

Beginning C++ Programming

CodeLite 14.0.0 Changes

A few days ago, a weekly build of CodeLite 14.0.0 was released. I'm currently re-recording the installation videos. In the meantime, please refer to the information provided in this document.

The new release makes some changes to the way we create new projects.

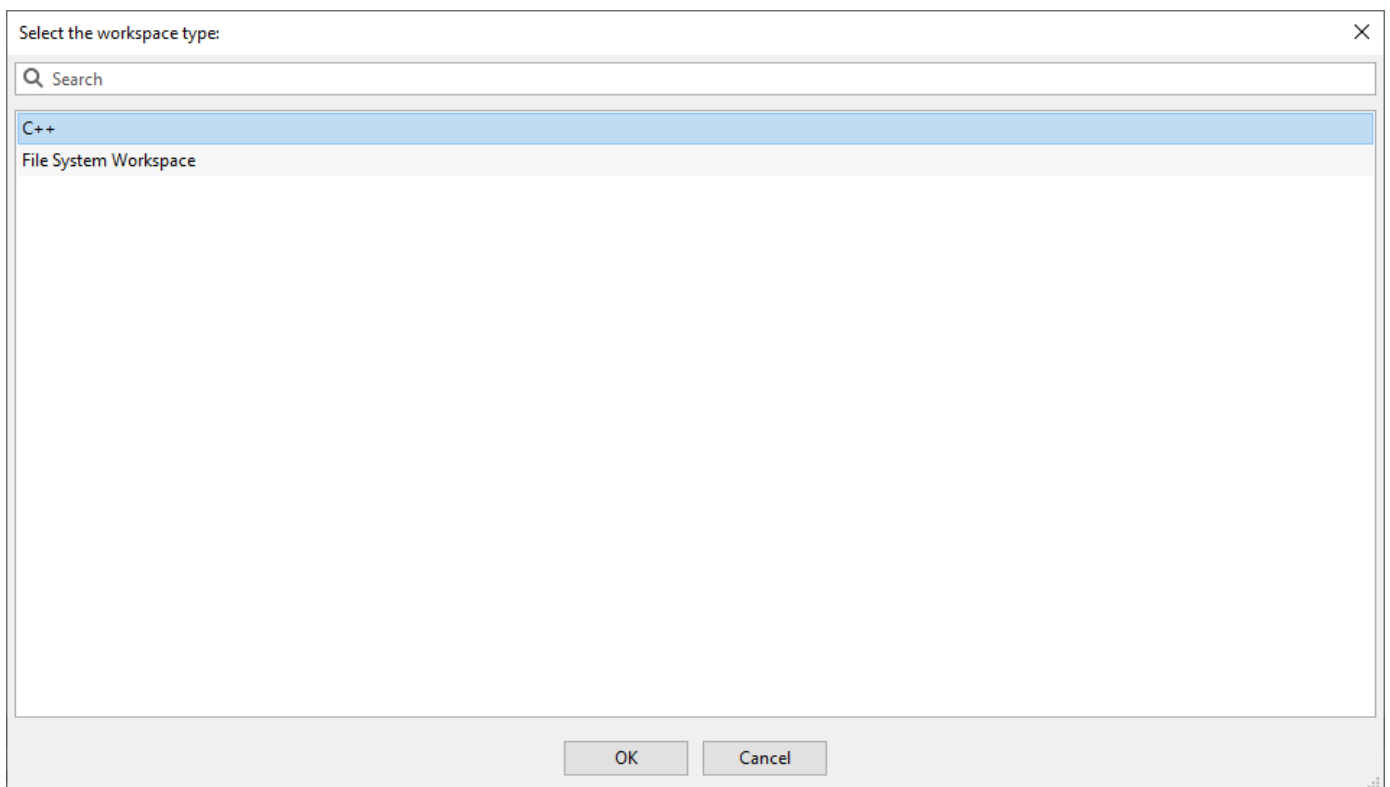
In this document, I'll walk you through the process.

IMPORTANT: Please do not use spaces, special characters, or international characters when you enter any **Workspace, Project or Filenames**.

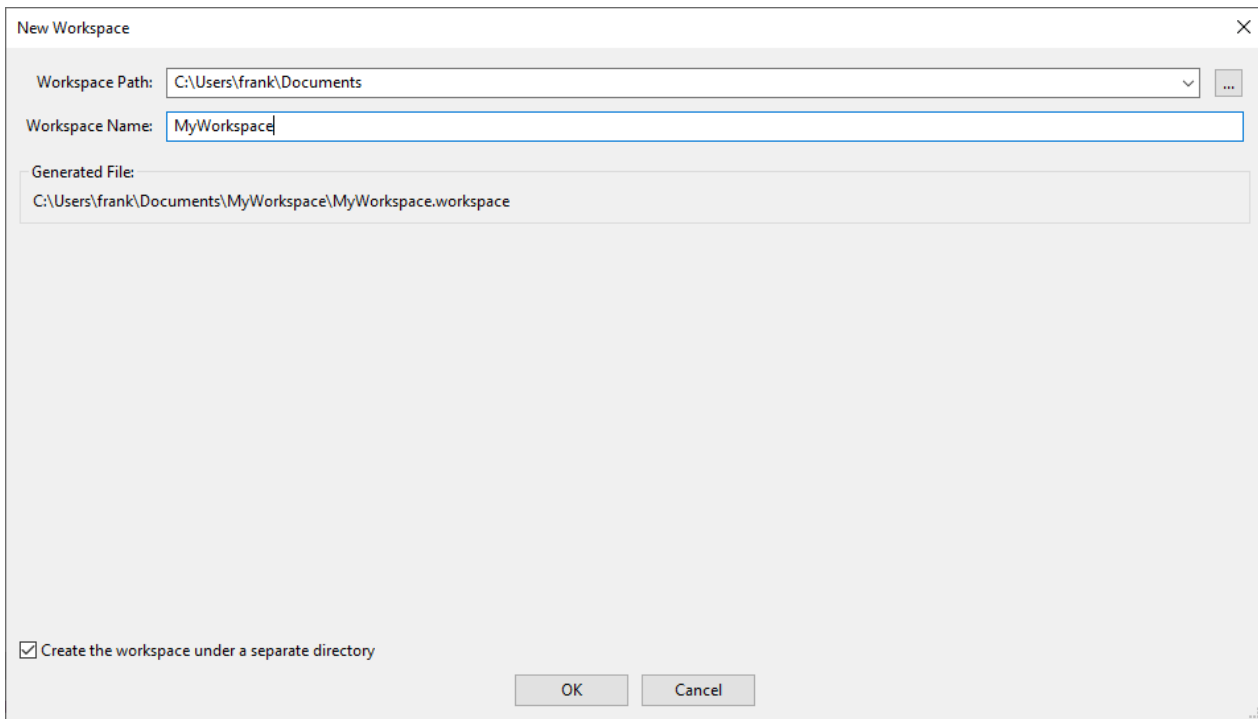
First, let's create a new Workspace.

Select **Workspace->New Workspace...**

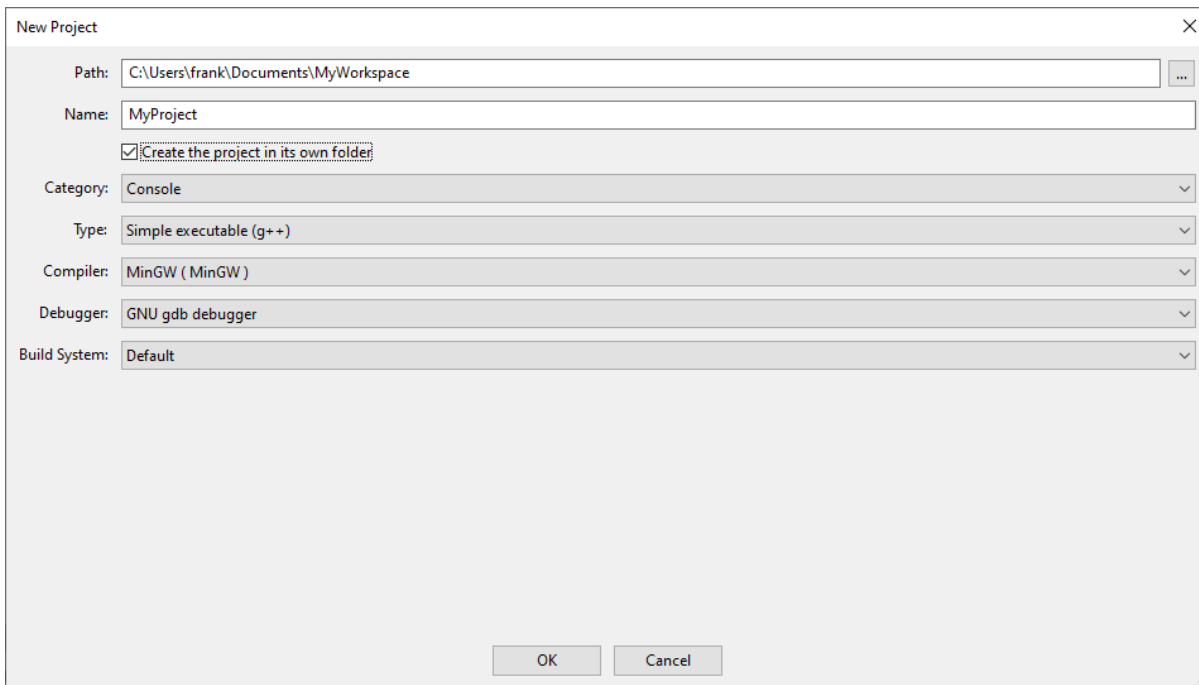
You will see a dialog box as follows and you should select the **C++** option and click **OK**.



Then enter the name of your new workspace. Choose your workspace path and be sure to check the **Create the workspace under a separate directory** option and click **OK**.



Now that we have an open Workspace, we can add a new Project to it. Select **File->New->New Project...** and you will see a dialog box like the one below:



Enter the **Name** of your new project in the first box.

Then in the second box, be sure to add this name to the end of the existing path. This is VERY important, otherwise the project will be created in the same path as previous projects and lead to strange issues.

Change the **Type** of the project to **Simple executable (g++)**

The **Debugger** should be **GNU gdb debugger** for Windows and Linux or **LLDB** for Mac

Finally, change the **Build System** to **Default**.

Click OK and your new Project should appear in the Workspace view.