

How to install SDL in CodeBlocks

Mingw download page: <http://sourceforge.net/projects/mingw/files>

Home

| Name | Modified | Size | Downloads / Week |
|-----------------|------------|-----------|------------------|
| MinGW | 2013-10-26 | | 501,484 |
| Installer | 2013-10-04 | | 647,704 |
| Other | 2011-11-13 | | 1,408 |
| MSYS | 2011-11-13 | | 577,243 |
| README | 2011-11-13 | 896 Bytes | 151 |
| Totals: 5 Items | | 896 Bytes | 151 |

| | | | |
|---------------------|------------|---------|---------|
| mingw-get | 2013-10-04 | | 617,374 |
| mingw-get-setup.exe | 2013-10-04 | 86.5 kB | 30,070 |
| readme.txt | 2013-10-04 | 22.9 kB | 260 |

Click

Click this link to download

Just download it and run it.

SDL Download Page: <https://www.libsdl.org/download-2.0.php>

Development Libraries:

Windows:

[SDL2-devel-2.0.4-VC.zip](#) (Visual C++ 32/64-bit)

[SDL2-devel-2.0.4-mingw.tar.gz](#) (MinGW 32/64-bit)

Mac OS X:

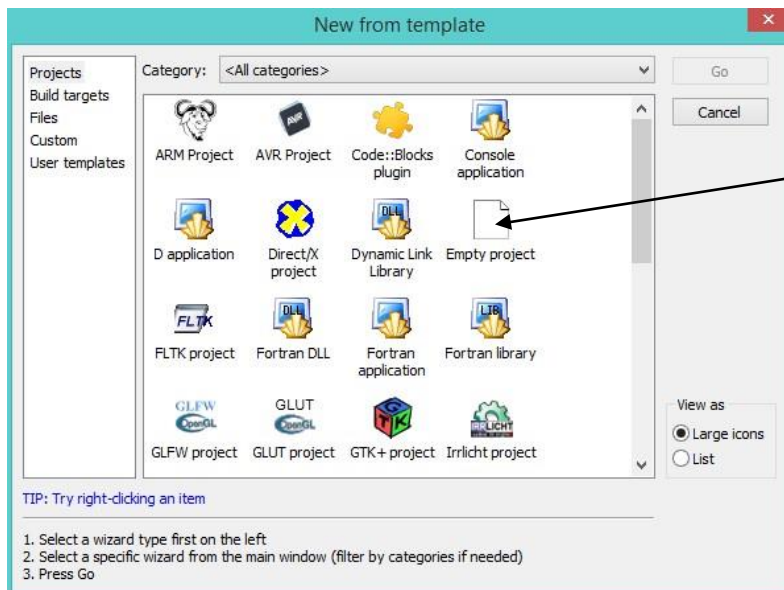
[SDL2-2.0.4.dmg](#) (Intel 10.5+)

Click this link to download

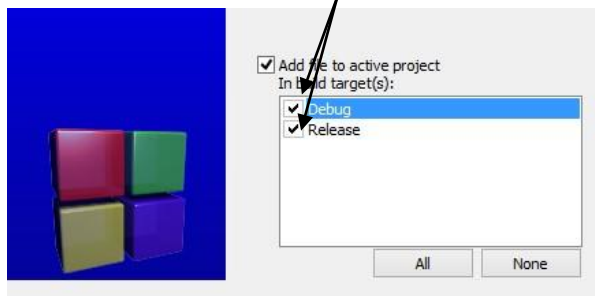
Download and extract it on desktop using WinRar or etc.



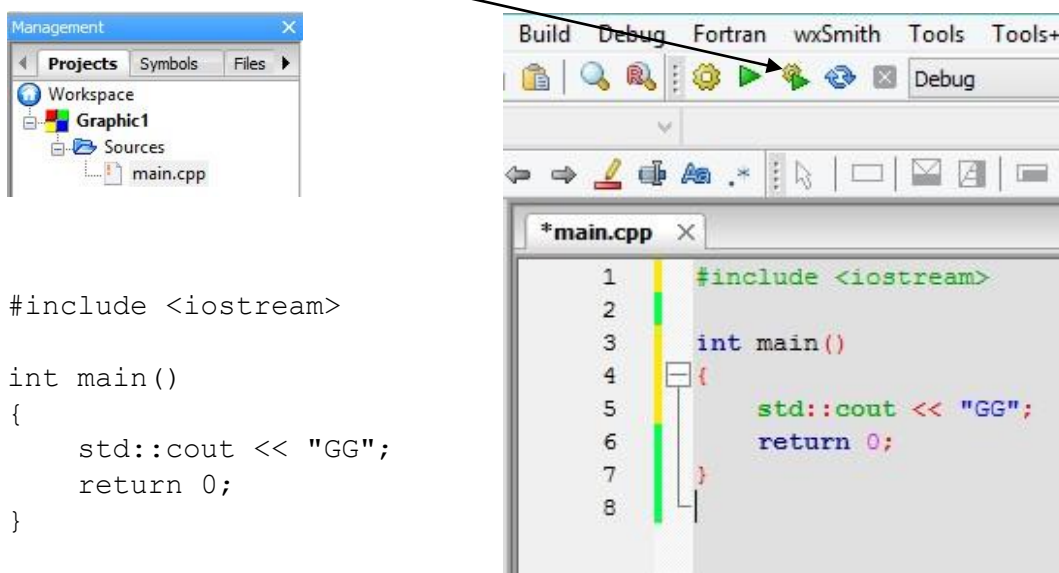
Open Code Blocks and create new Empty project.



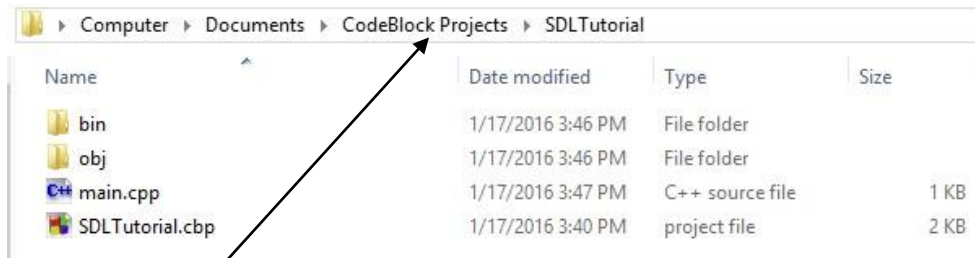
If you get errors in next step check checkboxes



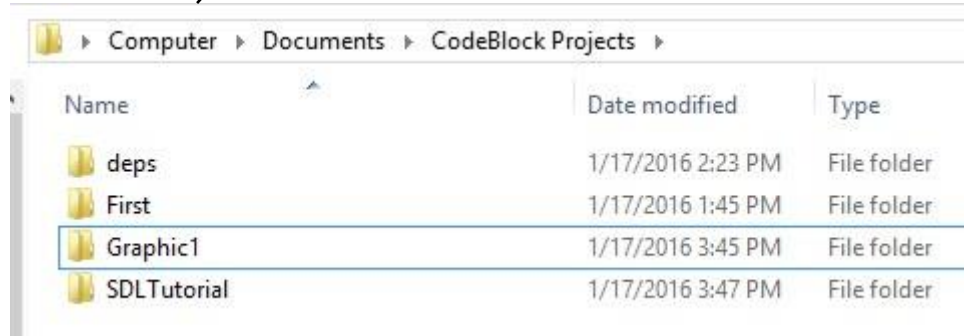
Make simple program. Built it and run it.



Go to project folder

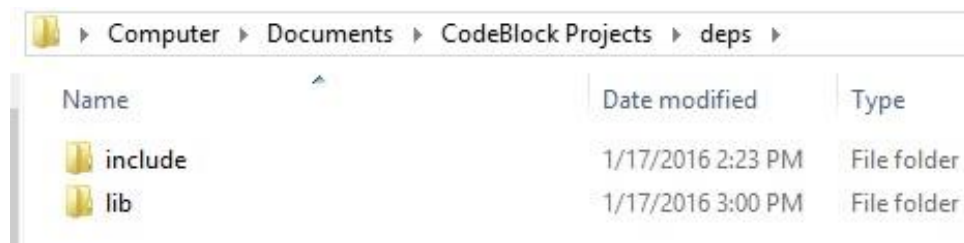


| Computer > Documents > CodeBlock Projects > SDLTutorial | | | |
|---|-------------------|-----------------|------|
| Name | Date modified | Type | Size |
| bin | 1/17/2016 3:46 PM | File folder | |
| obj | 1/17/2016 3:46 PM | File folder | |
| main.cpp | 1/17/2016 3:47 PM | C++ source file | 1 KB |
| SDLTutorial.cbp | 1/17/2016 3:40 PM | project file | 2 KB |



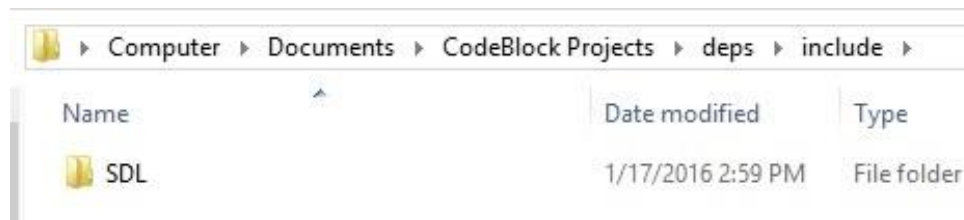
| Computer > Documents > CodeBlock Projects > | | |
|---|-------------------|-------------|
| Name | Date modified | Type |
| deps | 1/17/2016 2:23 PM | File folder |
| First | 1/17/2016 1:45 PM | File folder |
| Graphic1 | 1/17/2016 3:45 PM | File folder |
| SDLTutorial | 1/17/2016 3:47 PM | File folder |

In "deps" create 2 folders name "include" and "lib"



| Computer > Documents > CodeBlock Projects > deps > | | |
|--|-------------------|-------------|
| Name | Date modified | Type |
| include | 1/17/2016 2:23 PM | File folder |
| lib | 1/17/2016 3:00 PM | File folder |

In "include" create folder named "SDL"



| Computer > Documents > CodeBlock Projects > deps > include > | | |
|--|-------------------|-------------|
| Name | Date modified | Type |
| SDL | 1/17/2016 2:59 PM | File folder |

Go

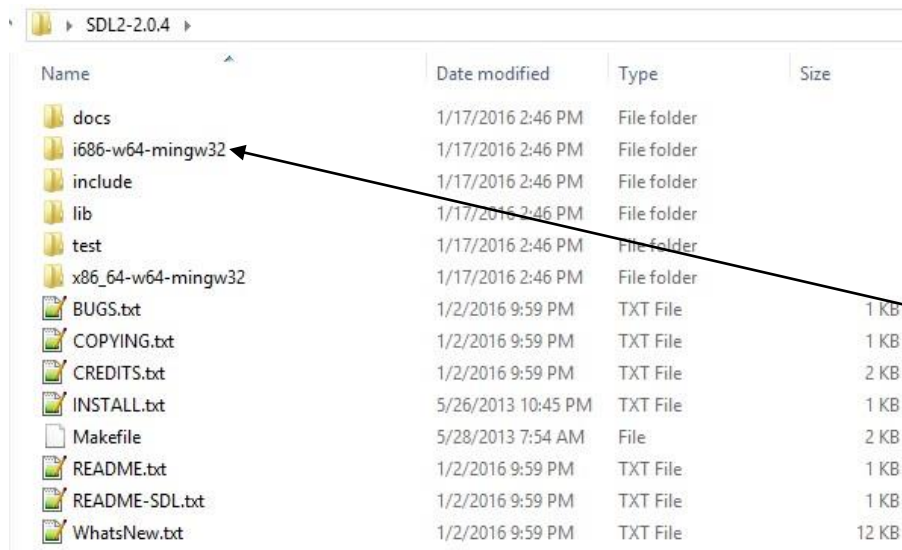
Folder tree:
Code Block Projects
➤ MyProject
➤ deps
 ▪ include
 □ SDL
 lib

directory up

And create folder
named "deps"

Folder tree:
Code Block Projects
➤ MyProject
➤ deps
 ▪ include
 □ SDL
 lib

Back to folder you extracted



| Name | Date modified | Type | Size |
|--------------------|--------------------|-------------|-------|
| docs | 1/17/2016 2:46 PM | File folder | |
| i686-w64-mingw32 | 1/17/2016 2:46 PM | File folder | |
| include | 1/17/2016 2:46 PM | File folder | |
| lib | 1/17/2016 2:46 PM | File folder | |
| test | 1/17/2016 2:46 PM | File folder | |
| x86_64-w64-mingw32 | 1/17/2016 2:46 PM | File folder | |
| BUGS.txt | 1/2/2016 9:59 PM | TXT File | 1 KB |
| COPYING.txt | 1/2/2016 9:59 PM | TXT File | 1 KB |
| CREDITS.txt | 1/2/2016 9:59 PM | TXT File | 2 KB |
| INSTALL.txt | 5/26/2013 10:45 PM | TXT File | 1 KB |
| Makefile | 5/28/2013 7:54 AM | File | 2 KB |
| README.txt | 1/2/2016 9:59 PM | TXT File | 1 KB |
| README-SDL.txt | 1/2/2016 9:59 PM | TXT File | 1 KB |
| WhatsNew.txt | 1/2/2016 9:59 PM | TXT File | 12 KB |

Open

Path:

C:\Users\[USERNAME]\Desktop\SDL2-2.0.4\i686-w64-mingw32

Go to C:\Users\[USERNAME]\Desktop\SDL2-2.0.4\i686-w64-mingw32\include\SDL2

And copy everything (.h files) to your project files "SDL" folder

Folder tree:

Code Block Projects

- MyProject
- deps
 - include
 - **SDL**
 - lib

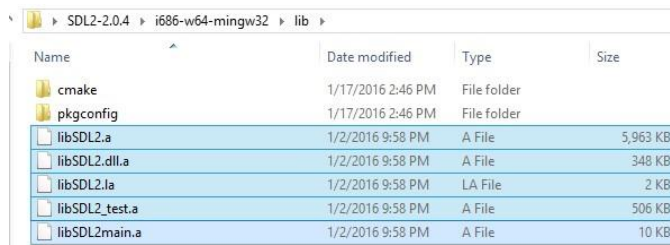
Go to C:\Users\[USERNAME]\Desktop\SDL2-2.0.4\i686-w64-mingw32\lib

And copy file to your project files "lib" folder

Folder tree:

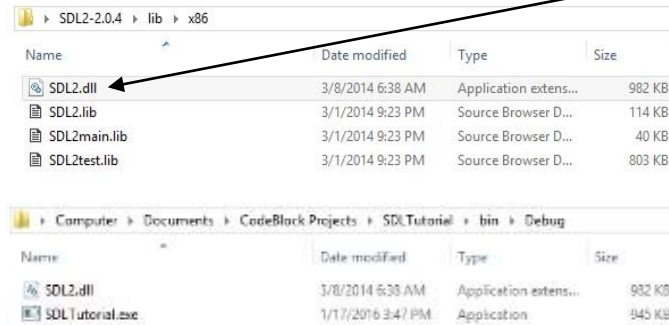
Code Block Projects

- MyProject
- deps
 - include
 - **lib**



| Name | Date modified | Type | Size |
|----------------|-------------------|-------------|----------|
| cmake | 1/17/2016 2:46 PM | File folder | |
| pkgconfig | 1/17/2016 2:46 PM | File folder | |
| libSDL2.a | 1/2/2016 9:58 PM | A File | 5,963 KB |
| libSDL2.dll.a | 1/2/2016 9:58 PM | A File | 348 KB |
| libSDL2.la | 1/2/2016 9:58 PM | LA File | 2 KB |
| libSDL2_test.a | 1/2/2016 9:58 PM | A File | 506 KB |
| libSDL2main.a | 1/2/2016 9:58 PM | A File | 10 KB |

Now go to C:\Users\2014\Desktop\SDL2-2.0.4\lib\x86



Copy this file to

CodeBlock Projects\MyProject\bin\Debug

Folder tree:

Code Block Projects

➤ MyProject

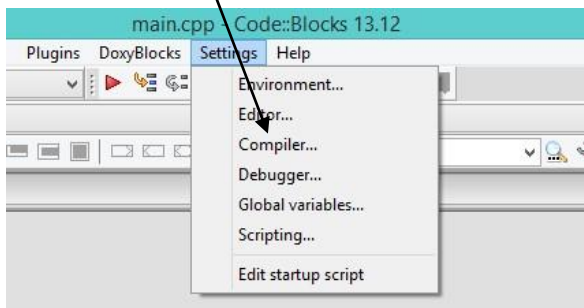
▪ bin

□ Debug

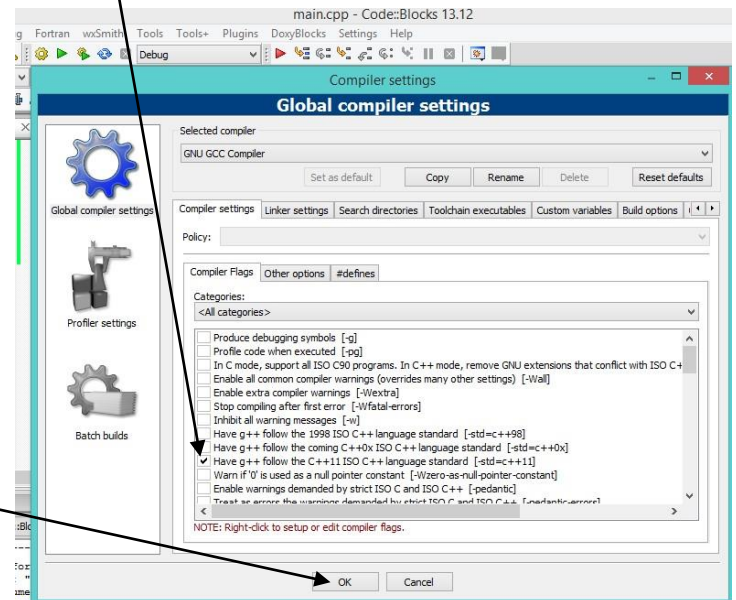
➤ deps

Open Code Blocks to configure options

Settings -> Compiler...

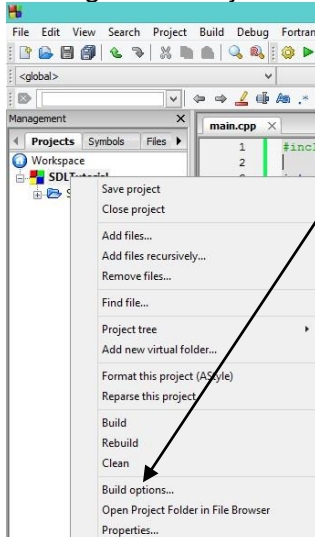


Check this checkbox (Unless you have reasons to not do that)

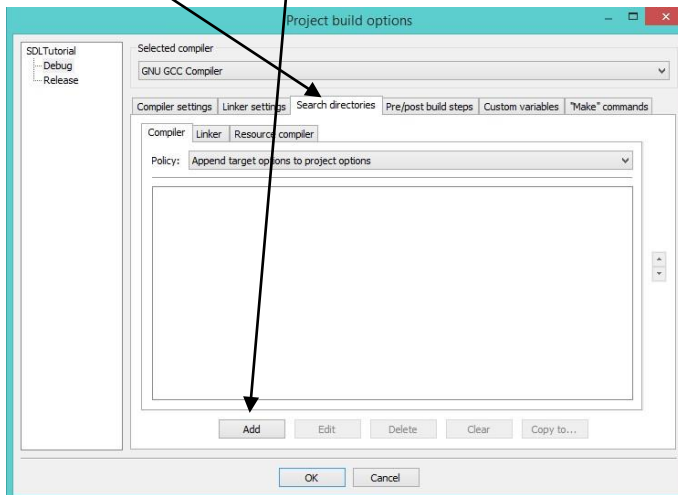


And press OK

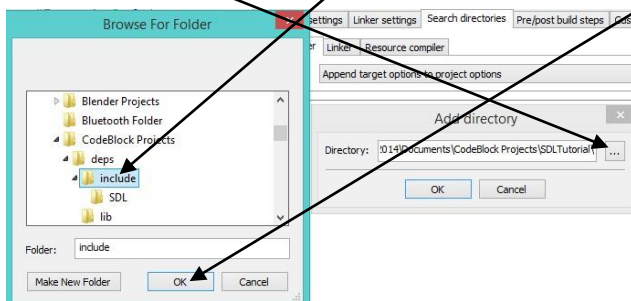
Now right click Project and click Build options...



Search directories -> Add



Click browse [...] and find "include" folder click and press OK



Folder tree:

Code Block Projects

➤ MyProject

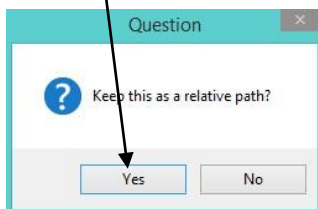
➤ deps

▪ include

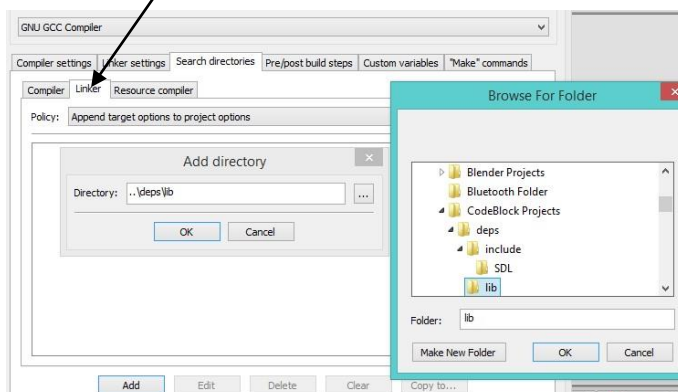
□ SDL

▪ lib

Press Yes and Ok



Now press Linker tab (repeat previous steps) -> Add -> [...] -> find lib and press Ok -> Yes -> Ok



Folder tree:

Code Block Projects

➤ MyProject

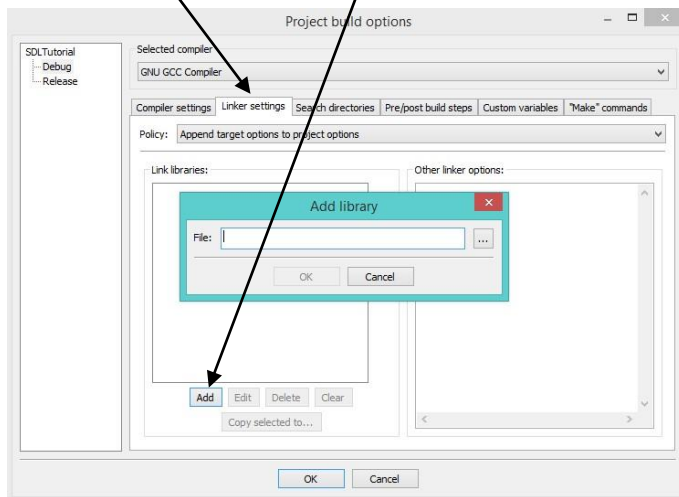
➤ deps

▪ include

□ SDL

▪ lib

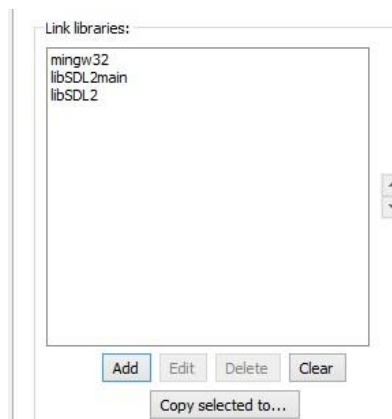
Go to Linker settings tab -> Add



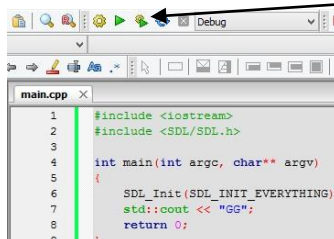
Type in mingw32 and press OK

Add -> Type libSDL2main

Add -> Type libSDL2



Done. Now test if SDL work. Write this simple code build and run it.



```
#include <iostream>
#include <SDL/SDL.h> //or <SDL.h>

int main(int argc, char** argv)
{
    SDL_Init(SDL_INIT_EVERYTHING);
    std::cout << "GG";
    return 0;
}
```

| | | | |
|--------------|--|----------|--|
| | | Made by: | Gintaras Grėbliūnas |
| | | Email: | Combinacijusx55@gmail.com |
| Inspired by: | www.youtube.com/watch?v=bmjcZv-Itlg | Youtube: | youtube.com/combinacijusx |

Further OpenGL setup files:

<https://drive.google.com/folderview?id=0B6FSkvv5v9L3eGp4eVBIRzNwTTg&usp=sharing>