

## Installing wxWidgets on Windows

1. Prerequisites to install
  1. MinGW
  2. CMake
2. [Download](#) the wxWidgets source code
3. Extract the wxWidgets source code to a permanent directory of choice
  1. Personally, I placed mine in C:\Users\MY\_PC\wxWidgets-X.X.X
4. Building wxWidgets
  1. Open a command prompt and cd to wxWidgets-X.X.X\build\msw

```
C:\Users\flqn>cd wxWidgets-3.1.5\build\msw  
C:\Users\flqn\wxWidgets-3.1.5\build\msw>
```

2. Clean the directory before building

```
C:\Users\flqn\wxWidgets-3.1.5\build\msw>mingw32-make -f makefile.gcc SHARED=0 UNICODE=1 BUILD=release clean
```

*Command:* **mingw32-make -f makefile.gcc SHARED=0 UNICODE=1 BUILD=release clean**

3. Build the directory

```
C:\Users\flqn\wxWidgets-3.1.5\build\msw>mingw32-make -f makefile.gcc SHARED=0 UNICODE=1 BUILD=release
```

*Command:* **mingw32-make -f makefile.gcc SHARED=0 UNICODE=1 BUILD=release**

5. Done, new libraries can be found in wxWidgets-X.X.X\lib\gcc\_dll