## Global Variable Editor

Current Set: wxwidgets_3_3 ▾ | Add | Delete | Clone | Export | Import

### Current variable
Add | Delete | Clone

- boost
- cb_build
- cb_release_type
- glfw
- glut
- rust
- wx32_64
- wx3x
- wxwidgets

**Built-in fields:**

base: C:\boost — ...
The base member is mandatory!
include: C:\boost — ...
lib: C:\boost — ...
obj: — ...
bin: — ...
cflags:
lflags:

**User-defined fields:**

Help | Save | Cancel

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## Global Variable Editor

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- boost
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- rust
- wx32_64
- wx3x
- wxwidgets

**Built-in fields:**

base: "" — ...
The base member is mandatory!
include: — ...
lib: — ...
obj: — ...
bin: — ...
cflags: -O2
lflags:

**User-defined fields:**

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

Help | Save | Cancel

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### Current variable
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- boost
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- wxwidgets

**Built-in fields:**

base: C:\wxWidgets-3.3.1 — ...
The base member is mandatory!
include: — ...
lib: — ...
obj: — ...
bin: — ...
cflags:
lflags:

**User-defined fields:**

| | |
|---|---|
| wx_cfg | "" |
| wx_suffix | u |
| wx_version | 33 |

Help | Save | Cancel

The current set, here wxwidgets_3_3, is defined by cloning the default one, then modifying it. Don't forget to save the result!

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_build **cflags must be defined**. Here, it is -O2. You can also define it with -g. If you don't want to set it, don't set it to a blank field, but, as for the base field, define it as "".

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 output33_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.