REF:

<https://forums.wxwidgets.org/viewtopic.php?t=43616>

Los archivos del directorio minimal/ se extarjeron con el comando:

./unpack\_examples.sh samples/minimal/ /mnt/sda3/Users/LMC/2021/REPOS\_2021/2022\_1\_PROG\_AVAN\_\_\_2MV10/wxwidgets\_3.1\_unofficial\_examples\_minimal/minimal

### [Re: wxWidget tutorial is insufficient to get started.](https://forums.wxwidgets.org/viewtopic.php?p=178081" \l "p178081)

[Post](https://forums.wxwidgets.org/viewtopic.php?p=178081" \l "p178081) by [**DavidHart**](https://forums.wxwidgets.org/memberlist.php?mode=viewprofile&u=2572) »

Hi,

1) Do you guys have competition with other UI frameworks on who can make make harder to follow tutorials?

No, it's convergent evolution  .

And it doesnt even teach how to compile.

Well, the answer will be different for different platforms...  
  
Instead wx provides samples that will compile. You downloaded them: the wx3.1-examples package. They will have installed to /usr/share/doc/wx3.1-examples/; ./examples/ has a readme and installing script. Start with 'minimal'.  
  
For the tutorial you need to invoke the wx-config script, which is how most wx builds are accessed on Linux. So your compile line should have read:

Code: [Select all](https://forums.wxwidgets.org/viewtopic.php?t=43616)

g++ hello.cpp $(wx-config --cxxflags --libs) -o hello

Regards,  
  
David

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