

Compiling Projects with wxWidgets

Build System: CMake

Within this directory, there's a hello world program from wxWidgets website (FirstCompile.cpp). Along with this is **CMakeLists.txt**, what we'll be using to configure how to create our project's makefile.

Explaining CMakeLists.txt

```
set(wxWidgets_ROOT_DIR "C:/sdxs/wxWidgets-3.1.5")  
set(wxWidgets_CONFIGURATION mswu)
```

Sets where our wxWidgets is, and whether to use debug (msw) or release (mswu)

```
find_package(wxWidgets COMPONENTS core base REQUIRED)  
include("${wxWidgets_USE_FILE}")
```

Using CMake's find_package to assert wxWidgets location

Compiling

```
cmake -G "MinGW Makefiles" -S ./ -B ./build/
```

*****Make sure you're within ./FirstCompile/*****

- 1) -G "MinGW Makefiles" ~ **Producing a MinGW Makefile**
- 2) -S ./ ~ **Source directory (project directory)**
- 3) -B ./build/ ~ **Where build files will be created**