

# 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 15.0.0 is required. Latest versions 17.0.0 and 17.12.0 have issues.
2. MinGW-w64 14.2.0 is recommended.

## 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 15.0.0 at the time of writing.

## Which is the the right MinGW?

Codelite needs the MinGW-w64 compiler.

At the time of writing, 14.2.0. 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://github.com/Vuniverse0/mingwInstaller/releases/download/1.2.1/mingwInstaller.exe>

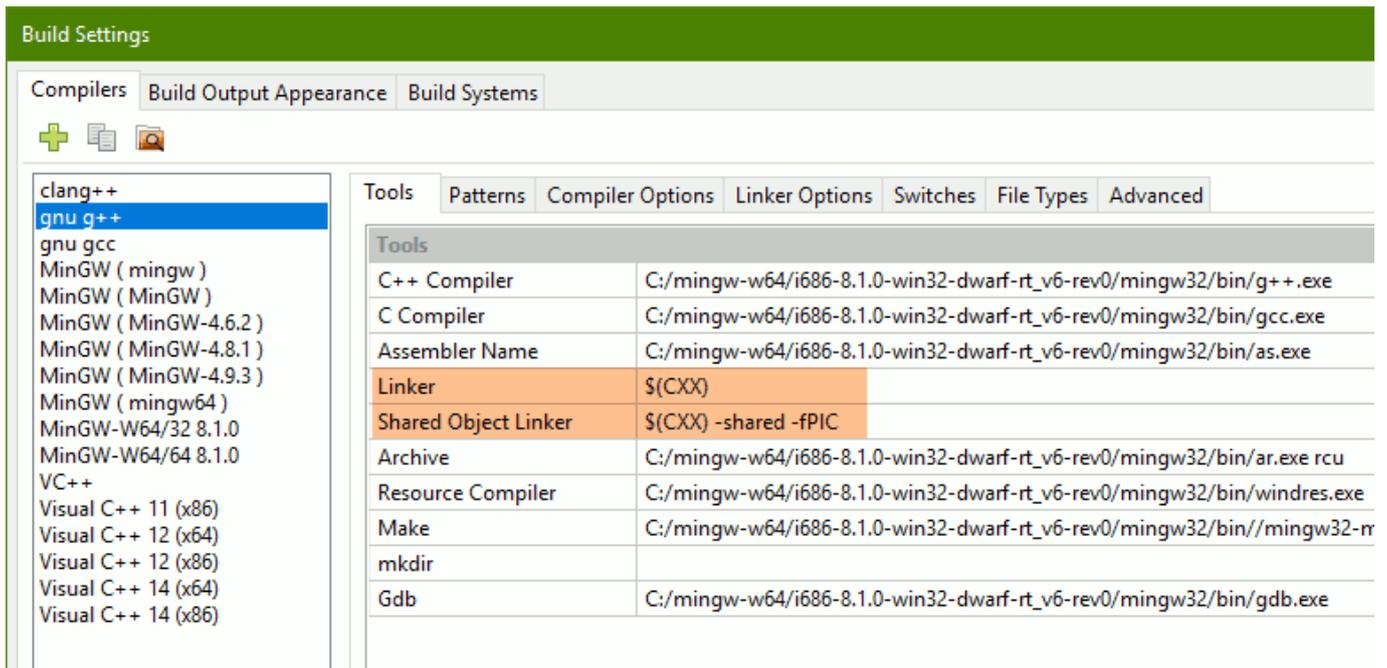
Run the installer and go through the steps. These are outlined on this page: [Compiling Orx with MinGW-w64/gmake on Windows](#), but only follow the steps titled **Getting MinGW-w64** and **Updating the PATH environment variable**.

## Telling Codelite about the new Compiler

- In Codelite, go to Settings / Build Settings.
- Click the "Scan for compilers" button (latest versions of codelite, this is a magnify icon).
- The MinGW compiler you installed will become listed.

## Additional 32 bit compiler

- 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:



The screenshot shows the 'Build Settings' dialog box in Codelite. The 'Compilers' tab is active, and 'gnu g++' is selected in the list. The 'Tools' tab is also visible, showing a table of tool settings.

Tools	Patterns	Compiler Options	Linker Options	Switches	File Types	Advanced
C++ Compiler						
C Compiler						
Assembler Name						
Linker						
Shared Object Linker						
Archive						
Resource Compiler						
Make						
mkdir						
Gdb						

- Ok to close the dialog.
- Open your project, or Orx library project (for building orx itself). 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://wiki.orx-project.org/> - **Orx Learning**

Permanent link: [https://wiki.orx-project.org/en/tutorials/orx/windows/getting\\_codelite\\_for\\_windows](https://wiki.orx-project.org/en/tutorials/orx/windows/getting_codelite_for_windows)

Last update: **2024/10/22 03:15 (6 months ago)**

