Beginning C++ Programming

Manually Adding the MinGW-64 Compiler to CodeLite in Microsoft Windows

Most of the time when CodeLite is unable to locate the MinGW-64 compiler when you run the CodeLite Setup Wizard there is an issue with the Windows PATH environment variable.

Please double-check that you PATH variable is set correctly, close CodeLite and then reopen CodeLite and run the Setup Wizard again.

On some occasions CodeLite will not find the installed MinGW-64 compiler when using the CodeLite Setup Wizard even though the PATH variable is set correctly. If this is occurring on your system, you can add the MinGW-64 compiler manually to CodeLite using the following steps.

- 1. Be sure that you have installed MinGW-64 as described in the course installation video.
- 2. Be sure that you have installed CodeLite as described in the course installation video.
- 3. Open CodeLite
- 4. Select 'Settings->Build Settings'



5. On the next screen, select the 'Compilers' tab and press the Green + icon

Build Settings	,	×
Compilers Build Output Appearance Build Syste	ems	
Compilers Build Output Appearance Build Syste	ems Tools Patterns Compiler Options Linker Options Templates Switches Advanced Tools C++ Compiler C Compiler Assembler Name Linker Shared Object Linker Archive Resource Compiler Make mkdir Gdb	
	OK Cancel Apply	

6. A window will open asking you to 'Select the compiler folder'

Navigate to the folder where you installed the MinGW compiler. In the video, I installed it in

C:\Program Files\mingw-64\mingw64

Select **bin** folder for the installation

C:\Program Files\mingw-64\mingw64\bin

C:\Program Files\mingw-64\mingw64

Then select 'Select Folder'

Select the compiler folder					×
← → · ↑ 🔒 › This l	PC > Windows (C:) > Program File:	⇒ mingw-w64 → mingw64	~	ې ق	Search mingw64
Organize 👻 New folder					:== - ?
Scenes ^	Name	Date modified	Туре	Size	
OneDrive	📙 bin	3/6/2020 9:29 PM	File folder		
	etc	3/6/2020 9:29 PM	File folder		
This PC	📊 include	3/6/2020 9:29 PM	File folder		
3D Objects	📊 lib	3/6/2020 9:29 PM	File folder		
📃 Desktop	libexec	3/2/2020 9:40 PM	File folder		
Documents	licenses	3/2/2020 9:40 PM	File folder		
🖶 Downloads	opt	3/2/2020 9:40 PM	File folder		
Music	share	3/2/2020 9:40 PM	File folder		
Pictures	x86_64-w64-mingw32	3/2/2020 9:40 PM	File folder		
Videos					
L Windows (C:)					
Samsung_T5 (E:)					
🛖 Frank's My Clou					
👝 Samsung T5 (E:) 💙					
Folder:	bin				
				Select	t Folder Cancel

7. A dialog box will display asking you to 'Set a name to the compiler'

Enter MinGW-64

and select OK

Build Settings		
Compilers Build Output Appearance Build	Systems	
+ 🗅 Q	Tools Patterns Compiler Tools C++ Compiler C C +- Compiler C C Assembler Name Linker Image: Compiler Vew compiler found! X Set a name to the compiler MinGW-64 Image: Cancel Image: Cancel	
	OK Cancel Apply	

8. CodeLite should now find the MinGW-64 compiler and setup the paths like what you see in the following screen. Then select **OK**.

+ 🗈 Q				
MinGW-64	Tools Patterns Cor	npiler Options Linker Options Templates Switches Advanced		
	Tools			
	C++ Compiler	"C:/Program Files/mingw-w64/mingw64/bin/g++.exe" "C:/Program Files/mingw-w64/mingw64/bin/gc.ce.ee" "C:/Program Files/mingw-w64/mingw64/bin/as.exe" "C:/Program Files/mingw-w64/mingw64/bin/s++.exe"		
	C Compiler			
	Assembler Name			
	Linker			
Shared Object Archive		"C:/Program Files/mingw-w64/mingw64/bin/g++.exe" -shared -fPIC		
		"C:/Program Files/mingw-w64/mingw64/bin/ar.exe" rcu		
	Resource Compiler	"C:/Program Files/mingw-w64/mingw64/bin/windres.exe"		
	Make	"C:/Program Files/mingw-w64/mingw64/bin/mingw32-make.exe" -j8 SHELL=c		
	mkdir			
	Gdb	"C:/Program Files/mingw-w64/mingw64/bin/gdb.exe"		

That's it. Your MinGW-64 compiler should now be all set and ready to use.