**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 Concole (/SUBSYSTEM:CONSOLE)

***or*** 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"