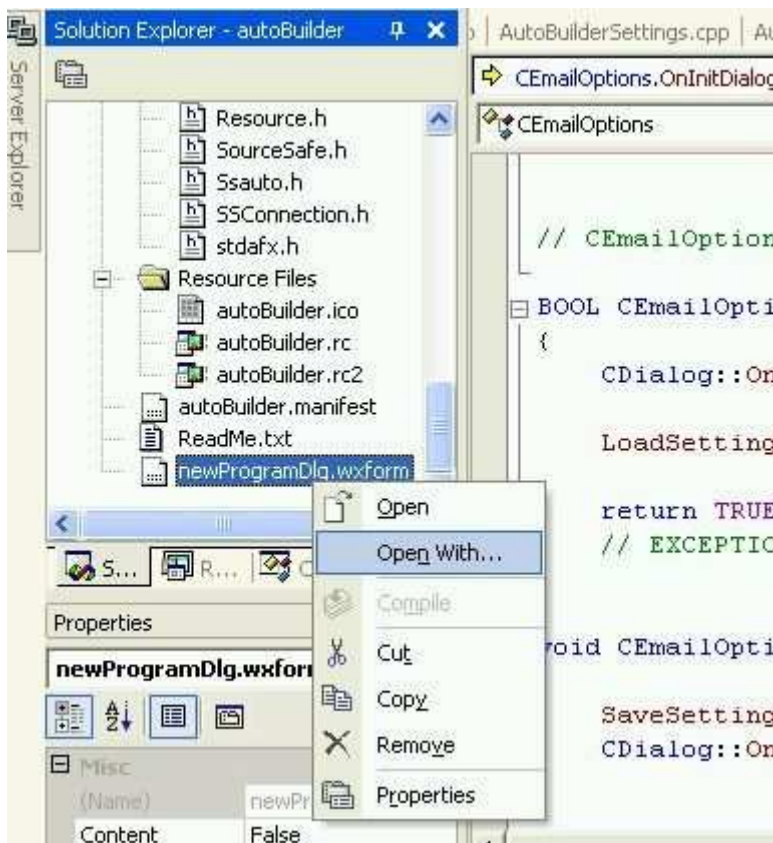


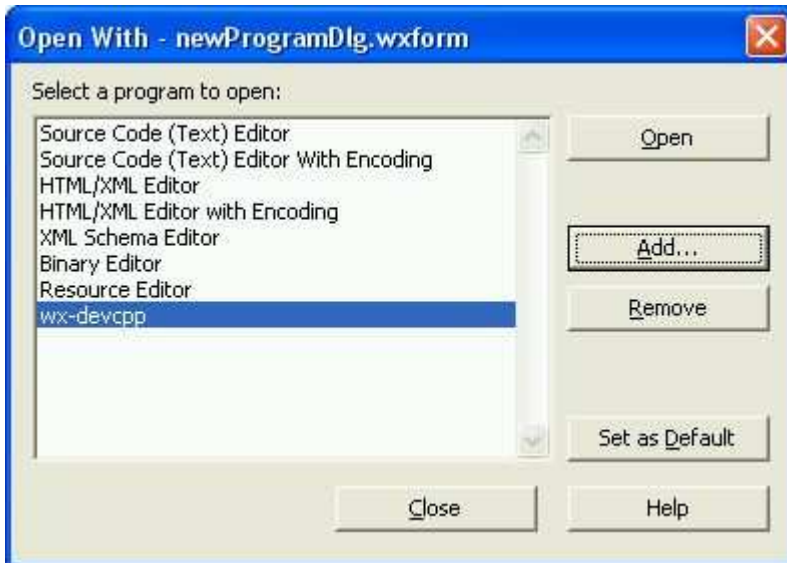
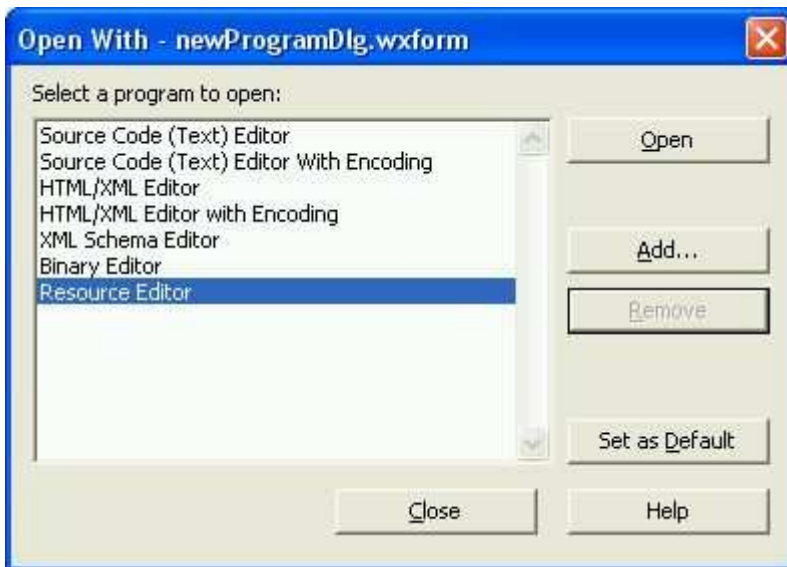
How to use wx-devcpp as a form designer for Visual C++ 2003? - Guru Kathiresan

Visual C++ 2003 is a versatile Development environment for wxWidgets. I'm going to outline the way it can be used with wx-devcpp. The main idea is to add the .wxForm extension files to the VC++ Projects and then make the wx-devcpp available to VC++ when we click the .wxForm file in the File Manager.

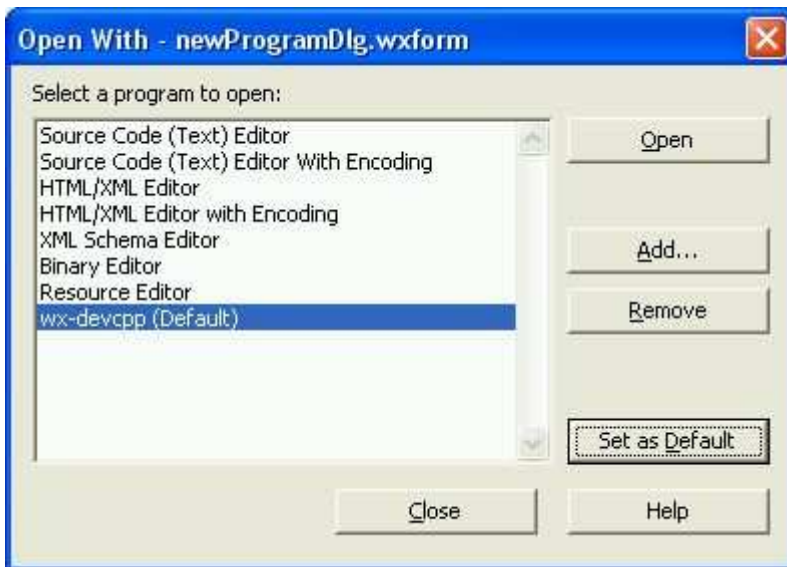
- 1) Create a wx-devcpp Project in a desired Directory.
- 2) Create an empty Visual C++ project and add all the Files that are associated with the wx-devcpp project.
- 3) Add the corresponding wx Libs/Include file path in the VC++'s Lib/Include Directories.
- 4) Add all the .wxForm Files that are created along with the wx-devcpp project. (Make sure you add the .wxForm files if you are creating a wxDialog or wxFrame class externally).
- 5) Select any of the .wxForm file and Right Click. Then Choose the menu item "Open With".



- 6) In the "Open With" Dialog, Click the Add Button and select the wx-devcpp executable (typically c:\dev-cpp\devcpp.exe) and assign a Name for the Executable as (wx-devcpp or anything of your choice).



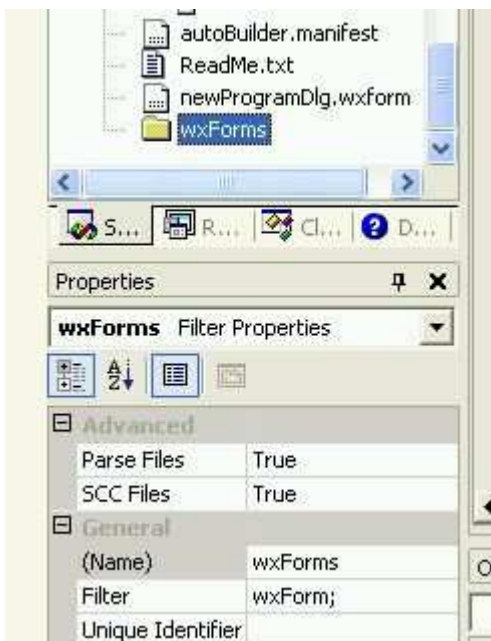
7) Highlight the added wx-devcpp program entry and click the "Set as Default" and then click the "Open" button.



After you make modifications to the wxForm, corresponding .Cpp and .H will be updated; so when you close the designer, the VC++ 2003 will ask whether you want to reload the changed .CPP and .H contents. Accept yes and proceed editing the code.

Note :

It's a good practice to create a Project Folder specifically for the .wxForm files and have them organized there(Right Click in the Project Browser-> Add -> New Folder) . When you create a wxForm folder, be sure to add "wxForm;" in the Folder's Filter property. This will allow the "Add Existing Files" Menu item to automatically put the .wxForm files to the previously created directory.



If you have any tips about wx-devcpp, please send them to gururamnath@sourceforge.net for getting them published in the wx-devcpp website.