Sound Generation Example

This project is a simple demonstration of how to use SDL\_Mixer to play raw, PCM, audio data.

# Using the Example

## Windows

Download the SDL development libraries for Visual C++ from libsdl.org: <https://www.libsdl.org/projects/SDL_mixer/release/SDL2_mixer-devel-2.0.0-VC.zip> I recommend extracting

SoundExample.sln should open with Visual Studio 2013

Compile with Ctrl+Shift+B and run with F5.

If you get error messages about VS11, download and install visual studio 2012 redistributable.

### Windows Include, Lib, and DLL Paths

If you did not extract SDL Mixer to C:\, you will need to adjust the include directories, the library directories, and the path. Right-click SoundExample in the solution explorer and fix the following properties.

Configuration Properties -> C/C++ -> All Options -> Additional Include Directories

Configuration Properties -> Linker -> All Options -> Additional Library Directories

You will also need to edit the PATH. Open the Add “;C:\SDL2\_mixer-2.0.0\lib\x86” (without quotes) to the end of the PATH environment variable.

### Creating a New Visual Studio Project

If you create a new project you will need to copy the SDL Mixer Include Directories and Library Directories into the correct configuration properties. You also need to add “SDL2main.lib;SDL2\_mixer.lib;SDL2.lib;” (without quotes) to the following property.

Configuration Properties -> Linker -> All Options -> Additional Dependencies

### 64-Bit Windows

The 32 bit version will work on 64 bit Windows. I recommend just using the 32 bit version. If you wish to produce a 64-big executable, you will need to change x86 to x64 in the PATH variable and in the Additional Library Directories property, as well as change the Active Solution Platform in BUILD -> Configuration Manager to x64 rather than Win32.

## Linux

1. Install libsdlmixer2-mixer-dev
2. Compile with g++ -o Example main.cpp –lSDL2 –lSDL\_Mixer  
   Run with ./Example