

# Installing wxWidgets on Windows

## (1) Prerequisites to install

- MinGW
- CMake

## (2) [Download](#) the wxWidgets source code

## (3) Extract the wxWidgets source code to a permanent directory

*Personally, I placed mine in C:\sdfs\wxWidgets-X.X.X*

## (4) Building the wxWidgets directory

- 1) Open a command prompt and cd to wxWidgets-X.X.X\build\msw

```
C:\>cd sdk\wxWidgets-3.1.5\build\msw  
C:\sdk\wxWidgets-3.1.5\build\msw>
```

- 2) Clean the directory before building

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

- 3) Build the directory

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

- (5) Done, the new libraries may be viewed in wxWidgets-X.X.X\lib\gcc\_dll