

Installation of wxPerl

For more advanced GUI features, like *text highlighting* in the editor, ChordPro is using its own enhanced version of wxPerl.

ChordPro is written in the Perl environment while the GUI is using wxWidgets, a toolkit written in C++. The wxPerl library is the *glue* between Perl and C++.

Prebuilt binaries

Windows and macOS

The pre-compiled downloads for Windows and macOS are already using this enhanced version so it fully works 'out of the box'.

Linux

Unfortunately, on Linux, the story is more complicated. The 'official' wxPerl library is often pre-installed and due to technical reasons we cannot just *include* our enhanced version with a ChordPro package; currently only for Fedora.

The GUI application still runs fine but you are missing out of the more advanced features.

Compile wxPerl on Linux

Fortunately, it is no too hard to build the *enhanced* wxPerl yourself; assuming you have some basic knowledge about *software compiling*.

Download the latest release of the enhanced wxPerl source code and open the package.

Open the extracted folder in a Terminal application and type:

```
perl ./Makefile.PL
```

This will check if your system fulfils the requirements to build the library. If you get warnings about missing requirements; install them first and run the command again. It should tell you **Looks good** when everything is ready.

Then type:

```
make
```

It might take a while and you see a lot of stuff scrolling in the Terminal window, including some warnings but that is normal.

When done, type:

```
sudo make install
```

This will install the `wxPerl` library in the `/usr/local` sub-directories and you are good to go.

Compatibly

- While this procedure will not *overwrite* any 'system installed' `wxPerl` files it will *override* it. The system is using the first found library by default and libraries in `/usr/local/lib64` have priority over system libraries.
- The enhanced version of `wxPerl` is fully compatible with the 'official' version so this should not be an issue.

Compile wxPerl on Windows or macOS

While slightly different of course, the procedure to build `wxPerl` itself is the same.