安装Code::Blocks

Code::Blocks 在资料中 lvgl_100ask_course_v9/part1/03_tools/codeblocks-20.03mingw-setup,选中 codeblocks-20.03mingw-setup.zip 右键进行解压分卷包:

> ··· lvgl_100ask_course_v9 > part1	> 03_tools > code	blocks-20.03mingw-s	etup >
▲] 🖄 🖄 ↑↓ Sort ~ ■	View 🗸 🕞 Extract all		
Name	Date modified	Туре	Size
codeblocks-20.03mingw-setup.z01	Thursday 4:16 PM	Z01 File	25,000 KB
codeblocks-20.03mingw-setup.z02	Thursday 4:16 PM	Z02 File	25,000 KB
codeblocks-20.03mingw-setup.z03	Thursday 4:16 PM	Z03 File	25,000 KB
codeblocks-20.03mingw-setup.z04	Thursday 4:16 PM	Z04 File	25,000 KB
codeblocks-20.03mingw-setup.z05	Thursday 4:16 PM	Z05 File	25,000 KB
codeblocks-20.03mingw-setup.zip	Thursday 4:16 PM	ZIP File	23,689 KB

解压后,双击 codeblocks-20.03mingw-setup.exe 安装Code::Blocks:

Name	Date modified	Туре	Size
🌍 codeblocks-20.03mingw-setup.exe	Friday 4:17 PM	Application	148,848 KB

成功安装了 Code::Blocks 之后,打开 Code::Blocks,首先进行如下的设置(不需要打开任何工程):

👫 main.c [LittlevGL] - Code:: File Edit View Search	Blocks 20.03 Project Bu	ild Debug Fortran wzSmith Tools Tools+ Plugins Doxy	s Settings Help			
· · · · · · · · · · · · · · · · · · ·	: în în ⊂ - → <u>/</u> e∳	▶ ♥ ♥ ♥ ♥ ■ Debug	Favironment	al> ~	WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR szCmdLine, i	1 4 4 2 2 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
Nanagement ×	main c. X	$\overline{2}$	Compiler	Compiler settings		— O X
Krasement × Projects Files FS Workspace Workspace	mainc × 11 11 12 13 14 15 16 16 16 16 17 18 19 20 21 22 23 24 25 26 26 27 28 29 30 31 31 34 35 33 34 35 36 37 37 38 36 37 37 37 38 38 37 38 37 37 37 37 37 37 37 37 37 37	<pre>#include <unistd.h> #include "lvgl/vgl.h" #include "lvgl/vgl.h" #include "lvgl/vdemos/lv_demos.h" # DEFINES #************************************</unistd.h></pre>	Compiler. Debugger. Global variables. Scripting Edit startup script	Compiler settings Global compiler settings Forlier settings Profiler settings Edit advanced compiler sett You compiler's adv Tyou don't know ' Are you sure you w	Global compiler settings	- · ×
	38 39 40 41	* GLOBAL FUNCTIONS int APIENTRY WinMain (HINSTANCE hInstance,	HINSTANCE hPrevInstand	Don't annoy me again!		Advanced options OK Cancel
	42 43	/*Initialize LVGL*/ lv init():				

Advanced compiler options		×
Commands Output parsing Others		
Add header files search path (e.g		
Add libraries search path (e.gL):		
Link library (e.gI):		
Library prefix (e.g. lib):		
Library extension (e.g. a):		
Add preprocessor definition (e.gD):		
Generic switch character (e.g):		
Object file extension (e.g. o):		
Force use of forward slash as path separator:		
Need dependency checks:		
Linker needs lib prefix:		
Linker needs lib extension:		
Linker needs path resolution:		
Force quotes for filenames in compiler command-line:		
Force quotes for filenames in linker command-line:		
Supports PCH:		
PCH extension (e.g. gch) gch		
Use flat objects:		
Use full paths for source files (GDB workaround) :		
Include Directory Separator		
Library Directory Separator		
Object Separator		
The maximum successful return value 0		
Use 8.3 notation for all include paths (Win):		
	ОК	Cancel

否则在下面实验的最后你将会得到如下的报错:



或者

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参考阅读: https://github.com/lvgl/lv_port_win_codeblocks

I.

Code::Blocks运行LVGL

成功安装了 Code::Blocks 并按照上面的指引配置 Use flat objects 之后,进入下面这个目录双击 "lvgl.cbp" 打 开项目:

> ··· lvgl_100ask_	course_v9 > part1 >	02_codes > lv_sim	_codeblocks_win >
A) 🖄 🗊	↑↓ Sort ~ 🗮 View		
Name	Date modified	Туре	bize
📒 .github	Wednesday 2:05 P.4	File folder	
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📒 lvgl	Wednesday 2:16 PM	File folder	
o .gitignore	Weanesday 11:06 AM	Git Ignore 源文件	1 KB
.gitmodules	Wednesday 11:06 AM	txtfile	1 KB
📄 licence.txt	Wednesday 11:06 AM	Text 源文件	2 KB
	Wednesday 11:06 AM	File	2 KB
C lv_conf.h	Wednesday 11:06 AM	C Header 源文件	31 KB
😽 lvgl.cbp	Wednesday 11:06 AM	CBP File	60 KB
lvgl.layout	Wednesday 11:06 AM	LAYOUT File	2 KB
🖻 lvgl_icon.bmp	Wednesday 11:06 AM	BMP File	155 KB
c main.c	Wednesday 11:06 AM	C源文件	2 KB
README.md	Wednesday 11:06 AM	Markdown File	2 KB

打开工程之后点击 重新构建(Rebuild) 工程:



升级MinGW

LVGL V9版本更新了很多新特性,其中windows平台部分也进行了优化,如果你是用的是Code::blocks体验LVGL那 么在编译时会不通过;因为如果你使用的是 Code::blocks 20.03并且使用内置的MinGW,那么就会因为MinGW版本 过低遇到下面所示的问题,这个时候就需要更新MinGW。

D:\lv_port_win_codeblocks\lvgl\src\drivers\windows\lv_windows_context.c|141|error: 'CREATE_WAITABLE_TIMER_MANUAL_RESET' undeclared (first use in this function)|

操作步骤

- 1. 获取MinGW更新版本(建议使用13.2.0版本,因为此版本已经过测试): https://github.com/niXman/mingwbuilds-binaries/releases/tag/13.2.0-rt_v11-rev1
- 打开Code::blocks 20.03安装的MinGW目录(默认安装目录是 C:\Program Files\CodeBlocks\MinGW),
 并删除所有内容:



8. 将下载得到的 MinGW 压缩包中的内容 解压 到 C:\F	Program Files\CodeBloc	ks\MinGW 目录:
C D > This PC > Local Disk (C:) > Program Files > CodeBlocks > MinGW	> Search MinGW	Q
□ ① ④ ④ ④ ① 1\ Sort ~ W GOLUSers\biublu\Downloads\x86_64-13.2.0-release-pos File Edit View Favorites Tools Help	ix-seh-ucrt-rt_v11-rev1.7z\mingw64\ —	× is Ivgl-v9
Name Add Extract Test Conv. Move Delete Info		
Add Exteel rest Copy more belief into P C:\Users\biubiu\Downloads\x86_64-13.2.0-release	e-posix-seh-ucrt-rt_v11-rev1.7z\mingw64\	~ +
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(2) (142 003 874	0 2023-10-17 07:24 D drwxr-xr-x 55514DD 0 2023-10-17 06:06 D drwxr-xr-x 50AC5D2	
icenses 912 076	0 2023-10-17 07:24 D drwxr-xr-x 864D205 57 354 2023-10-17 06:46 D drwxr-xr-x 2A47FAD	7 Viane 7 Viana (1)
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build-info.bxt 47 519	2023-10-17 07:24 A -rw-rr AA58427	/F 🧊 codeblocks-20.03mingw-setup.exe
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\bigcirc \square \rightarrow This PC \rightarrow Local Disk (C:) \rightarrow	Program Files > Code	Blocks > MinGW >
	Z C:\Users\biubiu\Download	ls\x86 64-13.2.0-release-posix-seh-u
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	Name	Size Packed
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Page 19	etc	179
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	libexec	142 003 874
📒 licenses	licenses	912 076
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opt	share	560 420
📒 share	x86 64-w64-mingw32	182 092 770
	build-info.txt	47 519
x 86_64-w64-mingw32		2.2
build-info tyt		

4. 使用Code::blocks打开工程重新构建(Rebuild)工程:



其他问题

如果工程一直运行不起来怎么办?

已经完全按照上面的配置进行,并且100%确定没有问题,还是不能成功编译、运行起来!

请检查这几个地方的配置:

工程所在的路径太长会导致编译出错,这个出错问题会千奇百怪,所以第一步要先确定你的工程所在的路径 不能太长,如果你不能确定,那么将工程放到根目录比如D盘根目录上(也就是直接复制或剪切到点击打开D 盘后显示的目录下)。

IDE整体的配置:

1.工具链配置:



Compiler settings			– o x
	Glob	al compiler settings	
Global compiler settings	Selected compiler 安 GNU GCC Compiler 那	装codeblocks时如果使用的是默认安装 么这里要确保一致	E目录, ~
Giobal complier settings	Compiler settings Linker s Compiler's installation di	ettings Sear n directories Toolchain executables Custom	variables Build opti 🔹 🕨
Profiler settings	C:\Program Files\Code NOTE: All programs mu Program Files Additiona	eBlocks\MinGW ust exist either in the "bin" sub-directory of this path, or in a al Paths 这里也要一致	Auto-detect any of the "Additional
÷.	C compiler: C++ compiler: Linker for dynamic libs:	gcc.exe g++.exe g++.exe	
Batch builds	Linker for static libs: Debugger: Resource compiler:	ar.exe GDB/CDB debugger : Default windres.exe	····
	Make program:	mingw32-make.exe	
2. 编译选项选择为 ┡ [lvgl_100ask_course] - (File Edit View Search	C99: Code::Blocks 20.03 Project Build Debug Fortran	wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help	OK Cancel
Co	obal compiler settings	Image: Section of the section of th	
 Sources Headers Resources Others 	Profiler settings	Flags Other compiler options Other resource compiler options #defines ral g++ follow the 1998 GNU C++ language standard (ISO C++ pl g+ follow the 1998 ISO C++ language standard [-std=c++96]	
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ОК

Cancel

lvg1_

工程的配置(如果你没有修改过,那么就不会有问题,如果上面也排查过了,那不妨再排查这里):

	Workspace	选中后,按鼠标右键唤出 Save project Close project	单菜			
		Add files Add files recursively Remove files				
		Find file				
		Project tree Add new virtual folder	>			
		Format this project (AStyle) Reparse this project				
		Build				
		Rebuild Clean				
	C	Build options)ga			
		Open Project Folder in File Browser Properties	71			
Compiler settings				—		×
	Glo	obal compiler settings		_ 		
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技术交流学习

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- 微信交流群:添加微信: baiwenkeji_fae 验证备注: LVGL