Global Variable Editor (1)

Current Set: default — [Clone] [New] [Delete]

Current variable
[New] [Clone] [Delete]

- boost *(selected)*
- cb_build
- cb_release_type
- glut
- wx
- wx3
- wx31
- wx316
- wx31_64
- wx3x
- wxwidgets

Built-in fields:

Field	Value	
base	C:\boost	[...]
	The base member is mandatory!	
include	C:\boost	[...]
lib	C:\boost	[...]
obj		[...]
bin		[...]
cflags		
lflags		

User-defined fields: (all empty)

[Help] [Close]

Global Variable Editor (2)

Current Set: default — [Clone] [New] [Delete]

Current variable
[New] [Clone] [Delete]

- boost
- cb_build *(selected)*
- cb_release_type
- glut
- wx
- wx3
- wx31
- wx316
- wx31_64
- wx3x
- wxwidgets

Built-in fields:

Field	Value	
base	""	[...]
	The base member is mandatory!	
include		[...]
lib		[...]
obj		[...]
bin		[...]
cflags	-O2	
lflags		

User-defined fields:

| osbits | 64 |
| cpp_std | gnu++20 |

[Help] [Close]

Global Variable Editor (3)

Current Set: default — [Clone] [New] [Delete]

Current variable
[New] [Clone] [Delete]

- boost
- cb_build
- cb_release_type
- glut
- wx
- wx3
- wx31
- wx316
- wx31_64
- wx3x
- wxwidgets *(selected)*

Built-in fields:

Field	Value	
base	C:\wxWidgets-3.2.0	[...]
	The base member is mandatory!	
include		[...]
lib		[...]
obj		[...]
bin		[...]
cflags		
lflags		

User-defined fields:

wx_version	32
wx_suffix	u
wx_cfg	""

[Help] [Close]

cb_build base is defined but not used here in *_windows.cbp versions. You can define it as "" (to set an empty string, but do not set to blank). You can also define it with the full path to codeblocks/src, for me it's: D:\Users\Gerard\Documents\CodeBlocks_SVN\CodeBlocks_src\src. It may be used for plugins where the full path is needed.

cb_release_type is defined for wx31_64 cbps, but not used with _windows versions and is equivalent to cb_build.cflags

To be compatible with standard cbp versions (as *wx32_64.cbp), use cpp_std with gnu++11 as value (instead of gnu++20).

As configured here, it is compatible with standard versions, Andrew Cottrell's old/new versions and mine.

How to use them:

Load in a usable Code::Blocks executable (for example an official version or a nightly) the workspace CodeBlocks_Windows.workspace. It contains all links to the *_Windows.cbp. If necessary, C::B will ask you to set some global variables if they have not been set previously.

Make a full generation the first time you use it.

At the end, use the updateWindows.bat file to create a working stripped version in the corresponding outputxx_yy. xx is equal to wx_version and yy to osbits. With parameters given in previous images, it will be output32_64.

updateWindows.bat is always created by Codeblocks_Windows.cbp.

Note that if you create a version for other wxWidgets versions, you'll have simply to modify the global variables.