

Setting up SDL2 for a 2015 Visual Studio Project

VC++ Directories

Include

SDL2-2.0.4\include
SDL2_image-2.0.0 \include
SDL2_ttf-2.0.12\include
SDL2_mixer-2.0.0\include

Library

SDL2-2.0.4\lib\x86

Linker\Input

Additional Dependencies

SDL2.lib
SDL2main.lib
SDL2_image.lib
SDL2_ttf.lib
SDL2_mixer.lib

Linker\System

SubSystem
or

Concole (/SUBSYSTEM:CONSOLE)
Windows(/Subsytem:Windows)

C/C++\Code Generation

Runtime Library

Multi-threaded DLL (/MD)

(remember to place the dll'S from the dll folder to the run time folder)

Headers

```
#include "SDL.h"  
#include "SDL_image.h"  
#include "SDL_ttf.h"  
#include "SDL_mixer.h"
```