

Portable CodeLite + MinGW + wxWidgets (Windows)

by **eranif** » Fri Mar 26, 2010 3:44 am

Using trunk version of codelite (or any build > 3984), you can make a **fully** portable version codelite (including MinGW/wxWidgets)

How to achieve that?

First install codelite with the wxWidgets + MinGW package (or you can choose to install only MinGW or without MinGW)

Make sure that you install MinGW and / or wxWidgets under the same directory that you have selected for codelite itself so they will all have a common root directory

For the example, I have installed codelite under the following paths:

CodeLite : C:\Program Files\CodeLite

MinGW : C:\Program Files\CodeLite\MinGW-4.4.1

wxWidgets:C:\Program Files\CodeLite\wxWidgets-2.8.10

Next, we need to update some environment variables:

- Start codelite on your local machine
- Open the environment variable dialog - you should now see a new environment variable named \$(CodeLiteDir) - this environment points to codelite installation path (in our example: C:\Program Files\CodeLite)

- First, we need to add codelite installation path to the PATH environment variable, we also want to add the MinGW bin's directory + wxWidgets DLL path, so copy / paste the following into the env variables dialog:

CODE: **SELECT ALL**

```
PATH=$(CodeLiteDir);$(CodeLiteDir)\MinGW-4.4.1\bin;$(CodeLiteDir)\wxWidgets-2.8.10\lib\gcc_dll;$(PATH)
```

- (If you dont want wxWidgets, you can skip this step) For the wx-config tool to work properly, we need to set/update the environment variables WXCFCG and WXWIN

CODE: **SELECT ALL**

```
WXCFCG=gcc_dll\mswu  
WXWIN=$(CodeLiteDir)\wxWidgets-2.8.10
```

So, you should end up with environment variables (for the 'Default' set, or any other set you might want to choose) similar to this:

CODE: **SELECT ALL**

```
CodeLiteDir=\some\path\to\codelite  
PATH=$(CodeLiteDir);$(CodeLiteDir)\MinGW-4.4.1\bin;$(CodeLiteDir)\wxWidgets-2.8.10\lib\gcc_dll;$(PATH)  
WXCFCG=gcc_dll\mswu  
WXWIN=$(CodeLiteDir)\wxWidgets-2.8.10
```

Note that the environment variable order **DOES MATTER**:

In order to use the CodeLiteDir environment variable, it must be defined FIRST (so it will be

recognized later)

You can now copy the entire codelite directory into your USB stick and you are ready to go!

Note:

The environment variable CodeLiteDir will be updated automatically whenever you start codelite - so there is no need to modify it by hand.

Eran