If your code::blocks out of the package is having compiler issues (i.e. it’s not found) follow this link to fix the problem: <http://wiki.codeblocks.org/index.php/Installing_a_supported_compiler>

Likely, your issue is the first part described:

Compiler-neutral setup steps

Before using a compiler with Code::Blocks you have to install it. The method for installing the compiler depends on the Operating system you're using, the Compiler you intend to use and so on. If you installed the compiler on its default installation directory, there is nothing more to configure (if the compiler is natively supported by Code::Blocks). Launch Code::Blocks and you're all set :)

* If that is not the case, launch Code::Blocks. If it is the first time you launch it, the compiler auto-detection will be launched.
* If your compiler was not auto-detected, go to "Settings->Compiler and Debugger->Global Compiler settings->Toolchain executables", select the compiler you installed and press "Auto-detect".
* If you get a message saying that the compiler was auto-detected, congratulations!
* If not, then press the button with the *three dots next to*the "Auto-detect" button and select the installation directory of your compiler manually.

NOTE: *The compiler's installation directory is exactly this: the installation directory. Not the "bin" subdirectory nor any other.*