



**Koan s.a.s.**  
Software engineering

info@koansoftware.com - http://www.koansoftware.com



## wxWindows framework architecture

### wxWindows application framework

Same program source for all platforms							
wxWindows API							
wxMSW	wxX11	wxGTK	wxMotif	wxMac	wxBase		
GDI	Xlib/X11	GTK+	Motif	Mac	without GUI		
Windows	Unix <sup>(1)</sup>			MacOS	Windows	Unix <sup>(1)</sup>	MacOS OS/2

<sup>(1)</sup> Linux, Solaris, AIX

### High level languages using wxWindows API

wxPython	wxBasic	wxJavaScript	wxPerl	wxLua
wxWindows API				

### wxUniversal application framework

Same program source for all platforms				
wxWindows API				
wxUniversal				
wxMSW	wxX11	wxGTK	wxOS2	wxMGL
GDI	Xlib/X11	GTK+	GDI	
Windows	Unix <sup>(1)</sup>		OS/2	Various OS

<sup>(1)</sup> Linux, Solaris, AIX

The wxUniversal is a project to create a set of widgets that are implemented in wxWindows itself. In all previous ports, with some exceptions, each widget class is a wrapper around an existing implementation on that platform. When you use wxUniversal, you have the same API classes set as wxWindows, but these make a call to a custom widget drawing using GDI primitives instead of system ones.