

Codelite for Windows

If you would like to use Codelite on Windows instead of Visual Studio, there's a few things required in order to use for developing Orx projects.

These are:

1. Codelite 9.0.0 minimum is required
2. You need to use a specific version and type of MinGW.

Getting Codelite

Codelite can be downloaded from: <http://downloads.codelite.org>

While there you can choose to donate to the project.

The version required must be at least 9.0.0. Although versions like the 6.x series will compile Orx projects fine, you will have problems trying to attach a debugger. So get the specific version or higher.



When installing Codelite and running for the first time, a wizard will appear, giving the opportunity to download a MinGW compiler for you. These are TDM versions, don't download any of these.

Which is the the right MinGW?

Codelite needs a compiler. It doesn't ship with one anymore. But you will need to pick the right MinGW. There are a few variations around:

1. [MinGW](#) - this is the original vanilla project.
2. [Mingw-w64](#) - this is a separate project that provides both 64-bit and 32-bit versions of MinGW.
3. [TDM-GCC](#) - this is a variation of the original MinGW project and is traditionally packaged with older Codelite and Code::Blocks IDEs

Additionally, when you install newer versions of Codelite, it will ask you to Scan or Install a MinGW. It will install the latest if you choose to. Currently, we recommended to pause at that point and follow the instructions below to ensure you have the right version of MinGW.

Orx no longer supports the TDM versions or vanilla versions of MinGW.

MinGW-w64 is the correct one to use for Orx.

At the time of writing, 8.1.0 is the version to use. But to check on the current version requirements, visit the [Orx supported platforms here](#).

Getting MinGW

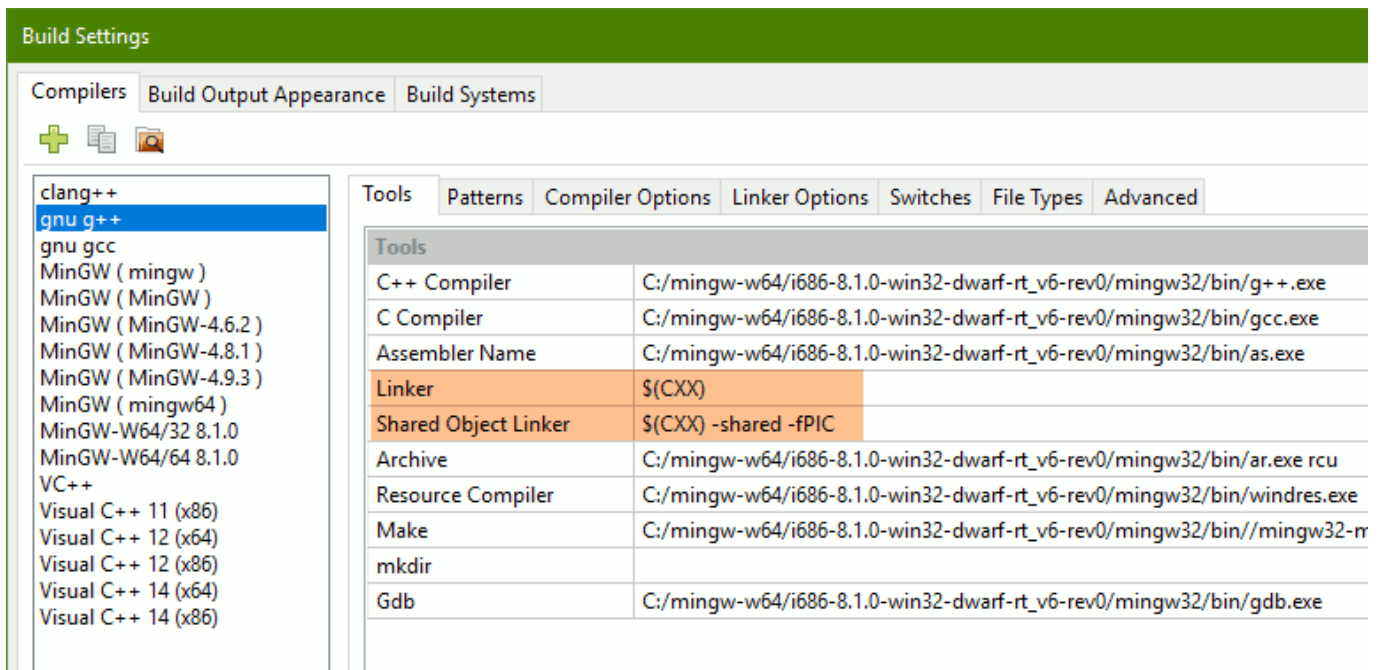
Start by downloading the MinGW-w64 installer at: <https://sourceforge.net/projects/mingw-w64/>

Run the installer and go through the steps. These are outlined on this page: [Compiling Orx with MinGW-w64/gmake on Windows](#)

Follow the steps titled **Getting MinGW-w64** and **Updating the PATH environment variable**.

Telling Codelite about the new Compiler

- In Codelite, go to Settings / Build Settings.
- Click the orange “Scan for compilers” button.
- The MinGW compiler you installed will become listed.
- If you installed both 32 and 64-bit compilers, it may not detect them both. If not, add it manually with the add button.
- Once both compilers are added, edit the one called: gnu g++. We are going to make this one switchable between 32 and 64-bit
- Change the settings to the following:



- Ok to close the dialog.
- Open your project, or Orx project. You can build your Workspace. You might be prompted to set a compiler for your project, if so, choose your compiler as gnu g++ from the dropdown again.

Now you can compile any of the 32-bit or 64-bit build configurations and Codelite will know which version of the MinGW compiler to use.

You're all good to go.

From:
<https://orx-project.org/wiki/> - **Orx Learning**

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