

wxWidgets static; macOS build; 64bit; gcc;

HowTo compile static wxWidgets library for macOS using 64bit gcc compiler

1. Download and install Xcode from App Store or download and install Command line tools from <https://developer.apple.com>
2. Open terminal and find where macOS SDK is located.
In terminal you can execute command: **find / -name "*.sdk"**
It will search you entire hard drive looking for files with extension .sdk
3. My macOS version was 10.15.7. SDK was located in /System/Volumes/Data/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/. SDK version was 10.15.
4. Download macOS wxWidgets source code from <https://www.wxwidgets.org/downloads/>
5. I used wxWidgets 3.1.4
6. Unzip wxWidgets to #ThisProject/dep/mac.
7. In terminal navigate yourself to #ThisProject/dep/mac
8. In terminal create new folder using this command: **mkdir mac_lib**
9. In terminal navigate yourself to newly created folder: **cd mac_lib**
10. Now you need to configure the library. You need to specify SDK location and minimum macOS version. You got SDK location in step 2 of this how-to.
11. My library configuration looked like this:
../configure --disable-shared --enable-unicode --prefix="\$(pwd)" --with-macosx-sdk=/System/Volumes/Data/Applications/Xcode.app/Contents/Developer/Platforms/MacOSX.platform/Developer/SDKs/MacOSX10.15.sdk --with-macosx-version-min=10.15
12. In same terminal execute configure command. Same or similar as in step 11.
13. Configuration has to succeed
14. In same terminal execute this command: **make**
15. This take time. If it succeed then libraries will be located in #ThisProject/dep/mac/mac_lib/lib

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If build failing for you or you have any issues with compiling wxWidgets then check this official page for macOS build:

[https://wiki.wxwidgets.org/Compiling_wxWidgets_using_the_command-line_\(Terminal\)](https://wiki.wxwidgets.org/Compiling_wxWidgets_using_the_command-line_(Terminal))