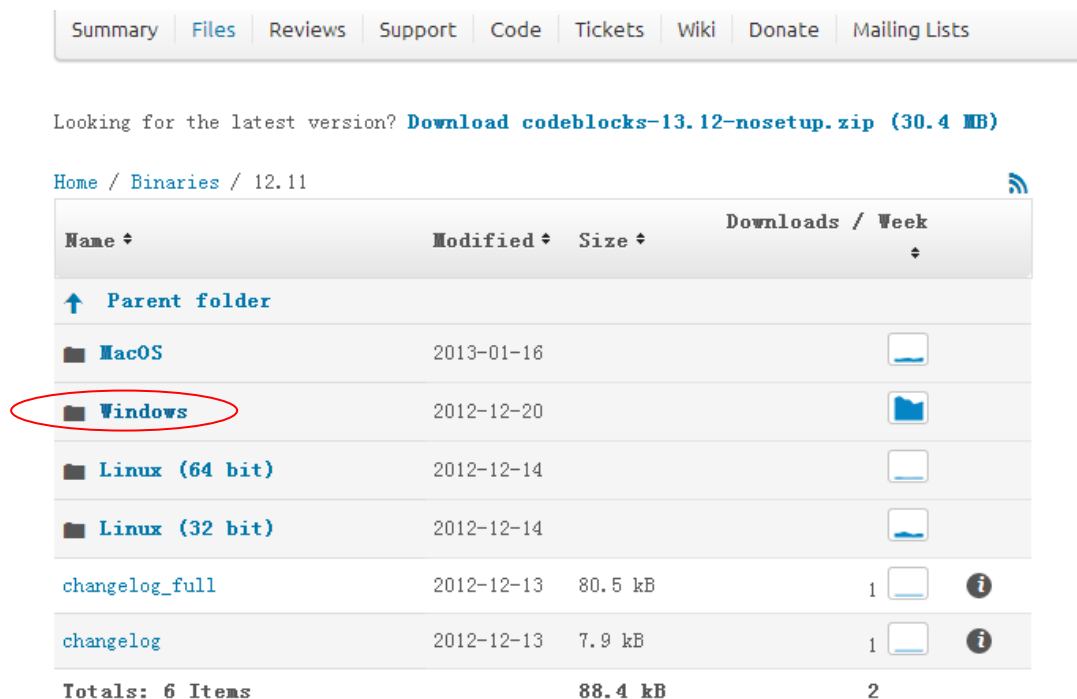
To use openFrameworks you will need an IDE, and the setup guide for your platform can walk you through this. Please post any bugs on the [issues](#) page, and post to the [forum](#) if you have any other questions. openFrameworks is distributed under the [MIT License](#).

<b>osx</b> download openFrameworks for <a href="#">xcode</a>  IDE setup guide <a href="#">xcode</a>	<b>linux</b> download openFrameworks for <a href="#">code::blocks</a> <a href="#">code::blocks (64 bit)</a>  IDE setup guide <a href="#">code::blocks</a> <a href="#">eclipse</a>	<b>windows</b> download openFrameworks for <a href="#">code::blocks</a> <a href="#">visual studio</a>  IDE setup guides <a href="#">code::blocks</a> <a href="#">visual studio</a>
<b>mobile</b> <i>openFrameworks for mobile platforms supports the same features as the desktop versions plus mobile specific features like accelerometer, compass,</i>	<b>ios</b> <i>osx only</i>  download openFrameworks for <a href="#">xcode</a>	<b>android</b> download openFrameworks for <a href="#">eclipse</a>  IDE setup guide


3. Now please click the 'IDE setup guides' for code::blocks.
  - a) Click the red font '**Download Code::Blocks**' in part a). Pay attention **we need to choose the link with MinWG compiler**, otherwise, codeblocks may report no compiler can be found when you debug in the future.
  - b) Choose the link below Version 12.11 so you can get the last version of CodeBlocks.



- c) When you access the link, you can see a lot of choices for different system. Same as above, choose Windows.



- d) Now, you can choose a source link. **We need to choose the link with MinGW.** (I recommend the more downloads one)



# Code::Blocks











A free C, C++, and Fortran IDE

Brought to you by: [killerbot](#), [mandrav](#), [mortenmacfly](#), [thomas-denk](#)


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Looking for the latest version? [Download codeblocks-13.12-nosetup.zip \(30.4 MB\)](#)

[Home](#) / [Binaries](#) / [12.11](#) / Windows

Name ↕	Modified ↕	Size ↕	Downloads / Week ↕
↑ Parent folder			
<a href="#">readme</a>	2012-12-20	781 Bytes	8  
<a href="#">codeblocks-12.11-setup_user.exe</a>	2012-12-20	28.6 MB	69  
<a href="#">codeblocks-12.11mingw-setup_us...</a>	2012-12-20	100.6 MB	105  
<a href="#">codeblocks-12.11mingw-setup.exe</a>	2012-12-20	100.6 MB	701  
<a href="#">codeblocks-12.11-setup.exe</a>	2012-12-20	28.6 MB	930  
Totals: 5 Items		258.5 MB	1,813

- e) When you click the link above, the webpage will jump to the CodeBlocks downloading automatically. Please wait few minutes patiently.
4. Find the setup file you just downloaded

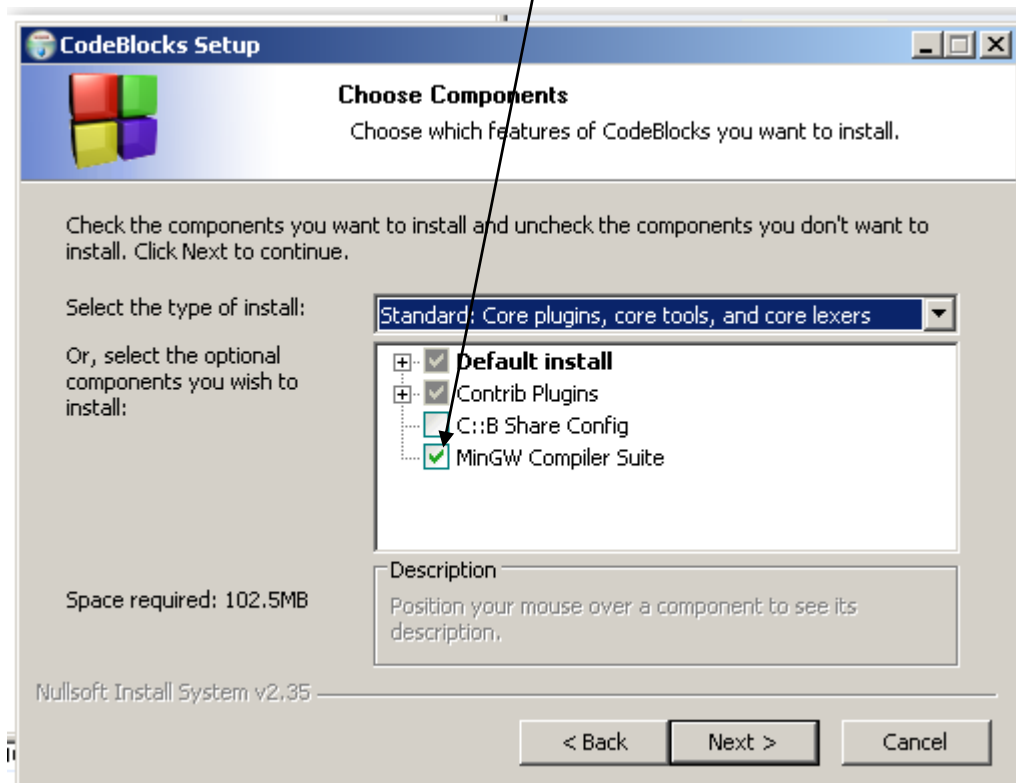
 **codeblocks-12.11mingw-setup**

2014/8/5 8:39

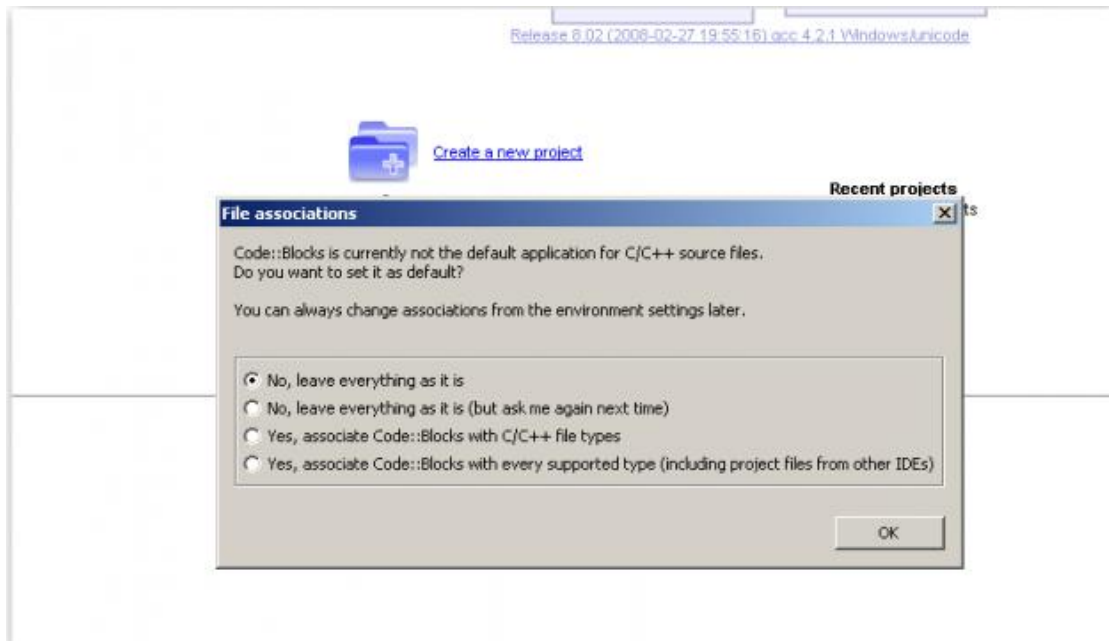
Click it to install



Again, make sure MinGW Compiler Suite has been chosen



If CodeBlocks is not your primary IDE, you can choose as below, otherwise, you can make your decision.



5. Now we need to add a few libraries to MinGW. Please click the red link in the 'IDE setup guides'. You can also go to the website <http://openframeworks.cc/setup/codeblocks/> to find that link.

**e) Add files to MinGW**

Similar to devcpp, we will have to add a few libraries to devcpp. You can download the files:

[Additions for Code::Blocks to work with openFrameworks](#)

In the zip there are two folders, you need to put the **contents** of them into the contents of folders in MinGW.

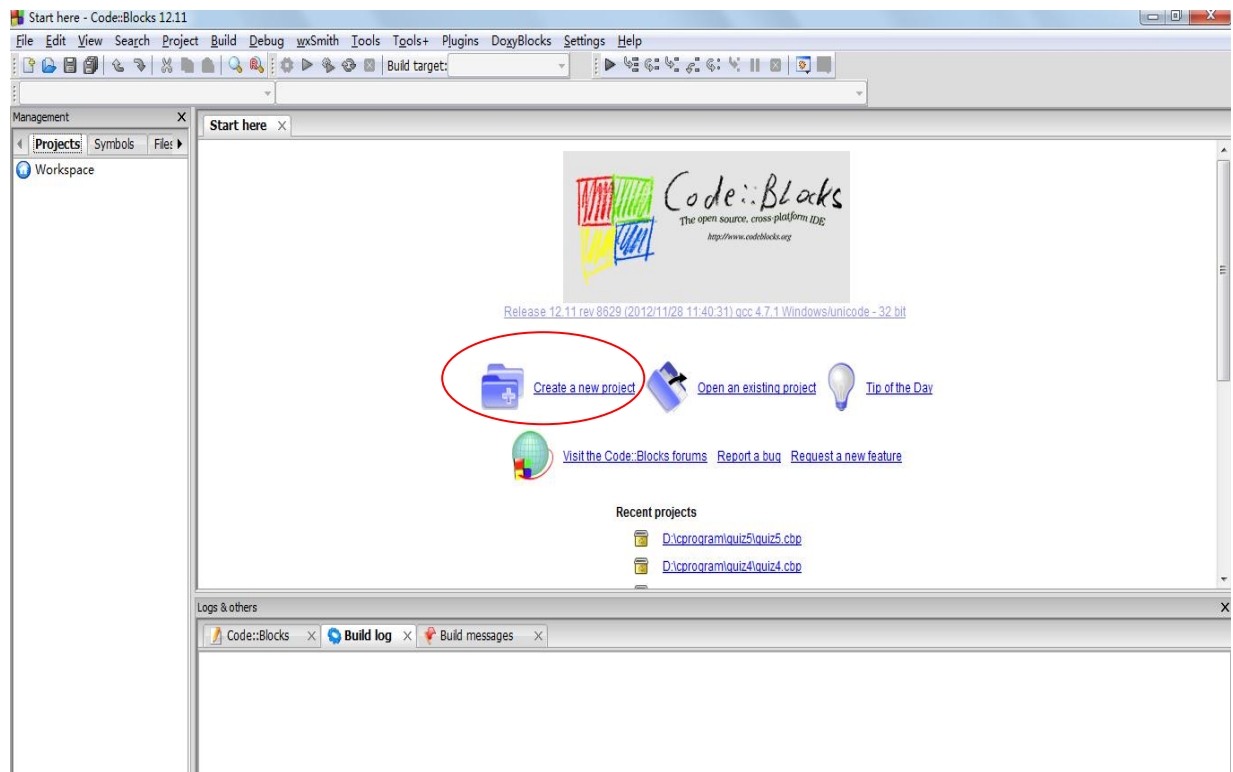
- > Add the *contents* of the folder "**add\_to\_codeblocks\_mingw\_include**" into "**C:\Program Files\CodeBlocks\MinGW\include**" (or wherever your app\mingw\include is)
- > Add the *contents* of the folder "**add\_to\_codeblocks\_mingw\_lib**" into "**C:\Program Files\CodeBlocks\MinGW\lib**" (or wherever your app\mingw\lib is)

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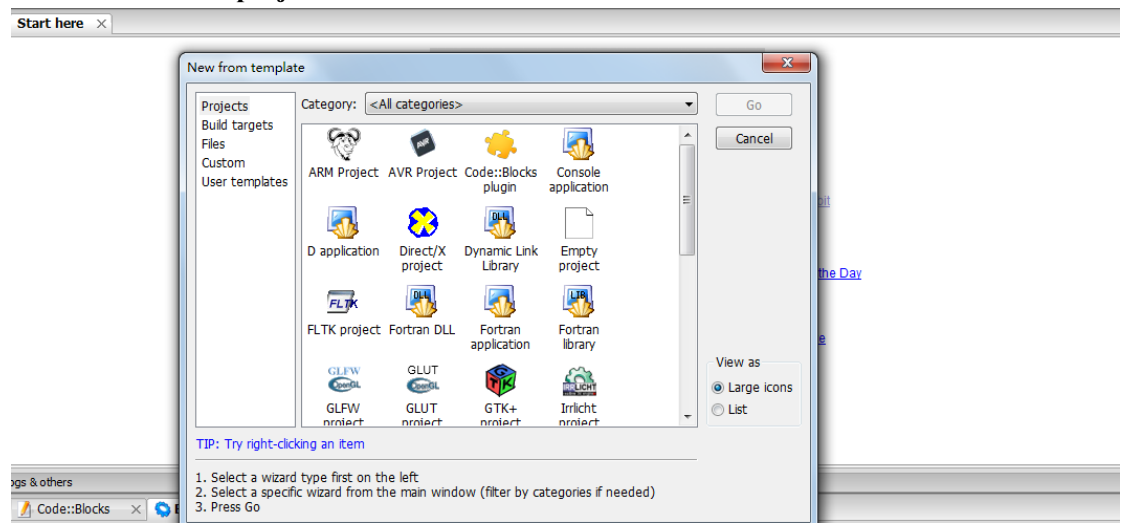
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- Add the *contents* of the folder "**add\_to\_codeblocks\_mingw\_lib**" into "**C:\Program Files\CodeBlocks\MinGW\lib**" (or wherever your app\mingw\lib is)

6. Now your ColdBlocks has been installed, let us try a simple program to run it.

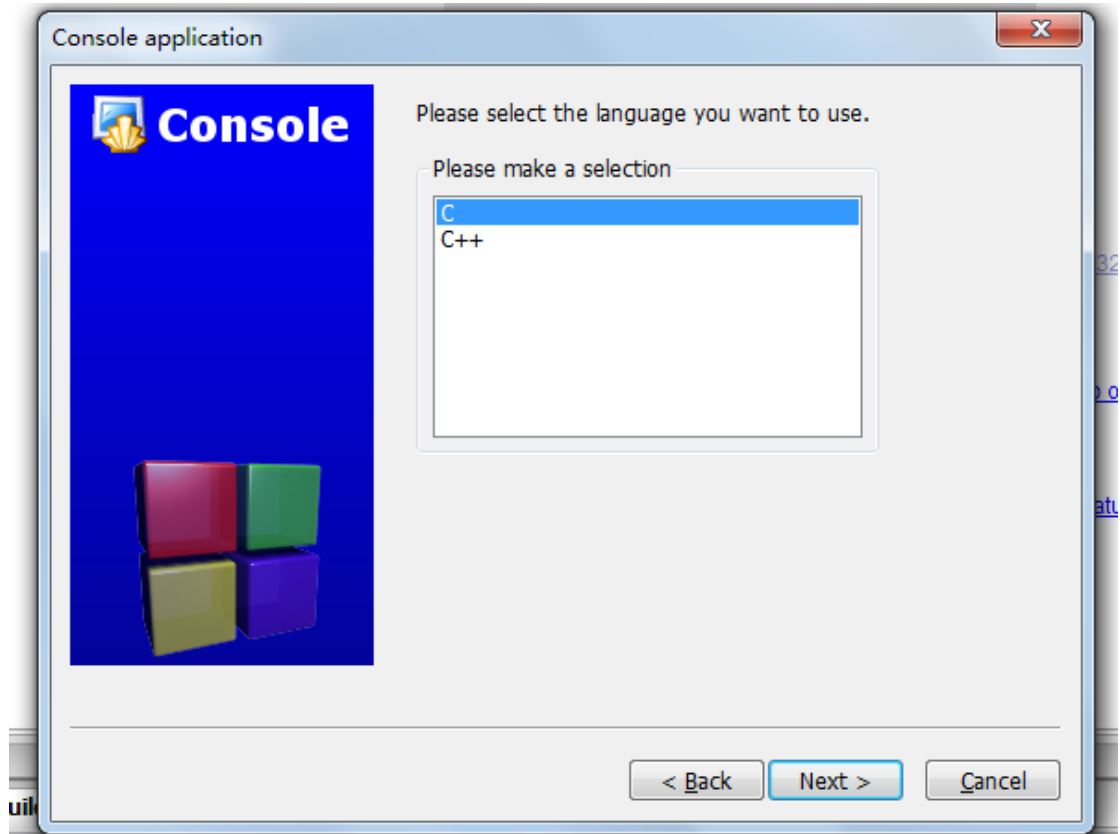
a) Run the ColdBlocks



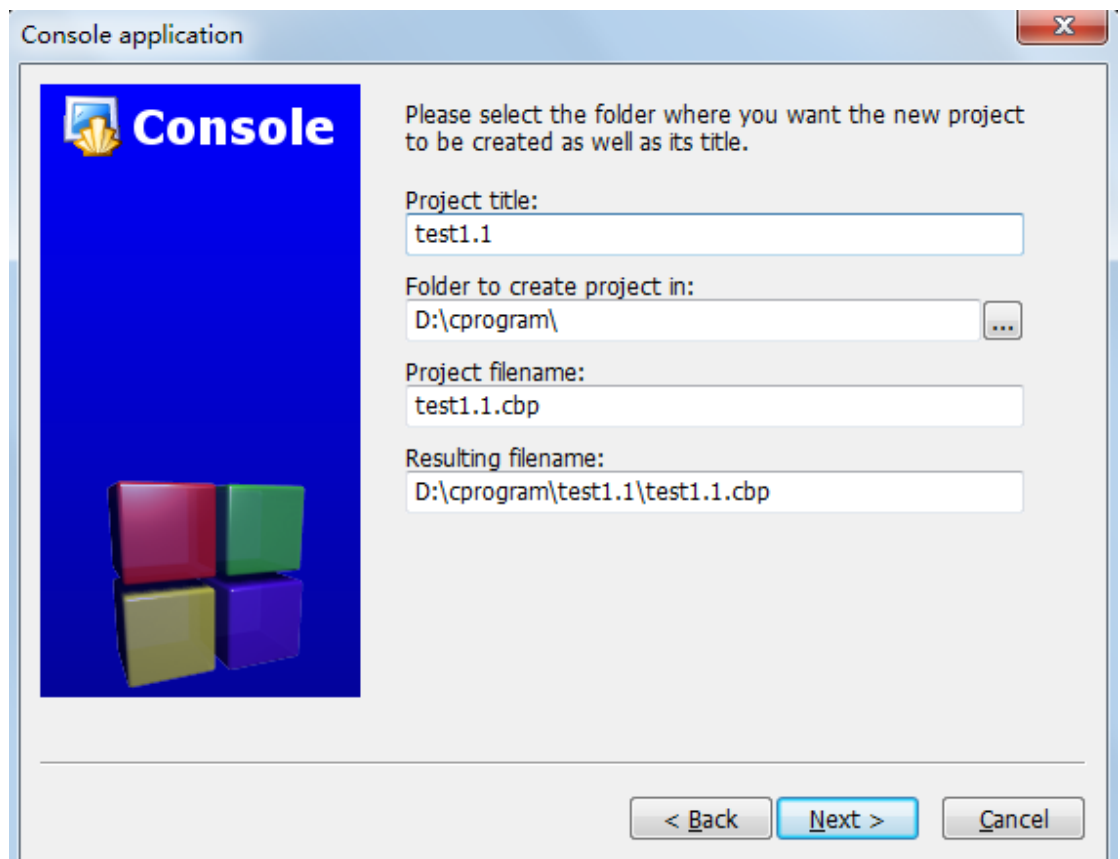
b) Click 'Creat a new project'



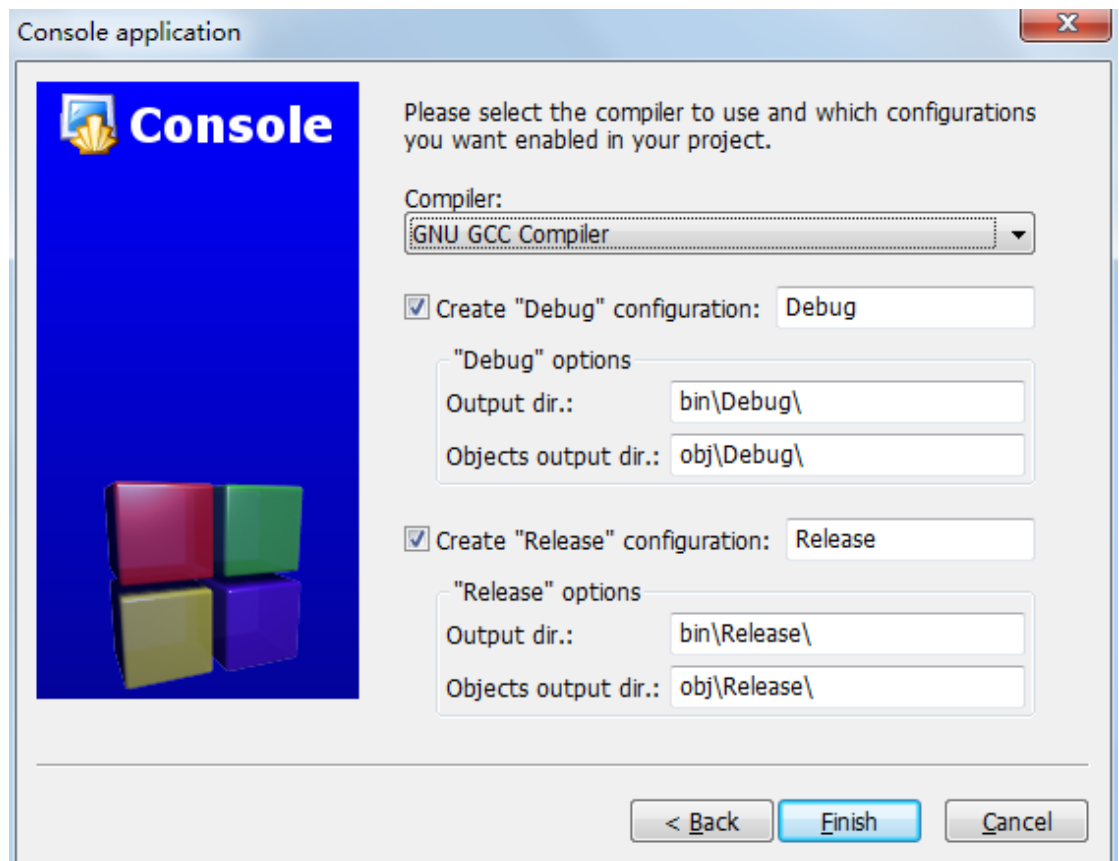
c) Select 'Console application' and select the C language and click Next.



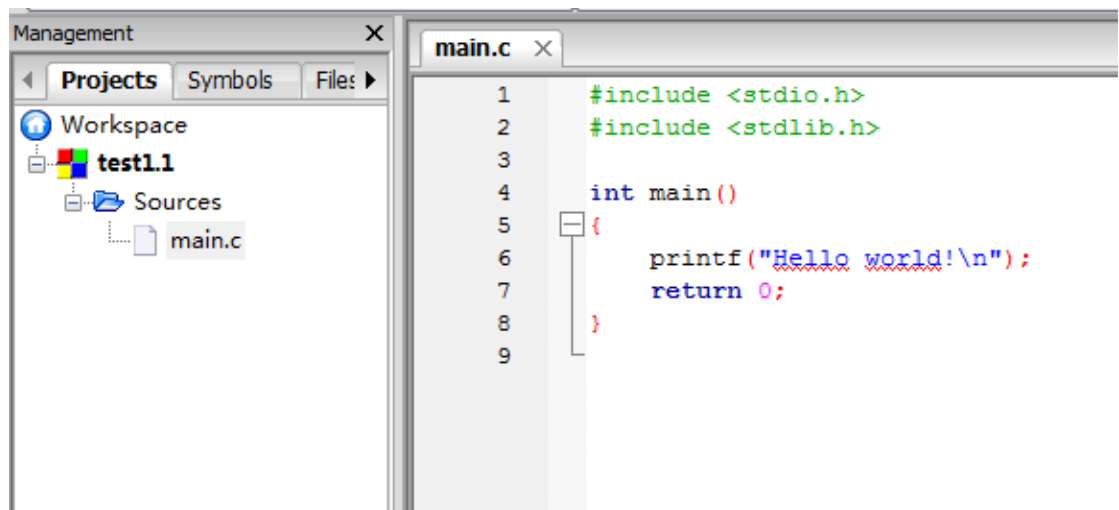
- d) Please type the project title and the path where you want to save the project and click Next




- e) Here we can select both **'Debug'** and **'Release'** configuration and click Finish



- f) Now in your workspace you can see your first project. Click your **'Main'** function you can see the content in your command window.





- g) This function is used to print a string “Hello World” on your screen and make Cursor Wrap. In order to run the function, we click ‘**Build and run**’ button  and you can see the result on the screen.

