(from the past)

There’s a reason wxWidgets hasn’t been integrated into External.sln already, and that’s because it’s a pain in the ass.

Full source: <http://iweb.dl.sourceforge.net/project/wxwindows/wxAll/2.8.7/wxWidgets-2.8.7.zip>

Also at: [\\signal\share\Software\wxWidgets\wxWidgets-2.8.7](file:///\\signal\share\Software\wxWidgets\wxWidgets-2.8.7)

Your best bet is to grab 2.8.7 again. From there:

1. Convert some solutions.
2. Copy include\wx\msw\setup.h to include\wx\setup.h, edit
3. Comment out #include <pbt.h> in windows.cpp (you can do this when it fails to find it)
4. Clean the build first!!!
5. Rebuild a few times in DLL Debug/Release (might need Debug/Release built first, note well that the inter-project dependencies aren’t setup correctly/at all)
6. HAND-COPY lib\vc\_dll\\*.dll TO THE BIN FOLDER
7. If cmd.exe is giving you grief, it’s most likely because wxregex (?) is trying to copy setup.h
8. Odbc is missing a dependency or something, I’ve generally don’t worry about it.

Interchanging DLLs with LIBs would be possible, but our projects don’t link each individual .lib and more would need to be added.

Merging wxWidgets into a single superproject would be ideal, but at 22 subprojects currently that’s a lot of time and effort for little gain.