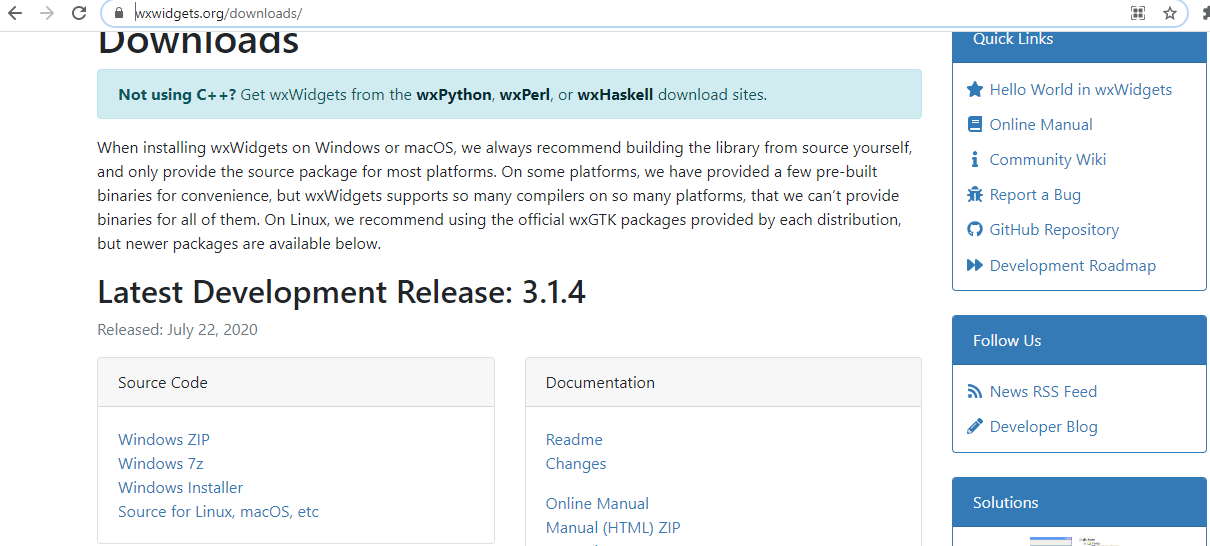
Dowload URL:

<https://www.wxwidgets.org/downloads/>



build/msw/

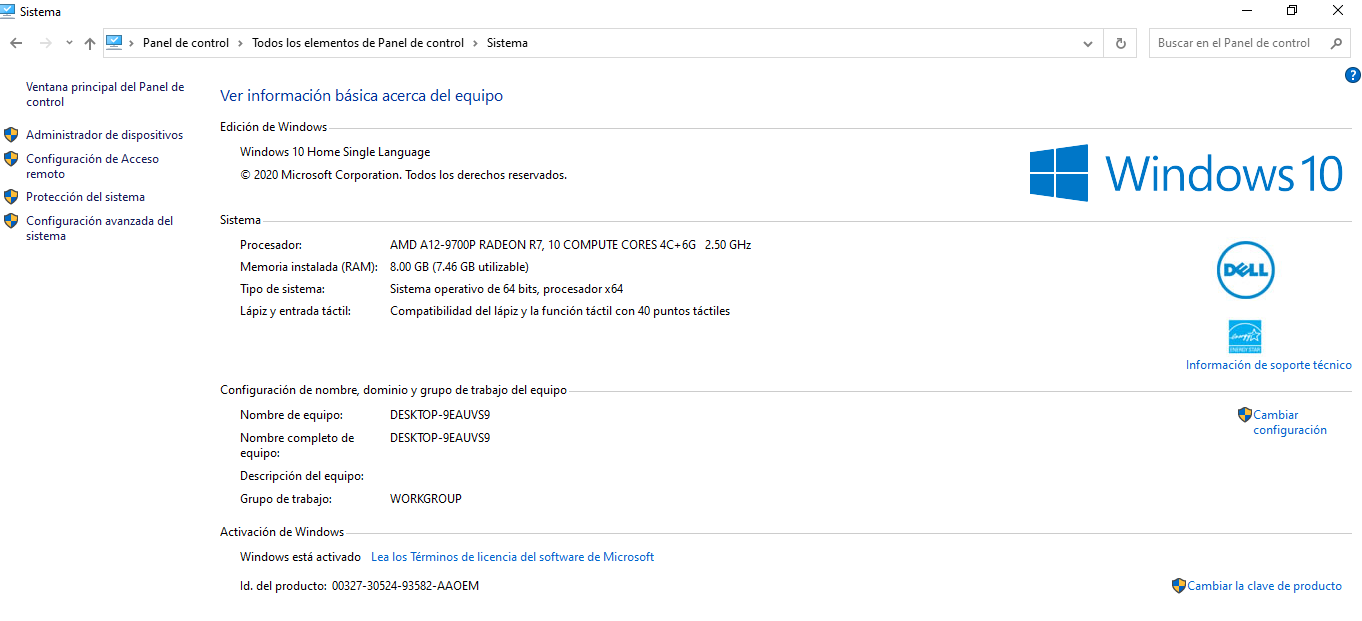
Abrir la Visual Studio solution wx\_vc16.sln

Dar clic en Aceptar en los mensajes de Warning que presentará Visual Studio 2017.

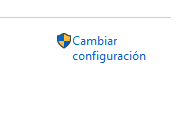
En el menú compilación, seleccionar Compilación por lotes (Batch Compilation).

En el dialogo que aparece, dar clic en Selccionar todo y después dar clic en Compilar.

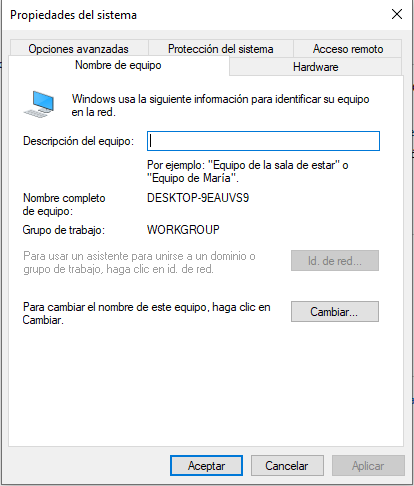
Abrir Panel de Control



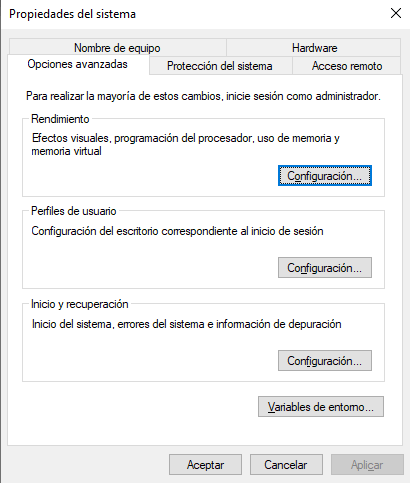
Dar clic en Cambiar Configuración



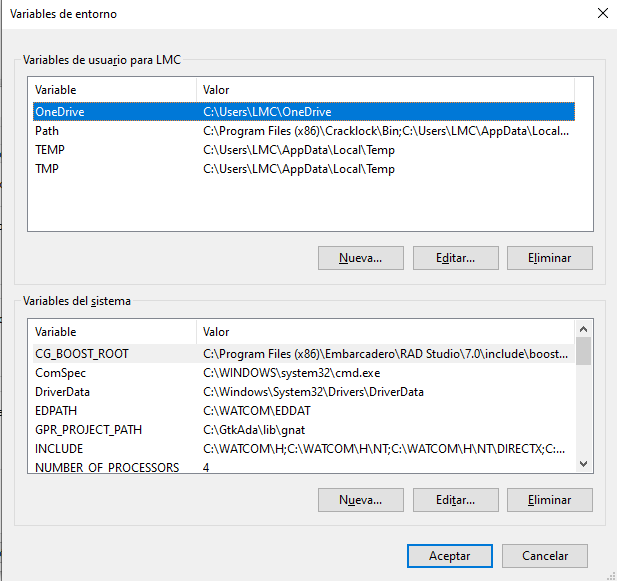
En la siguiente ventana, dar clic en Opciones avanzadas

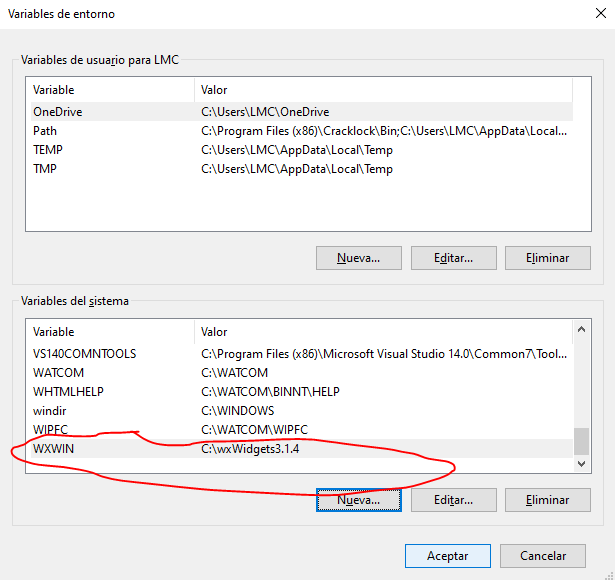


Dar clic en Variables de entorno

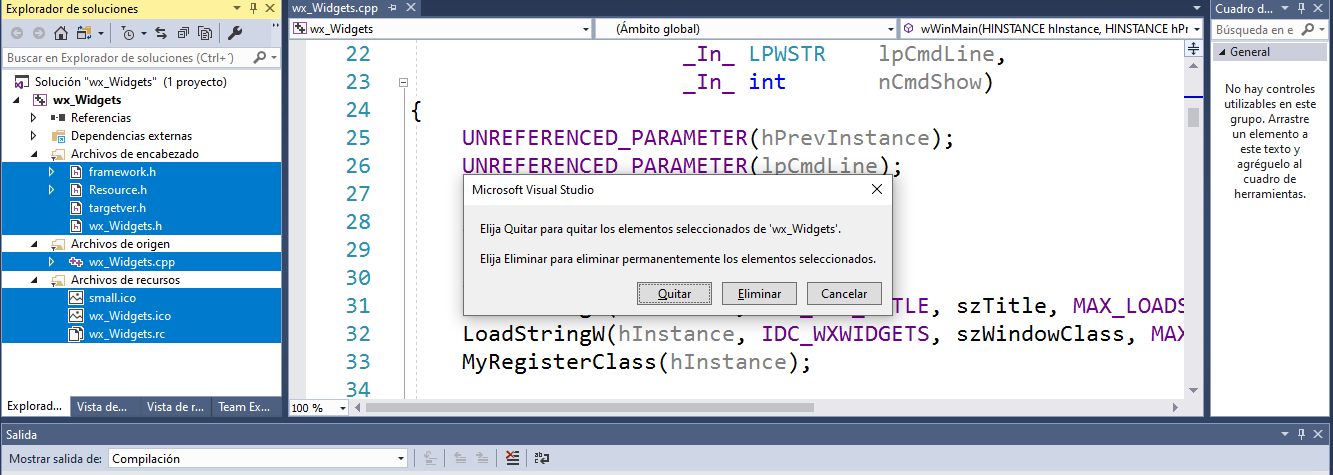


Agregar una variable de entorno del sistema llamada WXWIN

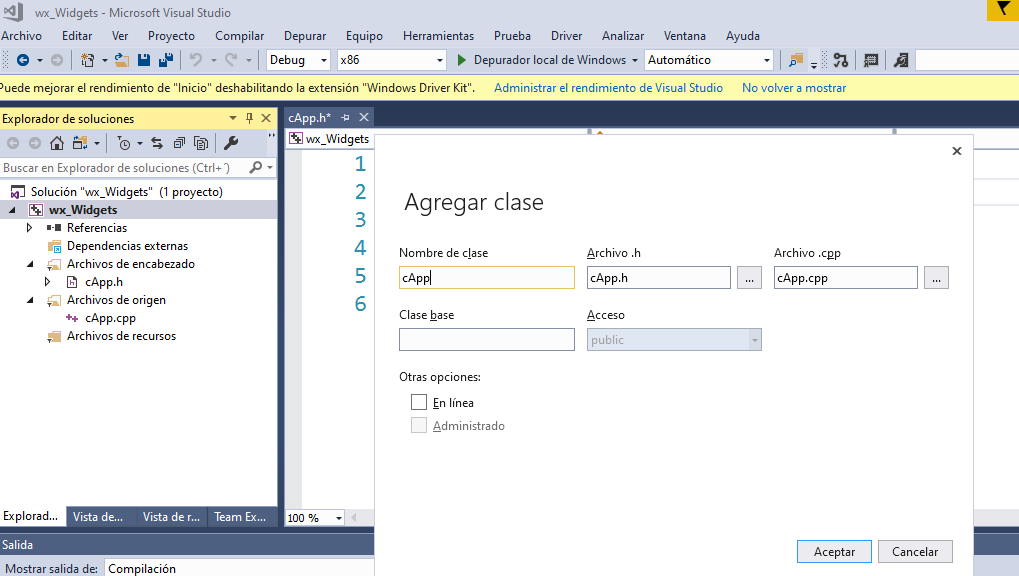


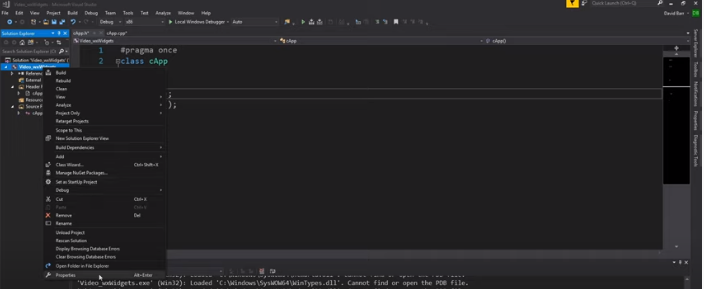


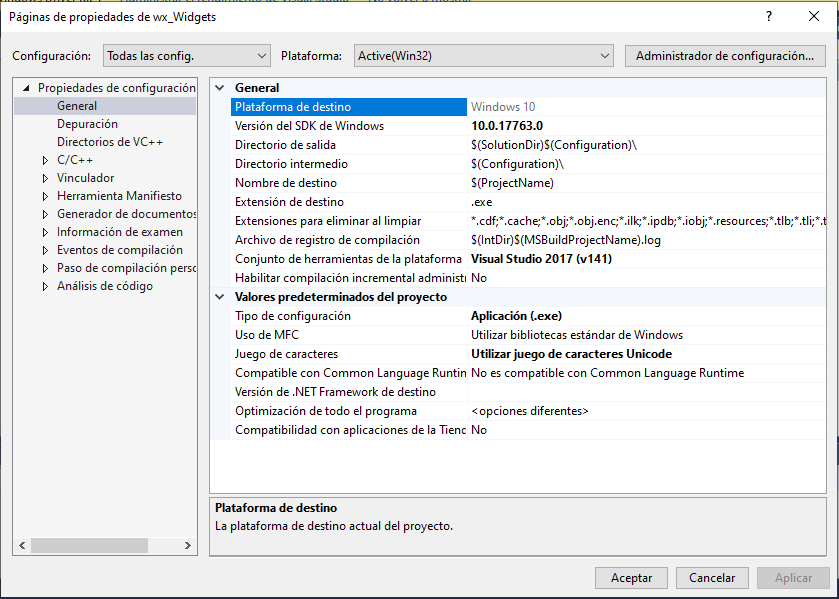
File -> New -> Proyecto -> Visual C++ -> Aplicación de escritorio de Windows



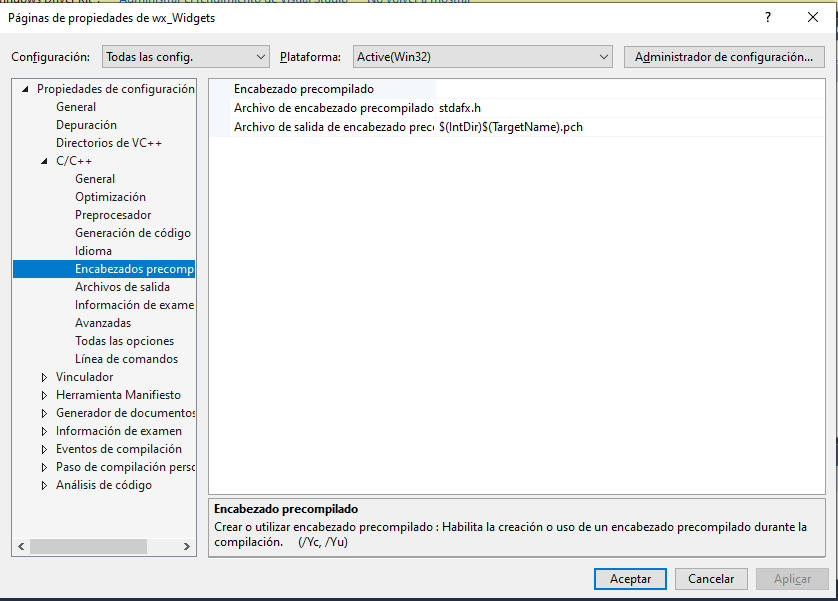
Proyecto -> Agregar Clase

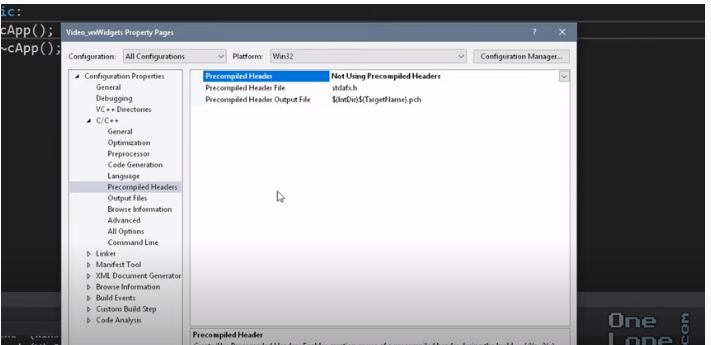


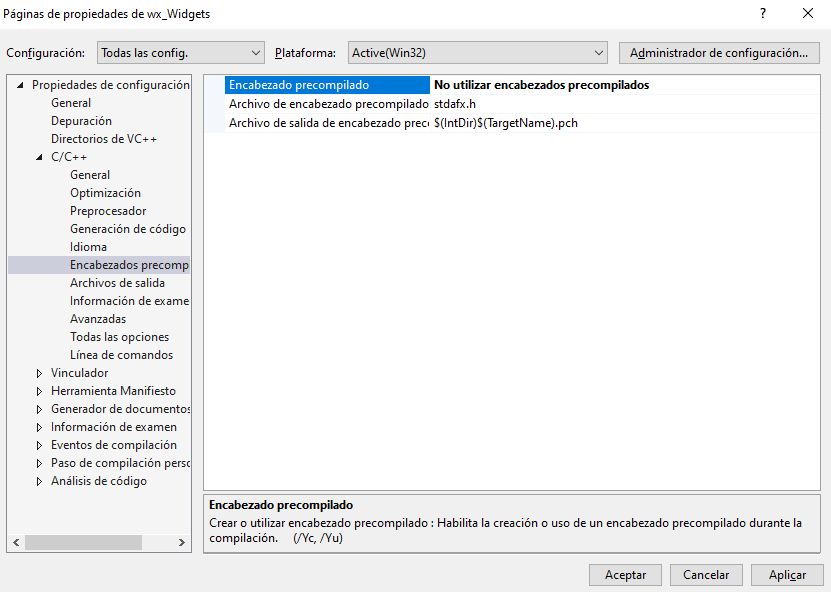


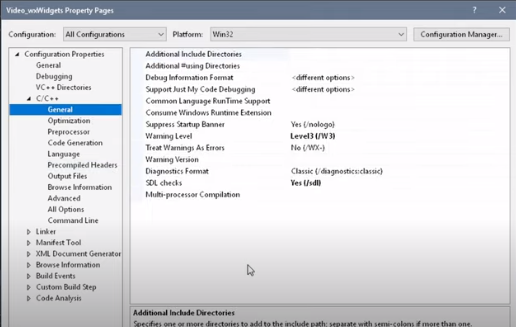


Configuración: Todas las configuraciones



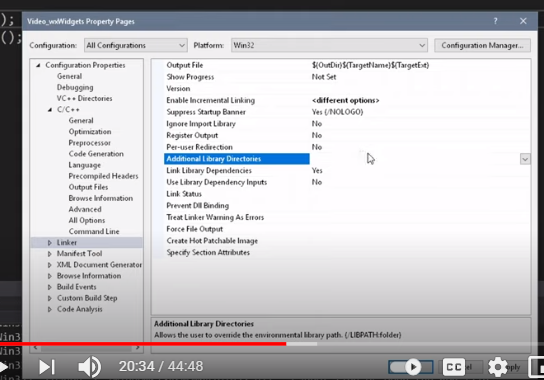






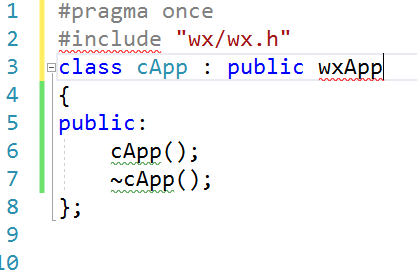
General -> Directorios de inclusión adicionales

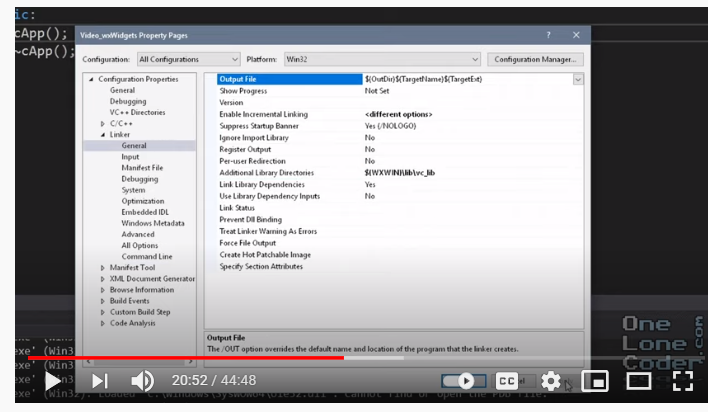
${WXWIN}\include;${WXWIN}\include\msvc



Vinculador -> Directorios de biblioteca Adicionales

${WXWIN}\lib\vc\_lib





REFERENCIA:

Video: “Cross Platform Graphical User Interfaces in C++”

<https://www.youtube.com/watch?v=FOIbK4bJKS8>