

- ☞ **Increased productivity** from the wide variety of classes that wxWidgets provides, both for creating great GUIs and for general application development.
- ☞ **Increased market share** due to support for platforms you may not have previously considered, and the ability to internationalize your applications.
- ☞ **Support** from a large, active wxWidgets community that answers questions helpfully and provides prompt bug fixing. The sample of third-party add-ons listed in Appendix E, “Third-Party Tools for wxWidgets,” is evidence of a thriving ecosystem.
- ☞ **Access to the source** for enhancement and trouble-shooting.

This is a guide to writing wxWidgets application with C++, but you can use a variety of other languages such as Python, Perl, a BASIC variant, Lua, Eiffel, JavaScript, Java, Ruby, Haskell, and C#. Some of these bindings are more advanced than others. For more information, please see Appendix E and the wxWidgets web site at <http://www.wxwidgets.org>.

We focus on three popular desktop platforms: Microsoft Windows, Linux using GTK+, and Mac OS X. However, most of the book also applies to other platforms supported by wxWidgets. In particular, wxWidgets can be used with most Unix variants.

THE CD-ROM

The CD-ROM contains example code from the book, the wxWidgets 2.6 distribution for Windows, Linux, Mac OS X, and other platforms, and several tools to help you use wxWidgets, including the translation tool poEdit. For Windows users, we supply three free compilers you can use with wxWidgets: MinGW, Digital Mars C++, and OpenWatcom C++.

In addition, we provide you with DialogBlocks Personal Edition, a sophisticated rapid application development (RAD) tool for you to create complex windows with very little manual coding. You can use it to compile and run samples that accompany the book as well as to create your own applications for personal use, and it also provides convenient access to the wxWidgets reference manual.

Updates to the book and CD-ROM can be obtained from this site:

<http://www.wxwidgets.org/book>

HOW TO USE THIS BOOK

It's advisable to read at least Chapters 1 through 10 in order, but you can skip to other chapters if you need to complete a particular task. If you haven't installed wxWidgets before, you may want to look at Appendix A, “Installing