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::::::::::::::
test.h
::::::::::::::
// -*- C++ -*- generated by wxGlade HG on Fri May 25 22:35:45 2012

#include <wx/wx.h>
#include <wx/image.h>
// begin wxGlade: ::dependencies
// end wxGlade


#ifndef TEST_H
#define TEST_H


// begin wxGlade: ::extracode
// end wxGlade


class MyFrame: public wxFrame {
public:
    // begin wxGlade: MyFrame::ids
    // end wxGlade

    MyFrame(wxWindow* parent, int id, const wxString& title, const wxPoint& pos=wxDefaultPosition, const
wxSize& size=wxDefaultSize, long style=wxDEFAULT_FRAME_STYLE);

private:
    // begin wxGlade: MyFrame::methods
    void set_properties();
    void do_layout();
    // end wxGlade

protected:
    // begin wxGlade: MyFrame::attributes
    wxCheckBox* checkbox_1;
    wxCheckBox* checkbox_2;
    wxCheckBox* checkbox_3;
    wxCheckBox* checkbox_4;
    wxCheckBox* checkbox_5;
    wxCheckBox* checkbox_6;
    wxCheckBox* checkbox_7;
    wxCheckBox* checkbox_8;
    wxButton* button_1;
    wxButton* button_2;
    // end wxGlade
}; // wxGlade: end class


#endif // TEST_H
::::::::::::::
test.cpp
::::::::::::::
// -*- C++ -*- generated by wxGlade HG on Fri May 25 22:35:45 2012

#include "test.h"

// begin wxGlade: ::extracode
// end wxGlade



MyFrame::MyFrame(wxWindow* parent, int id, const wxString& title, const wxPoint& pos, const wxSize& size,
long style):
    wxFrame(parent, id, title, pos, size, wxDEFAULT_FRAME_STYLE)
{
    // begin wxGlade: MyFrame::MyFrame
    checkbox_1 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_1"));
    checkbox_2 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_2"));
    checkbox_3 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_3"));
```

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    checkbox_4 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_4"));
    checkbox_5 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_5"));
    checkbox_6 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_6"));
    checkbox_7 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_7"));
    checkbox_8 = new wxCheckBox(this, wxID_ANY, wxT("checkbox_8"));
    button_1 = new wxButton(this, wxID_ANY, wxT("button_1"));
    button_2 = new wxButton(this, wxID_ANY, wxT("button_2"));

    set_properties();
    do_layout();
    // end wxGlade
}


void MyFrame::set_properties()
{
    // begin wxGlade: MyFrame::set_properties
    SetTitle(wxT("frame_1"));
    // end wxGlade
}


void MyFrame::do_layout()
{
    // begin wxGlade: MyFrame::do_layout
    wxBoxSizer* sizer_1 = new wxBoxSizer(wxVERTICAL);
    wxBoxSizer* sizer_2 = new wxBoxSizer(wxVERTICAL);
    sizer_2->Add(checkbox_1, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_2, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_3, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_4, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_5, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_6, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_7, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(checkbox_8, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(button_1, 0, wxADJUST_MINSIZE, 0);
    sizer_2->Add(button_2, 0, wxADJUST_MINSIZE, 0);
    sizer_1->Add(sizer_2, 1, wxEXPAND, 0);
    SetSizer(sizer_1);
    sizer_1->Fit(this);
    Layout();
    // end wxGlade
}

::::::::::::::
main.cpp
::::::::::::::
#include "main.hpp"
#include "test.h"

IMPLEMENT_APP(MyApp)

bool MyApp::OnInit()
{
    MyFrame *mf = new MyFrame(0, -1, wxT("test"));

    mf->Show(true);

    return true;

}
```