

# Code::Blocks for Windows

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

These are:

1. Code::Blocks 16.01 minimum is required
2. You need to use a specific version and type of MinGW.

## Getting Code::Blocks

Code::Blocks can be downloaded from: <http://www.codeblocks.org/downloads/26>

The version required is [codeblocks-16.01-setup.exe](#) which doesn't come with a compiler.

Run the installation and choose the default options. Then run Code::Blocks.



When running Code::Blocks for the first time, a dialog box will appear with a list of auto-detected compilers on your system. If you already have a non-TDM version of mingw greater or equal to version 5.3.0, then select that and you are good to go. If not, OK the dialog box and continue reading.

## Which is the the right MinGW?

Code::Blocks needs a compiler. It doesn't ship with one in the setup version. 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

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://mingw-w64.org/doku.php/download/mingw-builds>

Run the installer and go through the steps. These are outlined on this page:

[http://orx-project.org/wiki/tutorials/compiling\\_orx\\_with\\_mingw32\\_gmake](http://orx-project.org/wiki/tutorials/compiling_orx_with_mingw32_gmake)

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

## Telling Code::Blocks about the new Compiler

1. In Code::Blocks , go to Settings / Compiler.
2. Locate the "Selected compiler" dropdown.
3. The MinGW compiler you installed will become listed. If not, restart Code::Blocks.
4. Select the compiler from the dropdown.
5. Ok to close the dialog.
6. Open your project, or Orx project. You can build your Workspace.

You're all good to go.

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

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