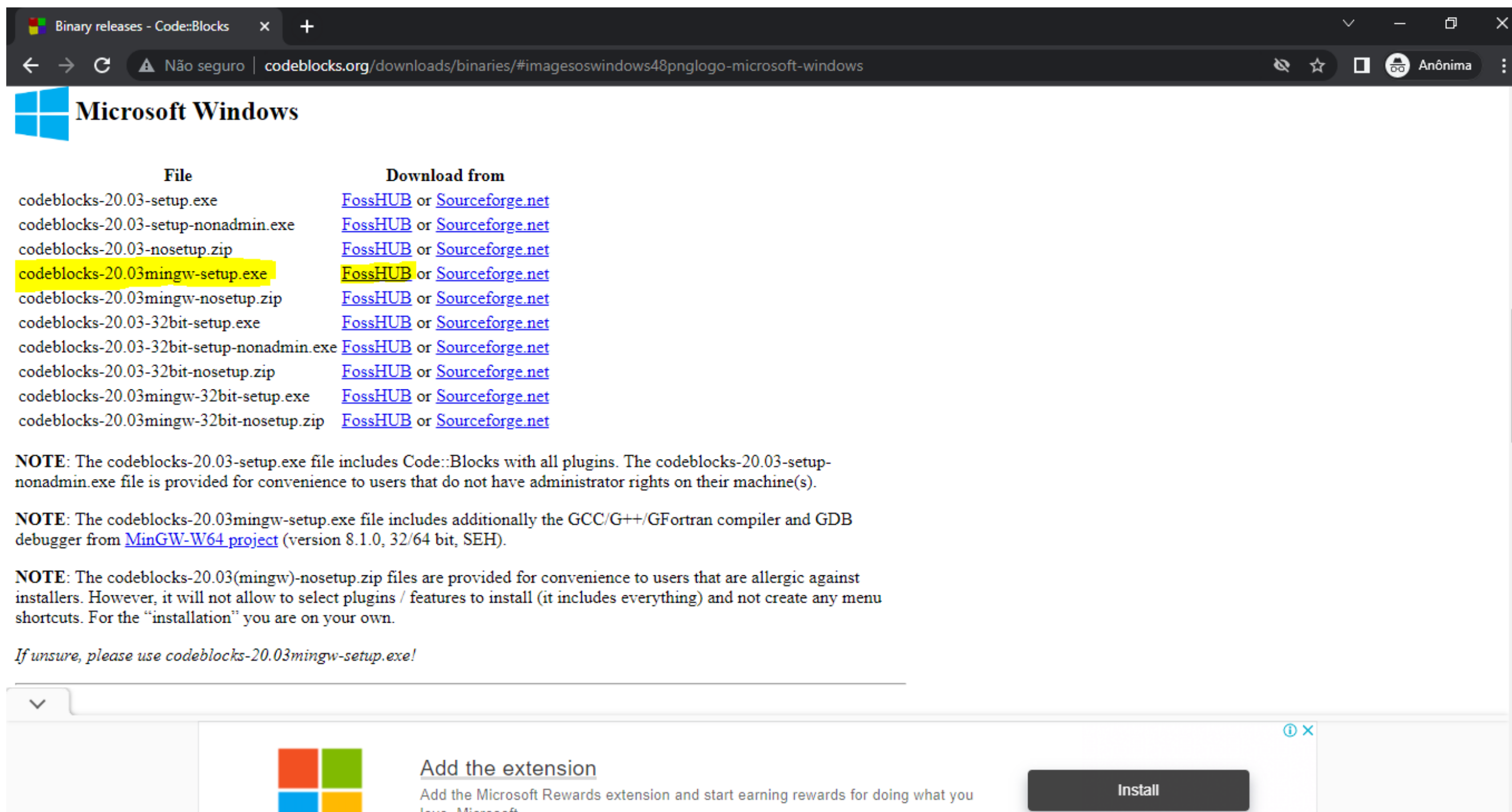


# **Como Instalar o Allegro no Code::Blocks**

# ATENÇÃO


**Todas as Images referentes a  
alguma pagina da web, caso  
cliquem em cima delas servira como  
um link para a respectiva pagina**

# 1) Baixe e instale o Code::Blocks pela página principal ou clicando na imagem abaixo



Binary releases - Code::Blocks

Não seguro | codeblocks.org/downloads/binaries/#imagesoswindows48pnglogo-microsoft-windows

 Microsoft Windows


File	Download from
codeblocks-20.03-setup.exe	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03-setup-nonadmin.exe	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03-nosetup.zip	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
<b>codeblocks-20.03mingw-setup.exe</b>	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03mingw-nosetup.zip	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03-32bit-setup.exe	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03-32bit-setup-nonadmin.exe	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03-32bit-nosetup.zip	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03mingw-32bit-setup.exe	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>
codeblocks-20.03mingw-32bit-nosetup.zip	<a href="#">FossHUB</a> or <a href="#">Sourceforge.net</a>

**NOTE:** The codeblocks-20.03-setup.exe file includes Code::Blocks with all plugins. The codeblocks-20.03-setup-nonadmin.exe file is provided for convenience to users that do not have administrator rights on their machine(s).

**NOTE:** The codeblocks-20.03mingw-setup.exe file includes additionally the GCC/G++/GFortran compiler and GDB debugger from [MinGW-W64 project](#) (version 8.1.0, 32/64 bit, SEH).

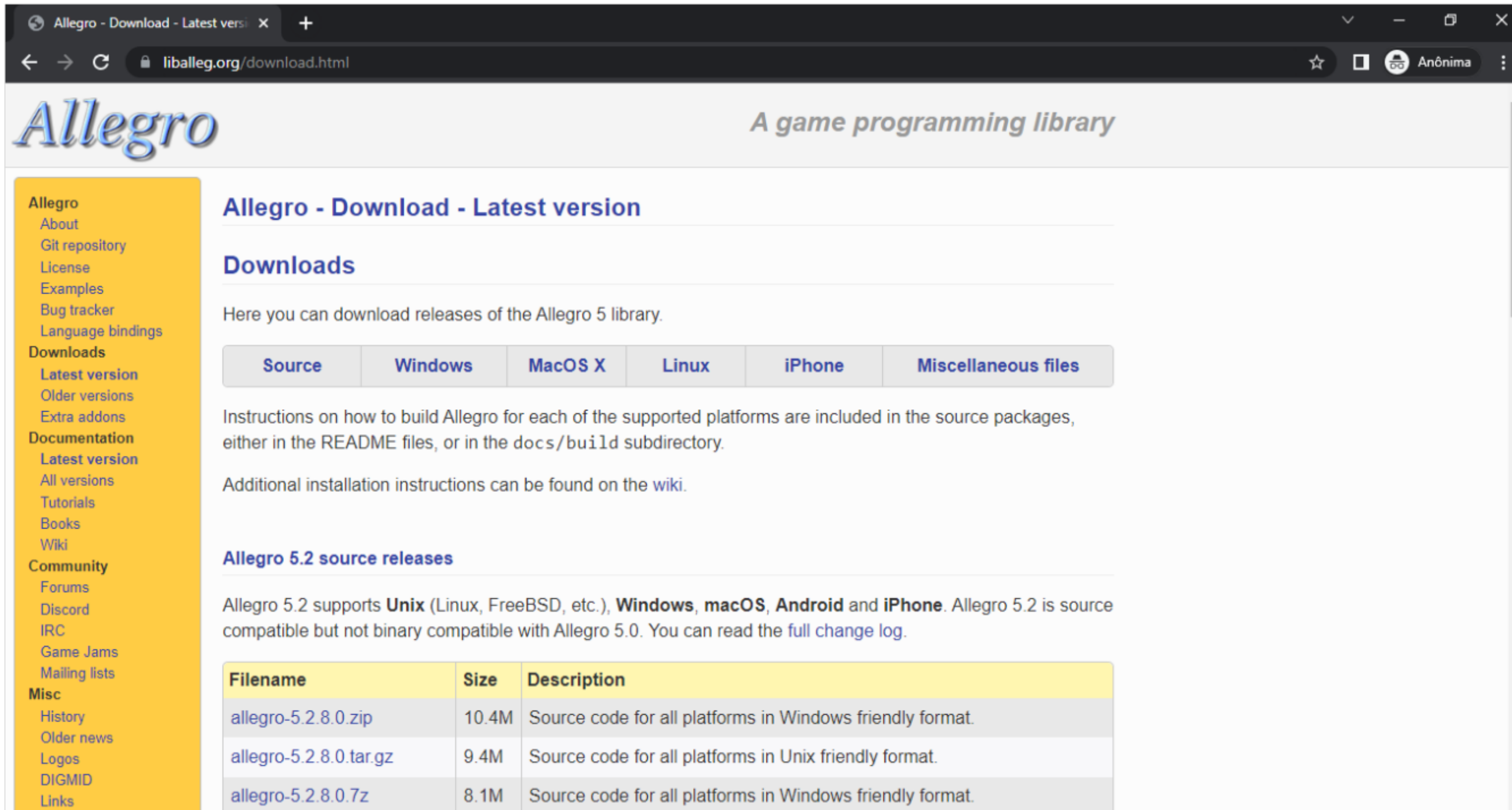
**NOTE:** The codeblocks-20.03(mingw)-nosetup.zip files are provided for convenience to users that are allergic against installers. However, it will not allow to select plugins / features to install (it includes everything) and not create any menu shortcuts. For the "installation" you are on your own.

*If unsure, please use codeblocks-20.03mingw-setup.exe!*

 Add the extension  
Add the Microsoft Rewards extension and start earning rewards for doing what you love. Microsoft

Install

## 2) Acesse a página de downloads do Allegro e selecione seu sistema operacional



The screenshot shows a web browser window with the URL `liballeg.org/download.html`. The page features the Allegro logo and the tagline "A game programming library". A left sidebar contains navigation links for Allegro, Downloads, Documentation, Community, and Misc. The main content area is titled "Allegro - Download - Latest version" and "Downloads". It includes a text block about downloading releases of the Allegro 5 library, a set of tabs for different platforms (Source, Windows, MacOS X, Linux, iPhone, Miscellaneous files), and a section for "Allegro 5.2 source releases" with a table of available source code packages.

**Allegro**  
About  
Git repository  
License  
Examples  
Bug tracker  
Language bindings

**Downloads**  
Latest version  
Older versions  
Extra addons

**Documentation**  
Latest version  
All versions  
Tutorials  
Books  
Wiki

**Community**  
Forums  
Discord  
IRC  
Game Jams  
Mailing lists

**Misc**  
History  
Older news  
Logos  
DIGMID  
Links

### Allegro - Download - Latest version

#### Downloads

Here you can download releases of the Allegro 5 library.

Source	Windows	MacOS X	Linux	iPhone	Miscellaneous files
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Instructions on how to build Allegro for each of the supported platforms are included in the source packages, either in the README files, or in the docs/build subdirectory.

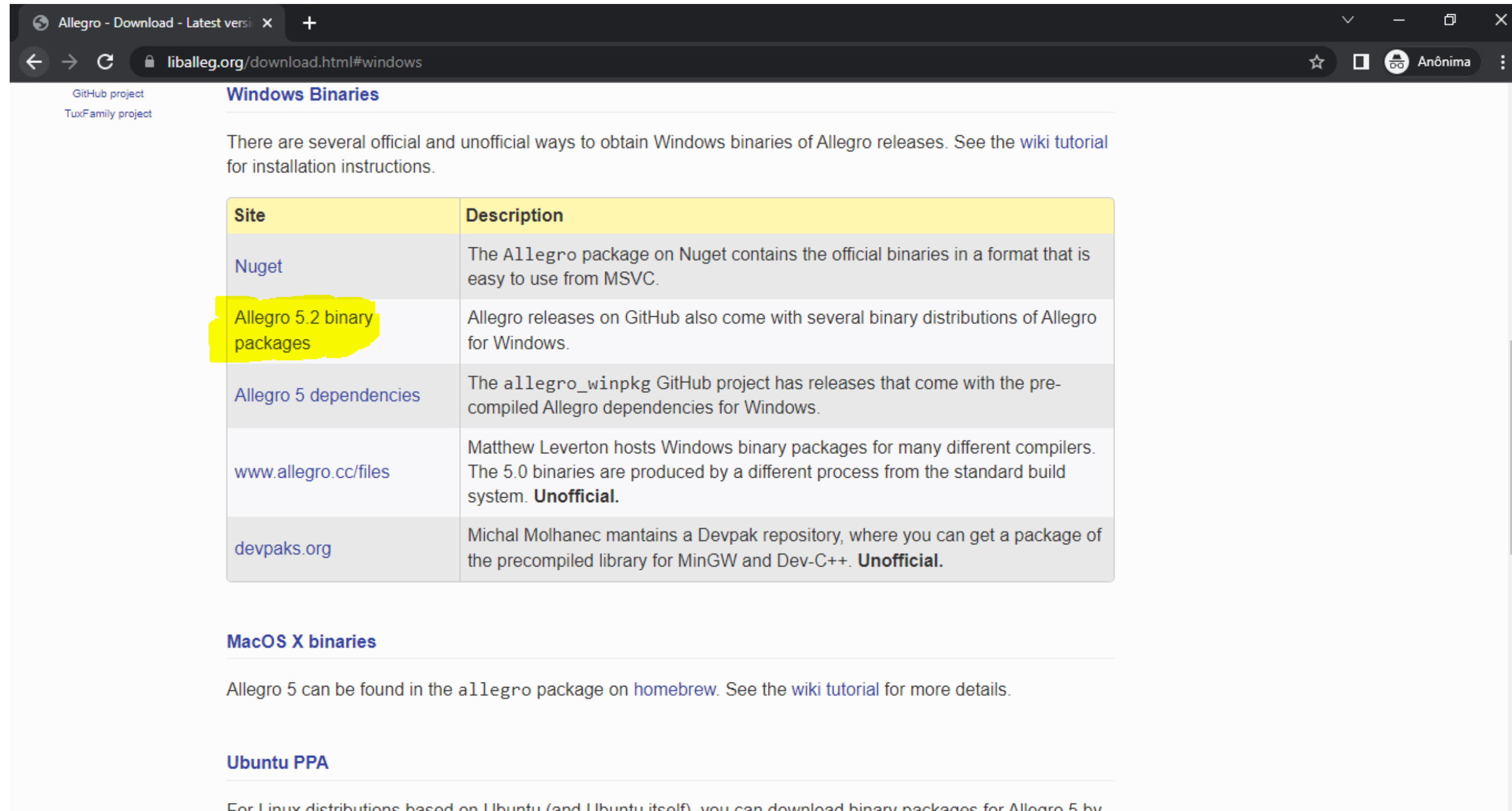
Additional installation instructions can be found on the [wiki](#).

#### Allegro 5.2 source releases

Allegro 5.2 supports **Unix** (Linux, FreeBSD, etc.), **Windows**, **macOS**, **Android** and **iPhone**. Allegro 5.2 is source compatible but not binary compatible with Allegro 5.0. You can read the [full change log](#).

Filename	Size	Description
<a href="#">allegro-5.2.8.0.zip</a>	10.4M	Source code for all platforms in Windows friendly format.
<a href="#">allegro-5.2.8.0.tar.gz</a>	9.4M	Source code for all platforms in Unix friendly format.
<a href="#">allegro-5.2.8.0.7z</a>	8.1M	Source code for all platforms in Windows friendly format.

### 3) No caso do Windows clique em **Allegro 5.2 binary packages**

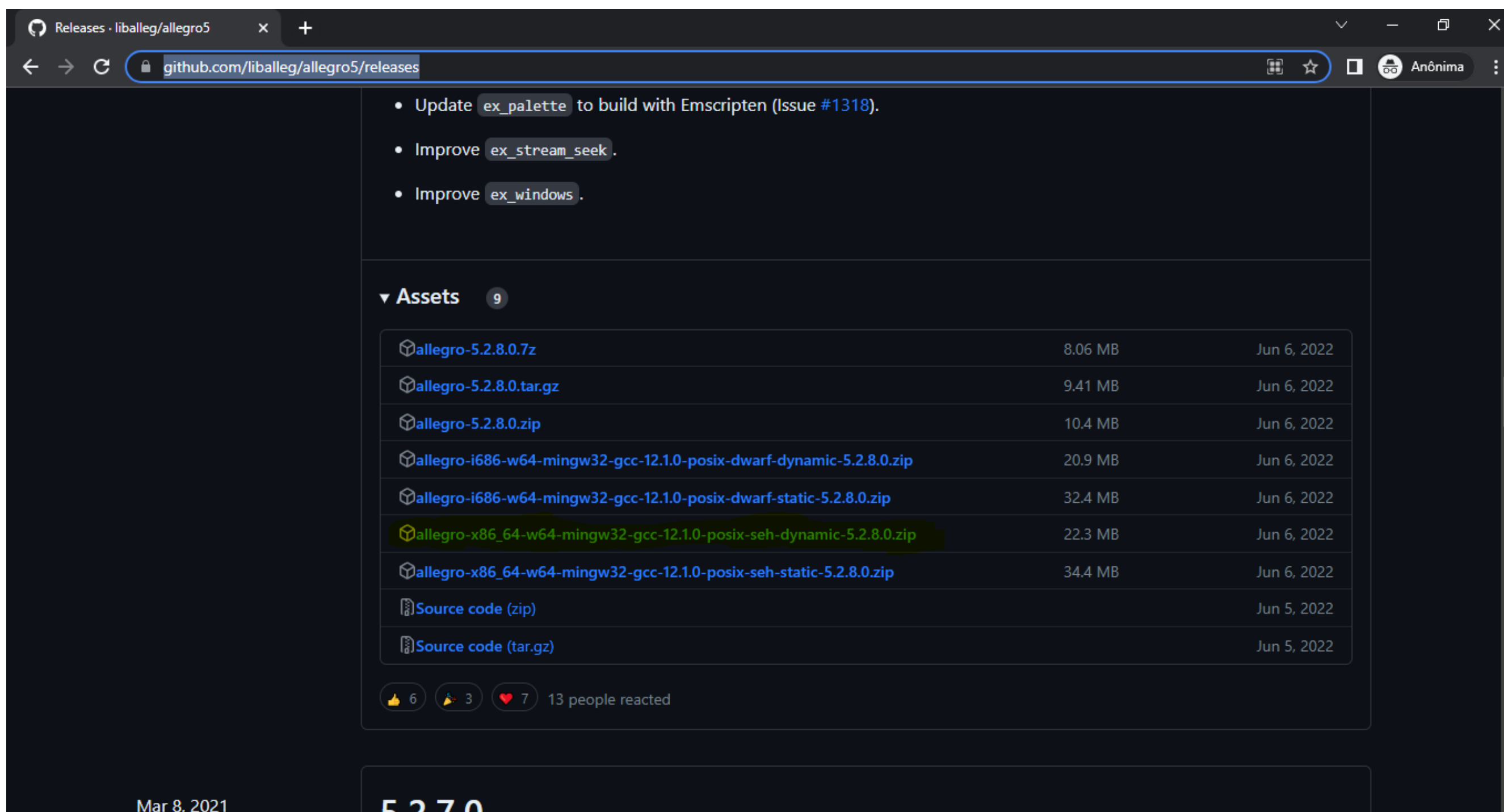


The screenshot shows a web browser window with the address bar displaying `liballeg.org/download.html#windows`. The page title is "Allegro - Download - Latest version". The main heading is "Windows Binaries". Below the heading, there is a paragraph: "There are several official and unofficial ways to obtain Windows binaries of Allegro releases. See the [wiki tutorial](#) for installation instructions."

Site	Description
<a href="#">Nuget</a>	The Allegro package on Nuget contains the official binaries in a format that is easy to use from MSVC.
<a href="#">Allegro 5.2 binary packages</a>	Allegro releases on GitHub also come with several binary distributions of Allegro for Windows.
<a href="#">Allegro 5 dependencies</a>	The <code>allegro_winpkg</code> GitHub project has releases that come with the pre-compiled Allegro dependencies for Windows.
<a href="#">www.allegro.cc/files</a>	Matthew Levertton hosts Windows binary packages for many different compilers. The 5.0 binaries are produced by a different process from the standard build system. <b>Unofficial.</b>
<a href="#">devpaks.org</a>	Michal Molhanec maintains a Devpak repository, where you can get a package of the precompiled library for MinGW and Dev-C++. <b>Unofficial.</b>

Below the table, there are sections for "MacOS X binaries" and "Ubuntu PPA". The "MacOS X binaries" section states: "Allegro 5 can be found in the `allegro` package on [homebrew](#). See the [wiki tutorial](#) for more details." The "Ubuntu PPA" section states: "For Linux distributions based on Ubuntu (and Ubuntu itself) you can download binary packages for Allegro 5 by..."

4) Dessa até o meio da página na aba Assets e baixe a versão marcada abaixo (ou clique na imagem)



Releases · liballeg/allegro5

github.com/liballeg/allegro5/releases

- Update `ex_palette` to build with Emscripten (Issue #1318).
- Improve `ex_stream_seek`.
- Improve `ex_windows`.

▼ Assets 9

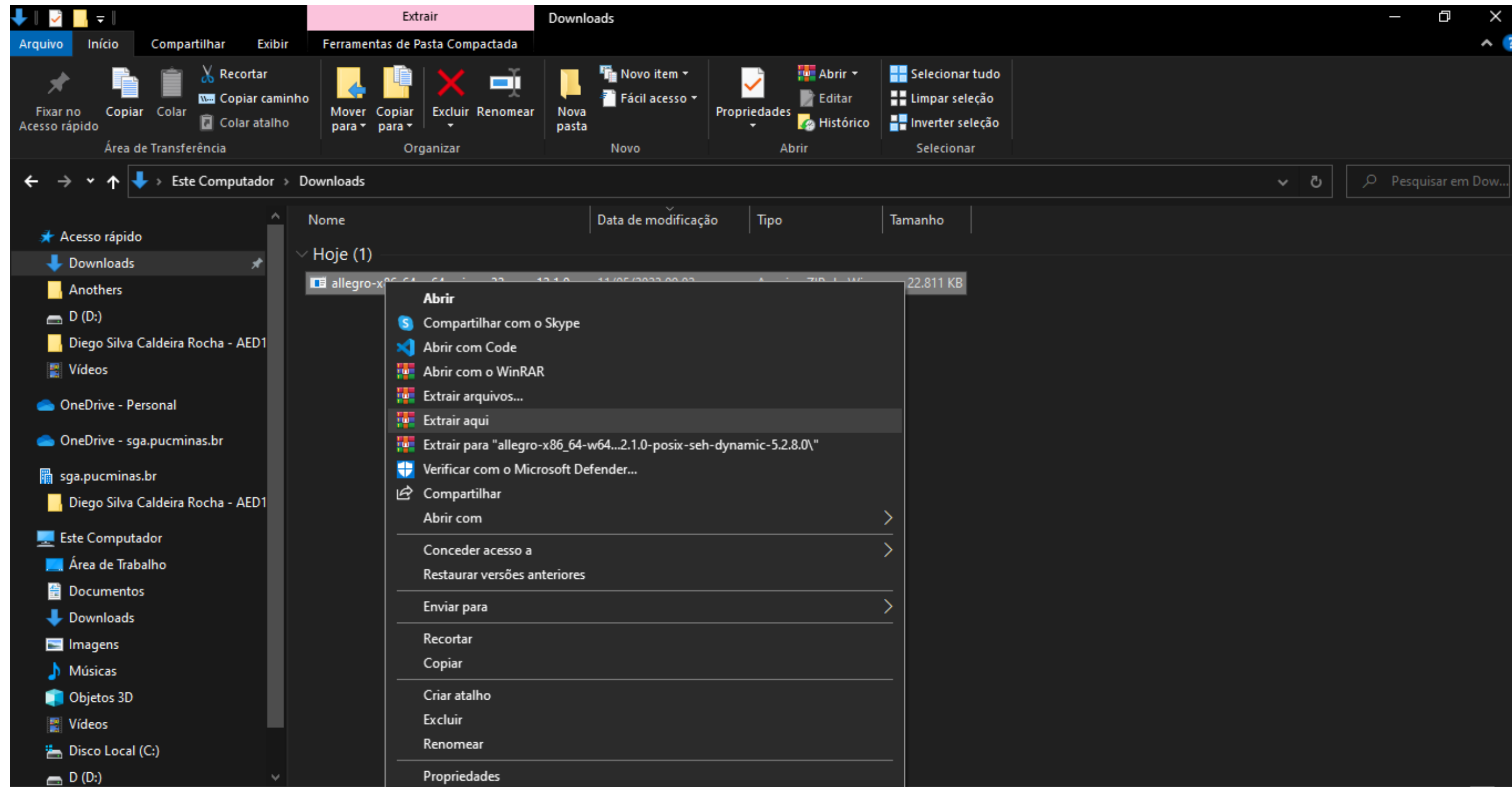
<a href="#">allegro-5.2.8.0.7z</a>	8.06 MB	Jun 6, 2022
<a href="#">allegro-5.2.8.0.tar.gz</a>	9.41 MB	Jun 6, 2022
<a href="#">allegro-5.2.8.0.zip</a>	10.4 MB	Jun 6, 2022
<a href="#">allegro-i686-w64-mingw32-gcc-12.1.0-posix-dwarf-dynamic-5.2.8.0.zip</a>	20.9 MB	Jun 6, 2022
<a href="#">allegro-i686-w64-mingw32-gcc-12.1.0-posix-dwarf-static-5.2.8.0.zip</a>	32.4 MB	Jun 6, 2022
<a href="#">allegro-x86_64-mingw32-gcc-12.1.0-posix-seh-dynamic-5.2.8.0.zip</a>	22.3 MB	Jun 6, 2022
<a href="#">allegro-x86_64-mingw32-gcc-12.1.0-posix-seh-static-5.2.8.0.zip</a>	34.4 MB	Jun 6, 2022
<a href="#">Source code (zip)</a>		Jun 5, 2022
<a href="#">Source code (tar.gz)</a>		Jun 5, 2022

👍 6 🗨️ 3 ❤️ 7 13 people reacted

Mar 8, 2021

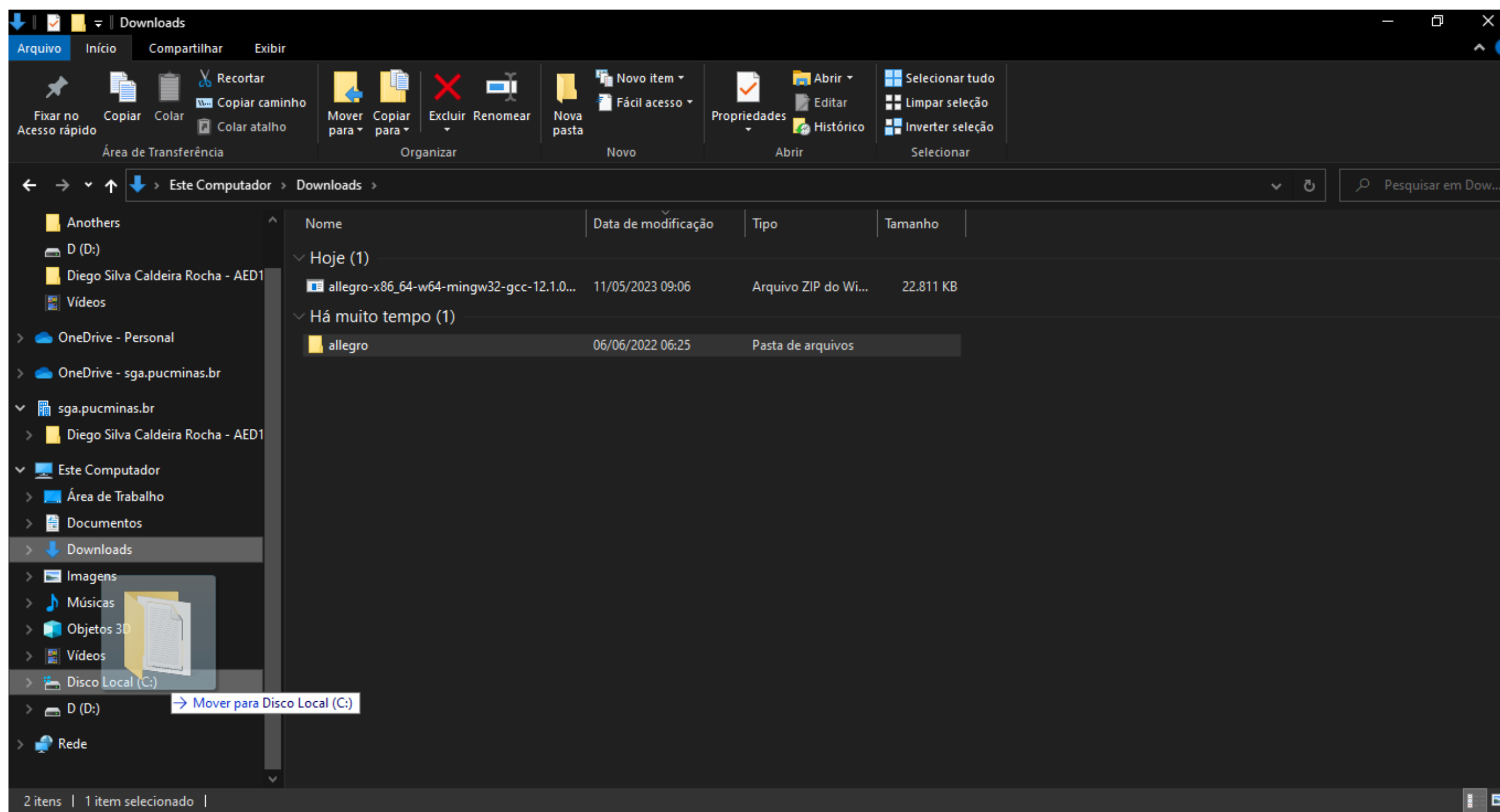
5.2.7.0

## 5) Extraia ou descompacte o arquivo que foi baixado



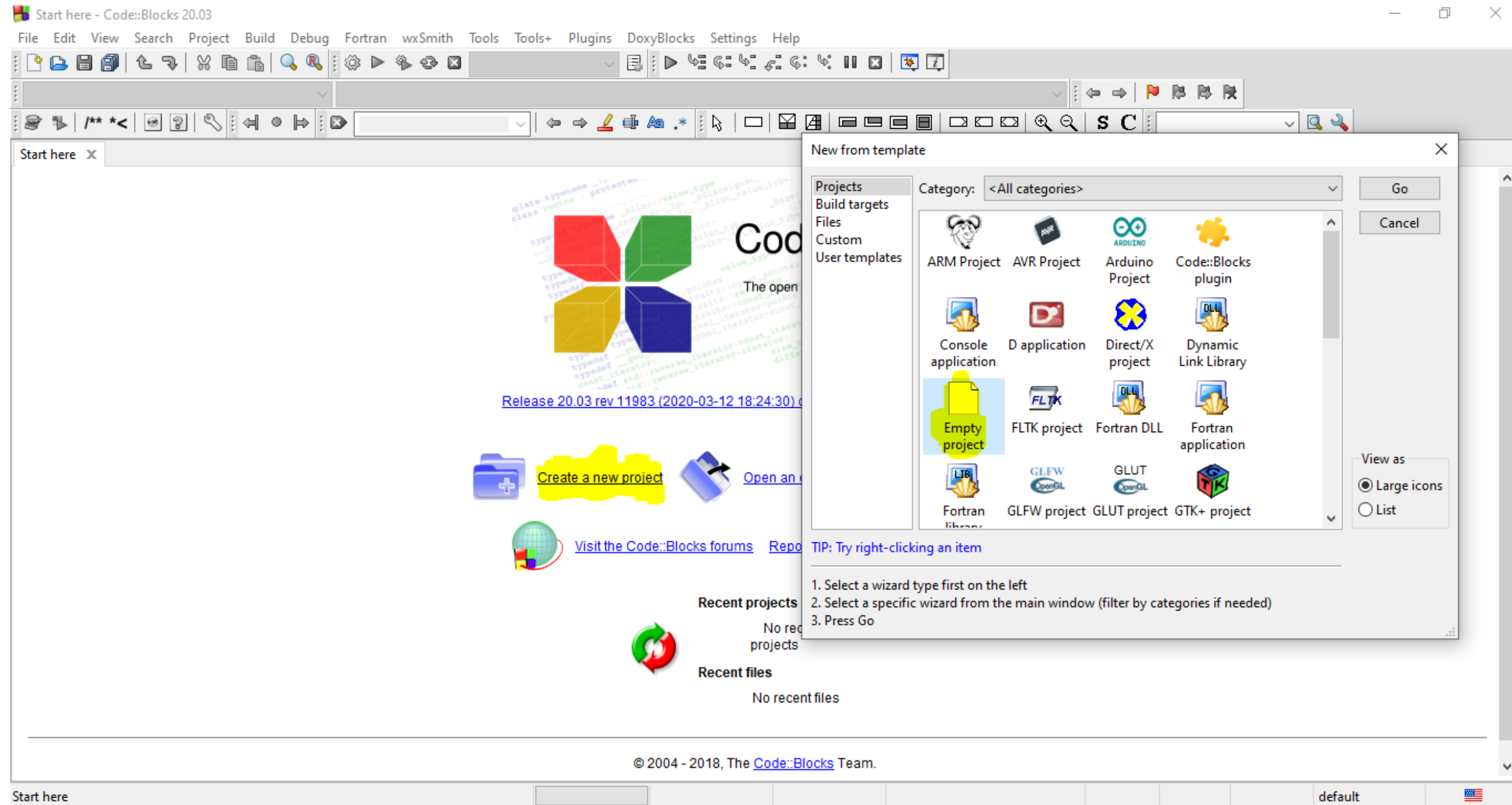


## 6) Mova allegro pra uma pasta que você se lembrará recomendamos que seja na pasta raiz: Disco Local (C:)

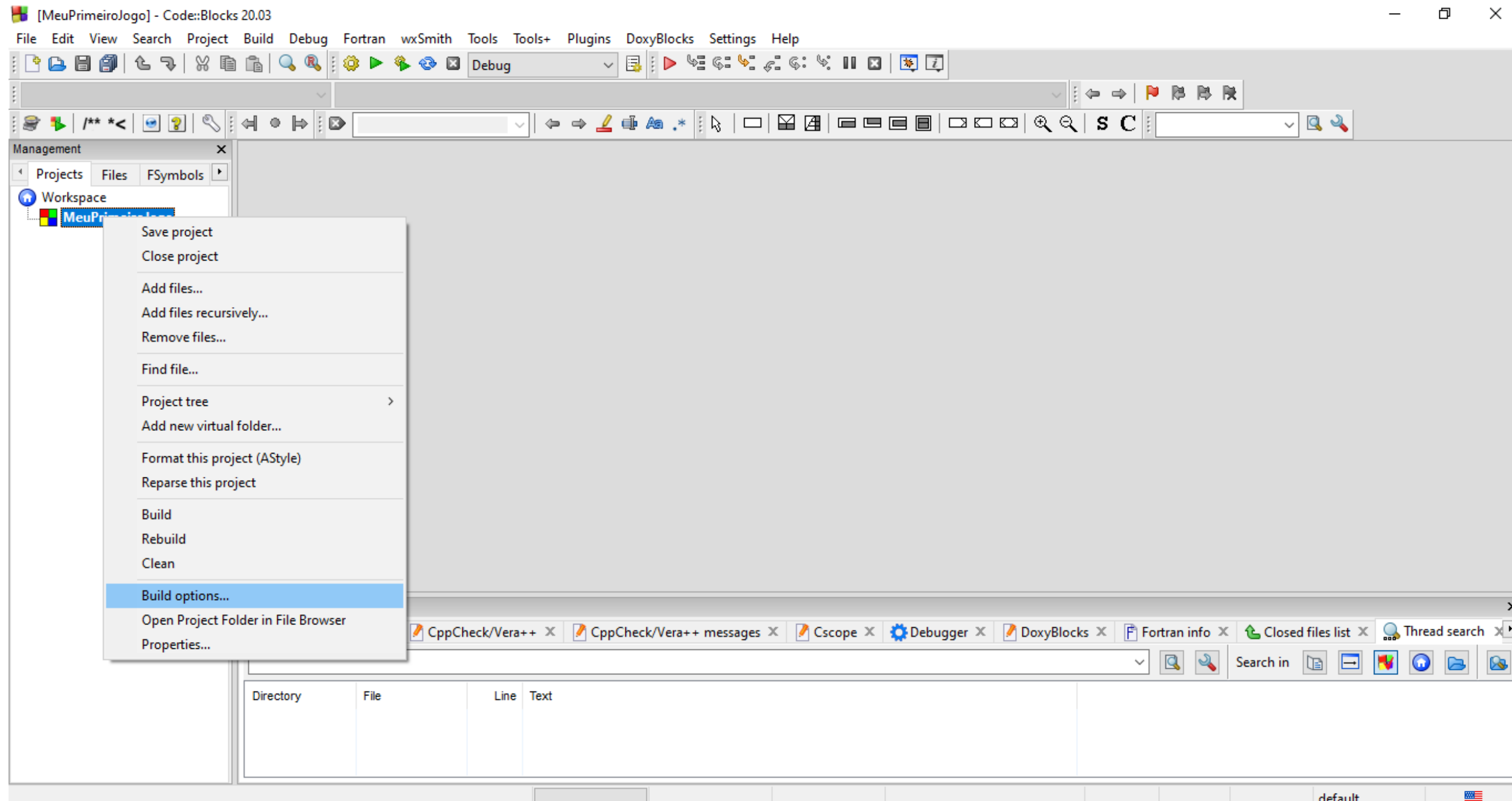




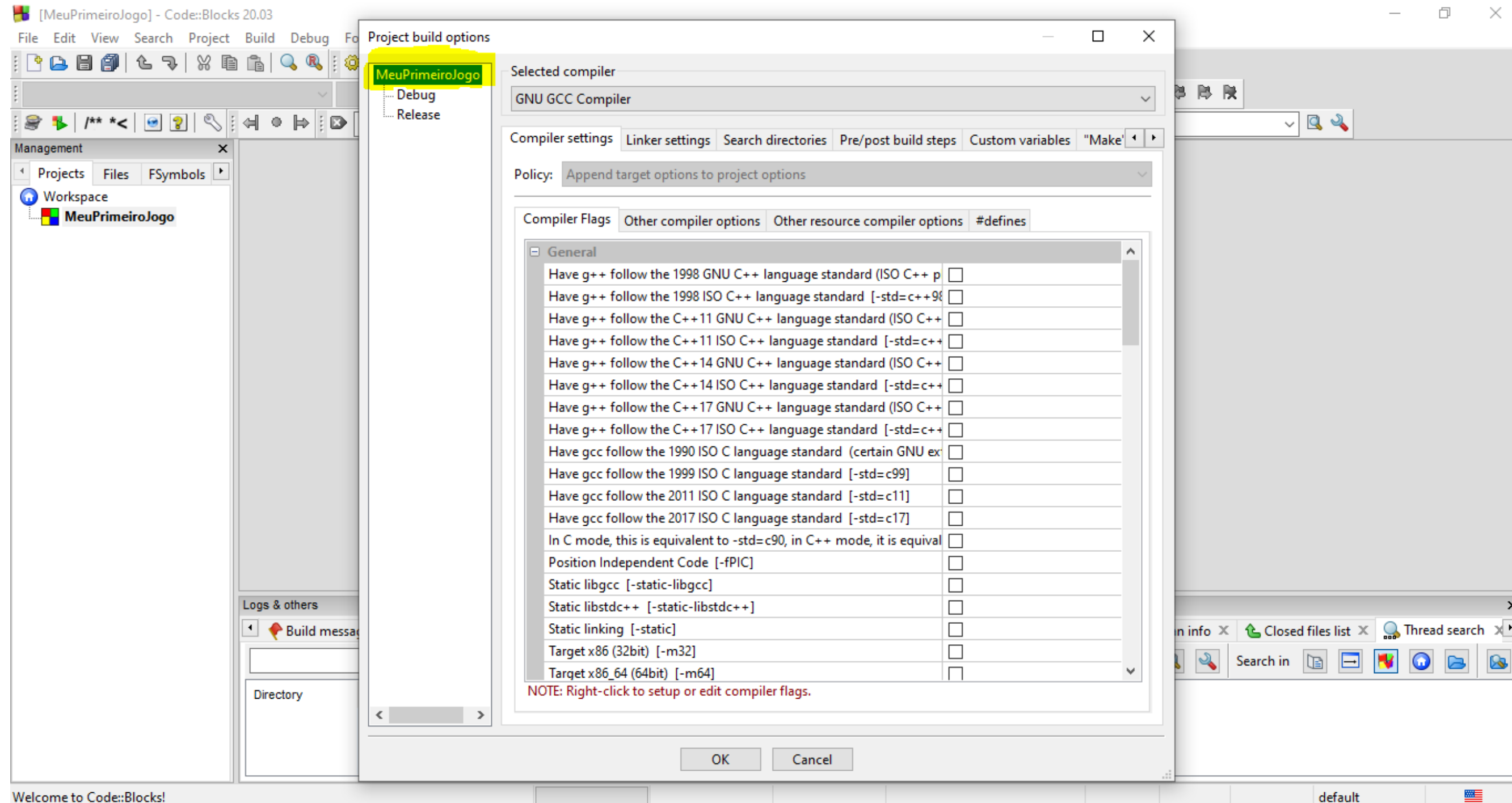
# 7) Crie um novo projeto vazio no Code::Blocks



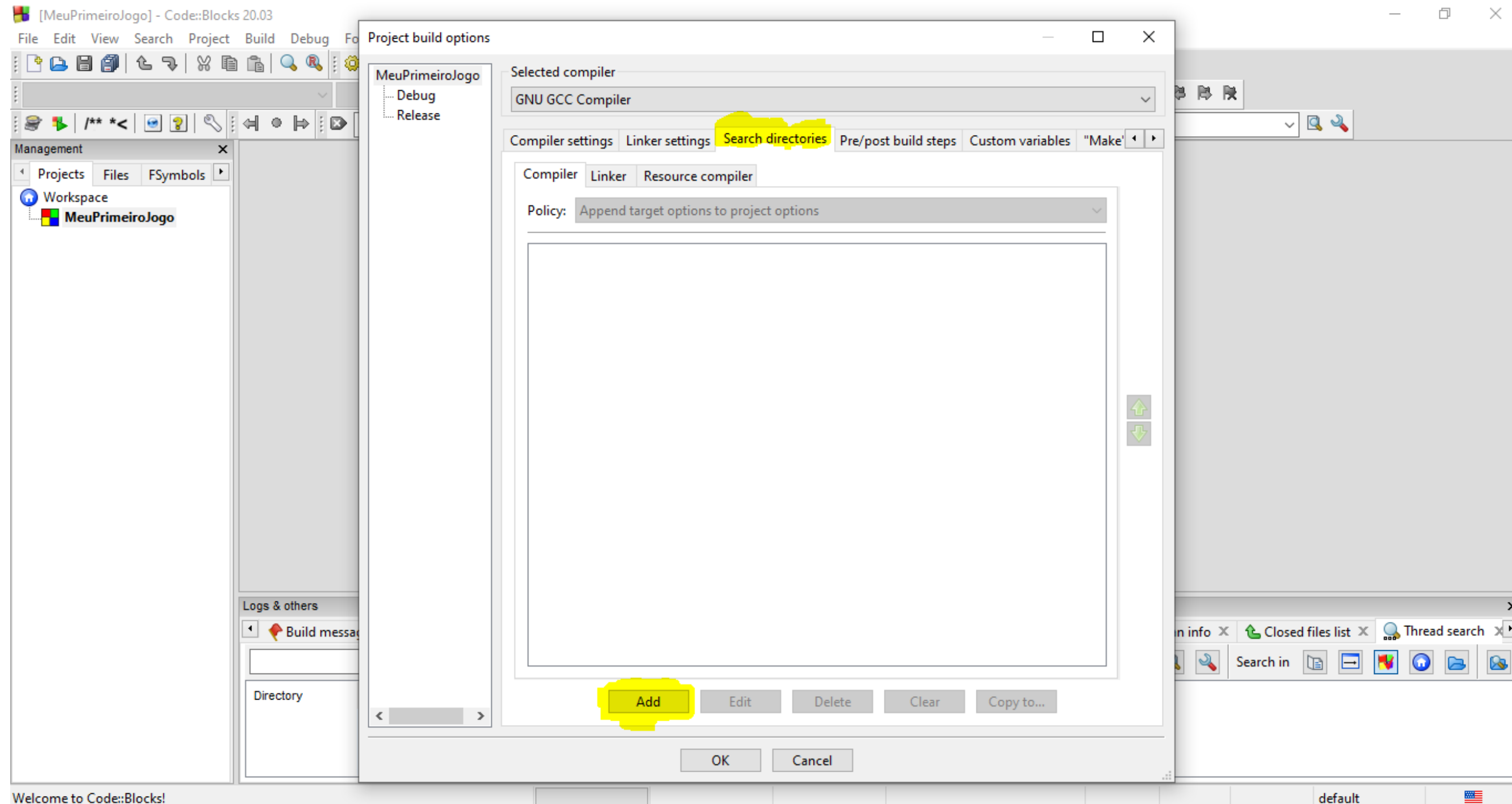
## 8) Clique com o botão direito sobre o projeto e selecione a opção "Build options..."



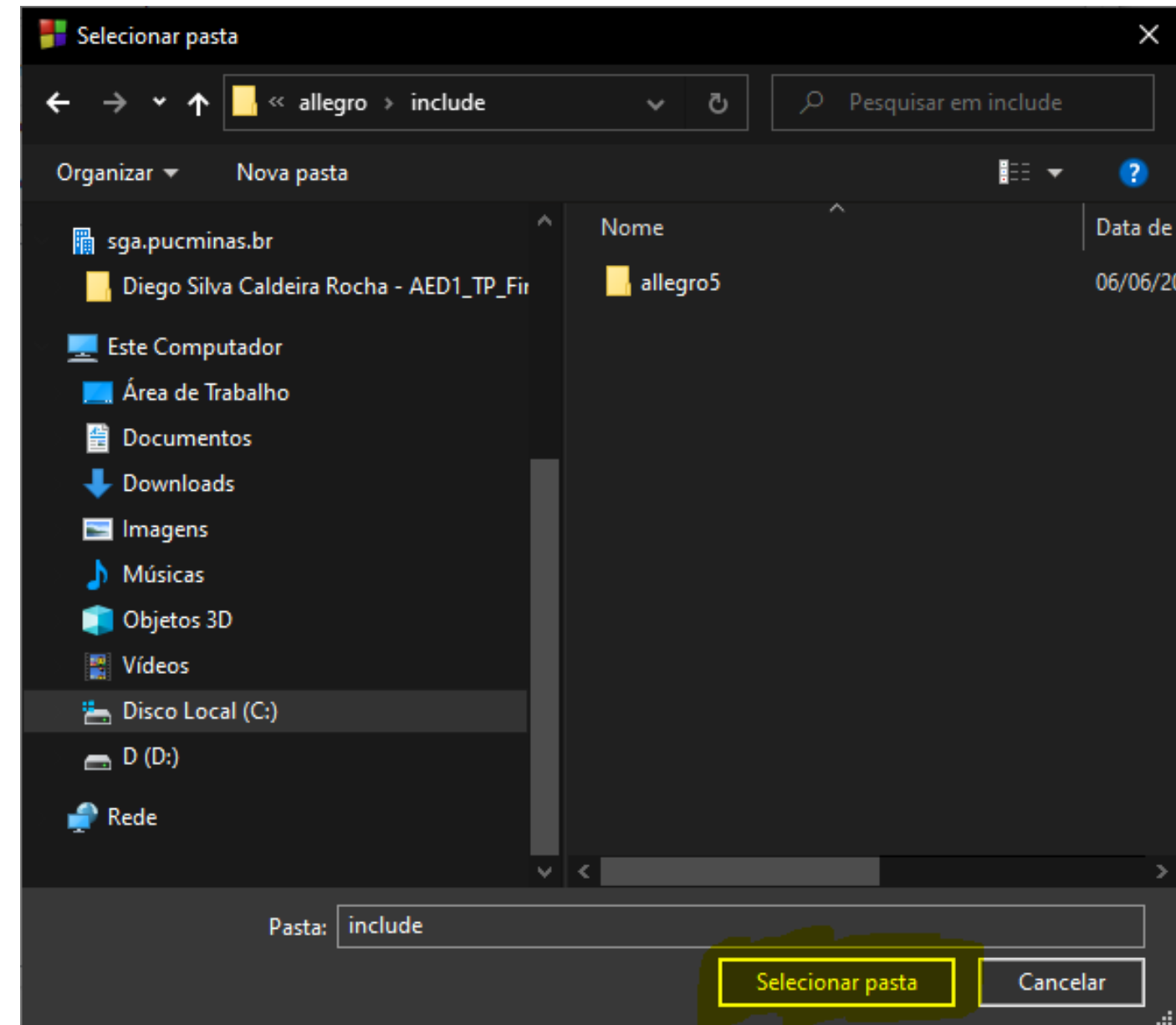
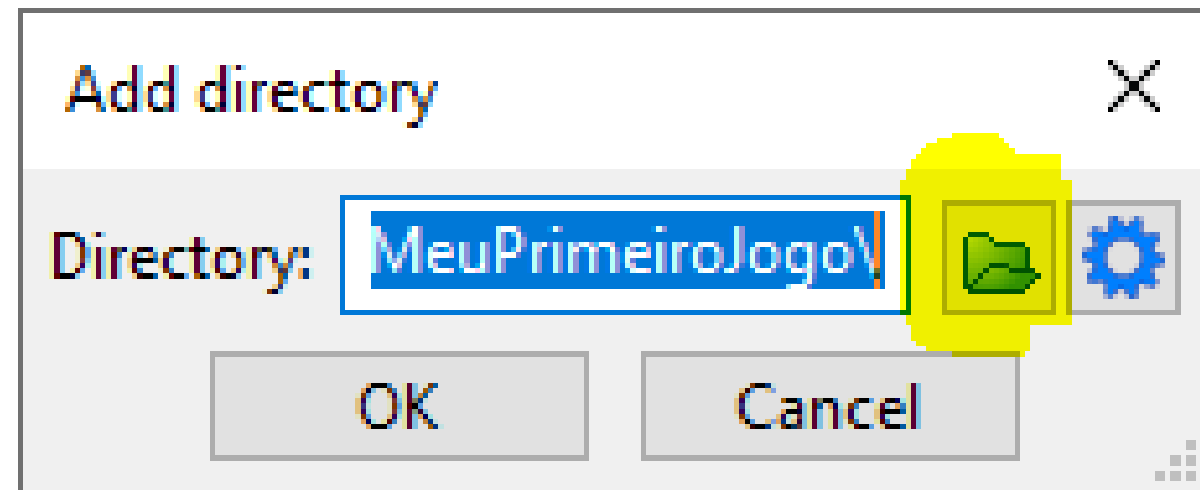
## 9) Selecione "MeuPrimeiroJogo" (ou qualquer que tenha sido o nome do seu projeto)



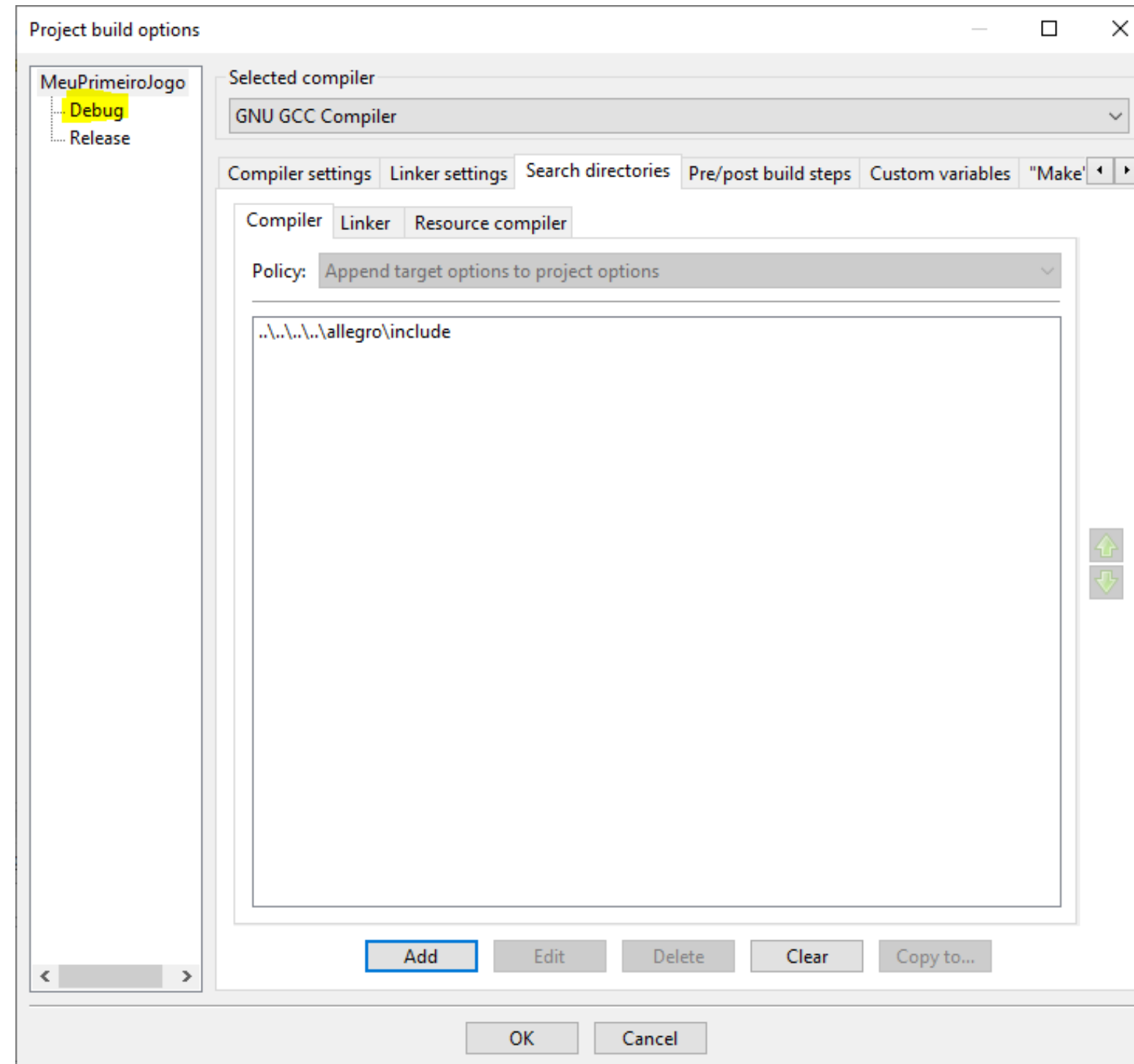
## 10) Vá até "Search directories" e clique em "Add"



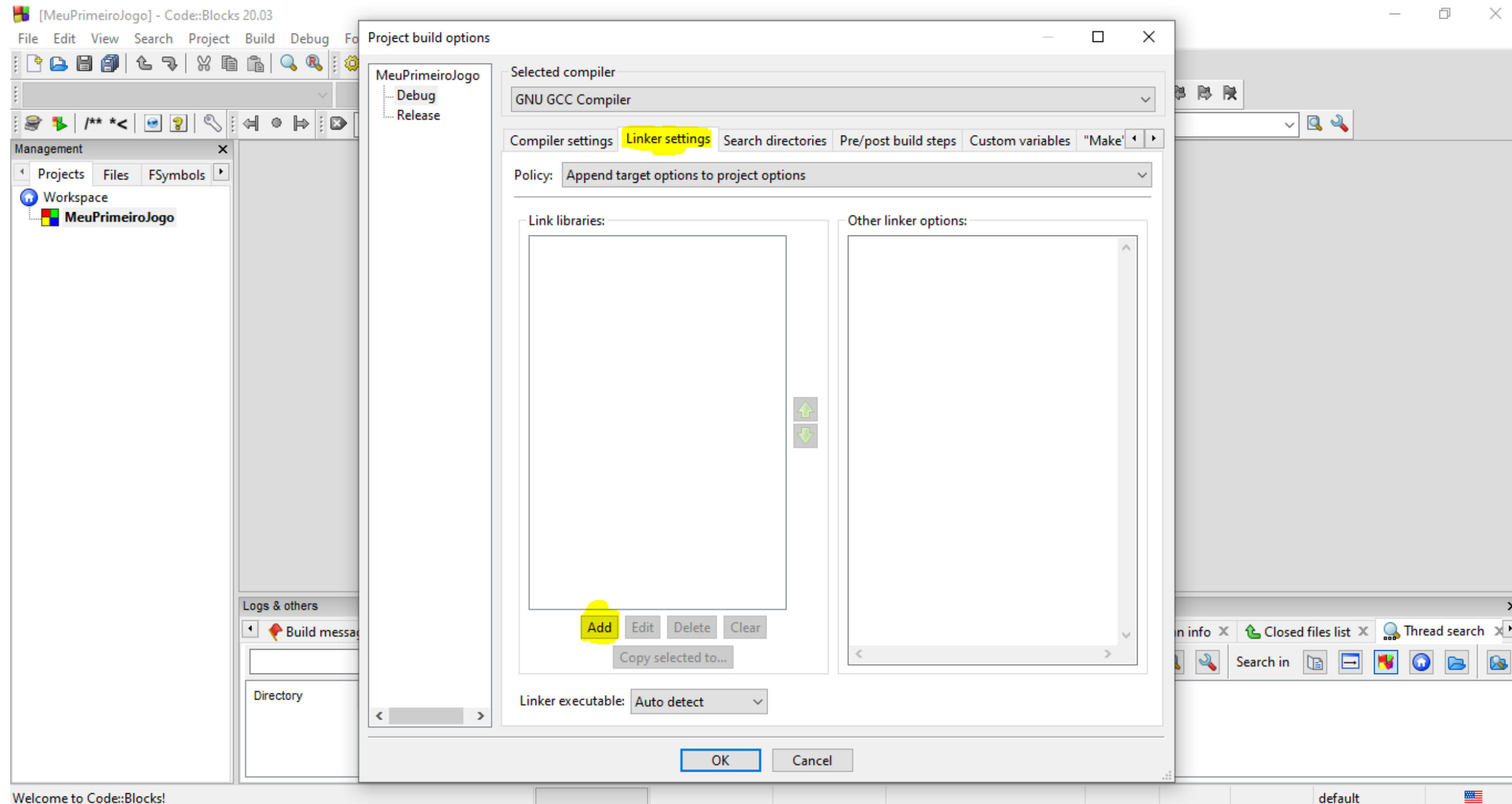
**11) Clique em "Selecionar pasta", encontre a pasta "allegro" e depois vá em "include" e sem clicar na pasta "allegro5" confirme**



# 12) Confirme todas as caixas de dialogo e depois vá em "Debug"

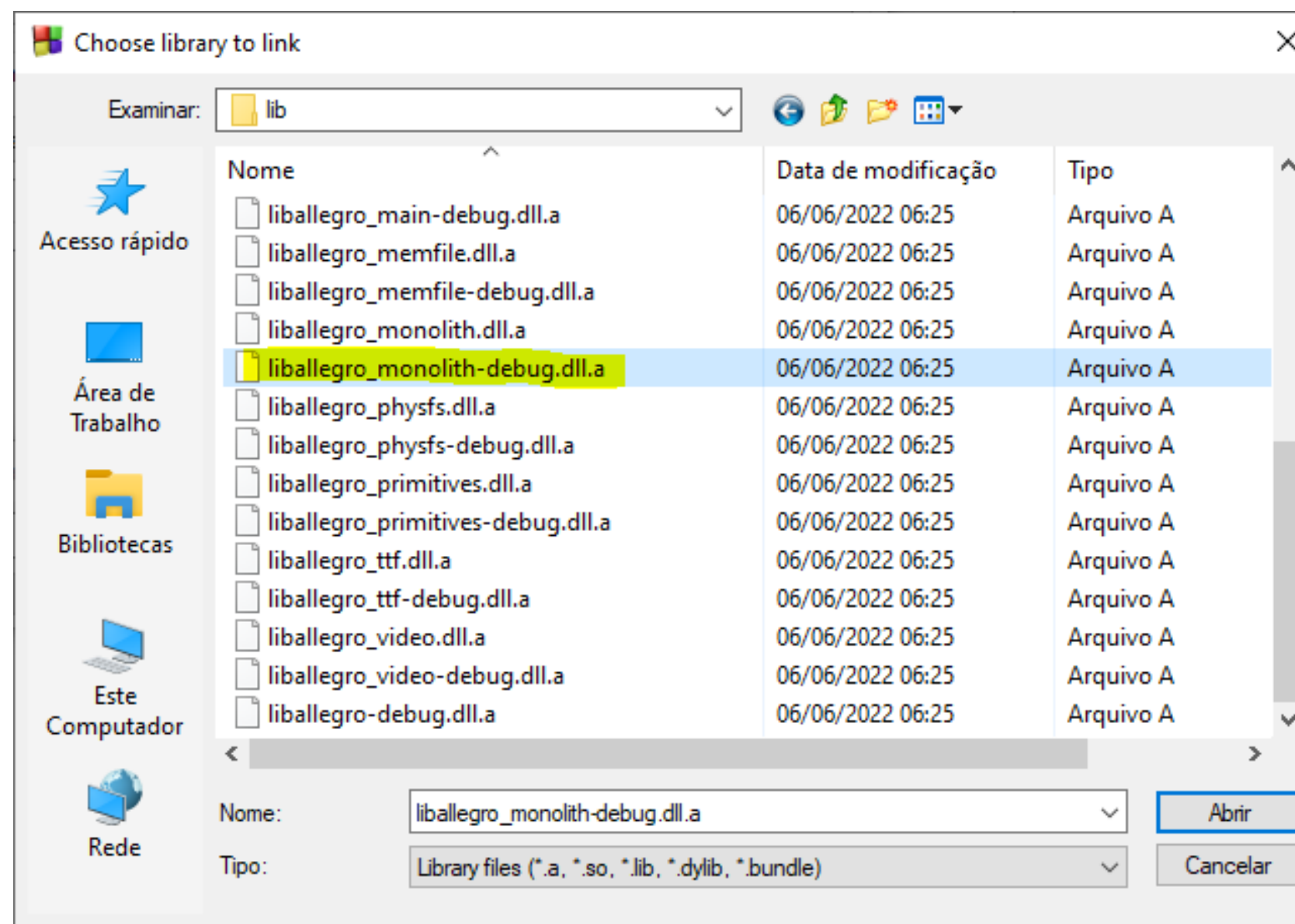
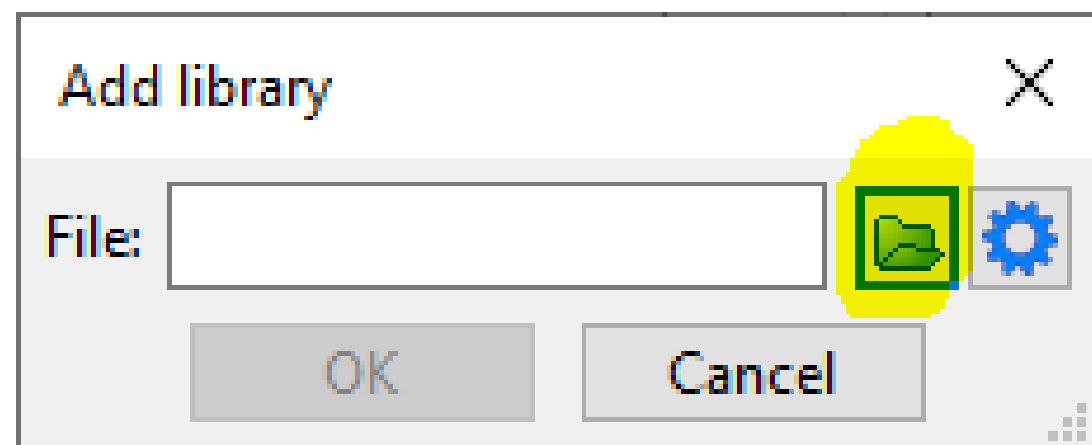


## 13) Em "Debug" vá até "linker settings" e selecione "Add" novamente

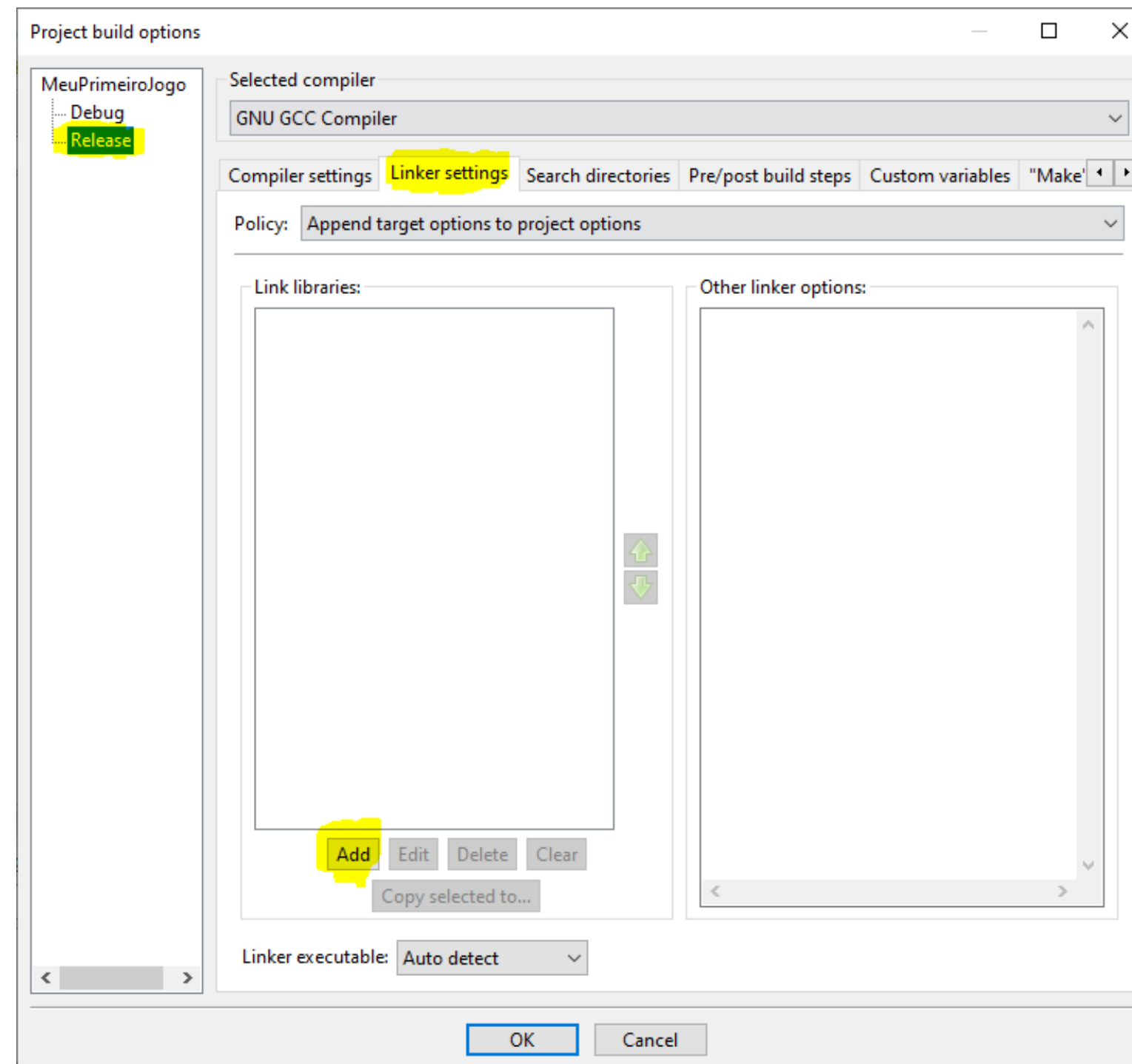




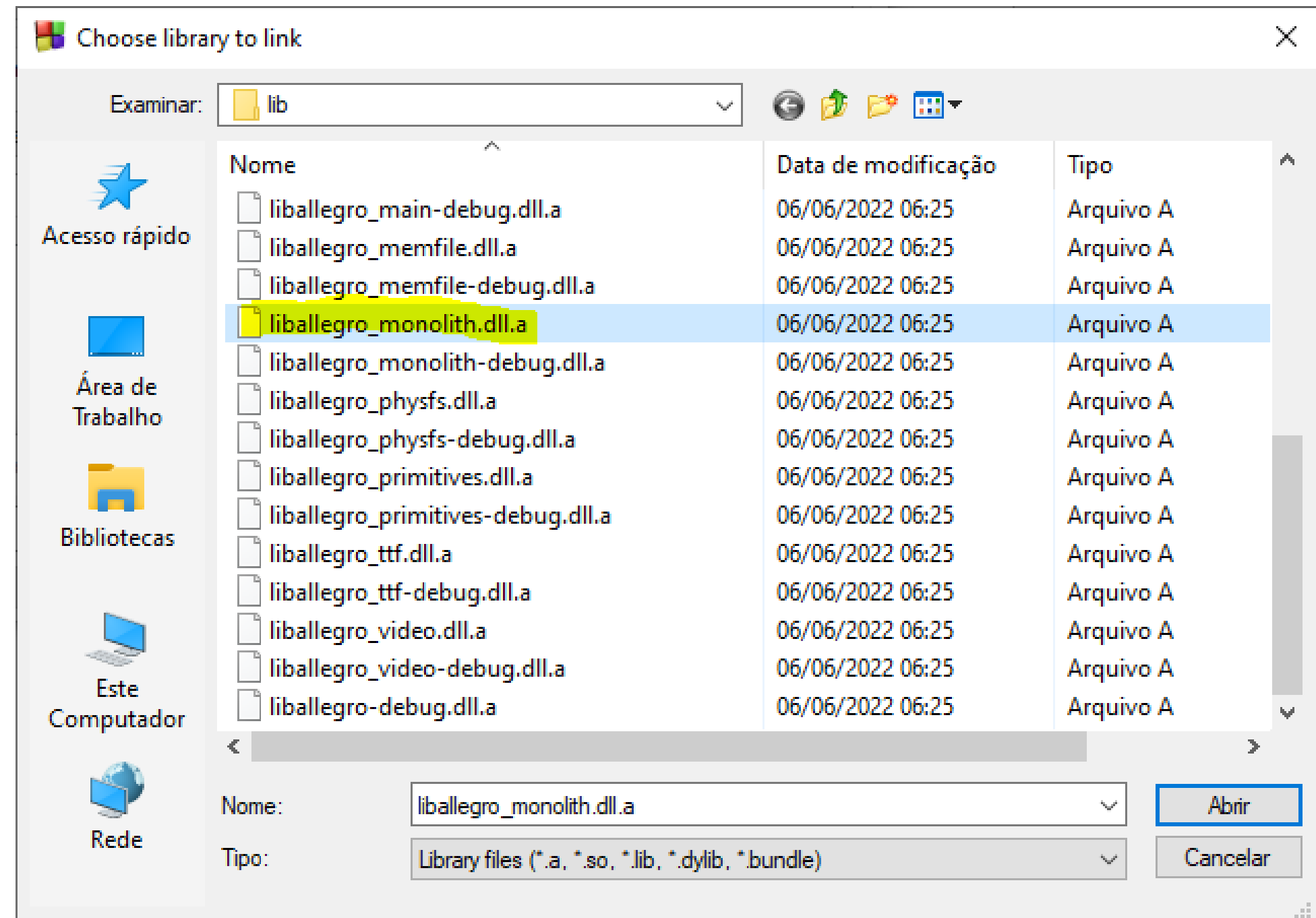
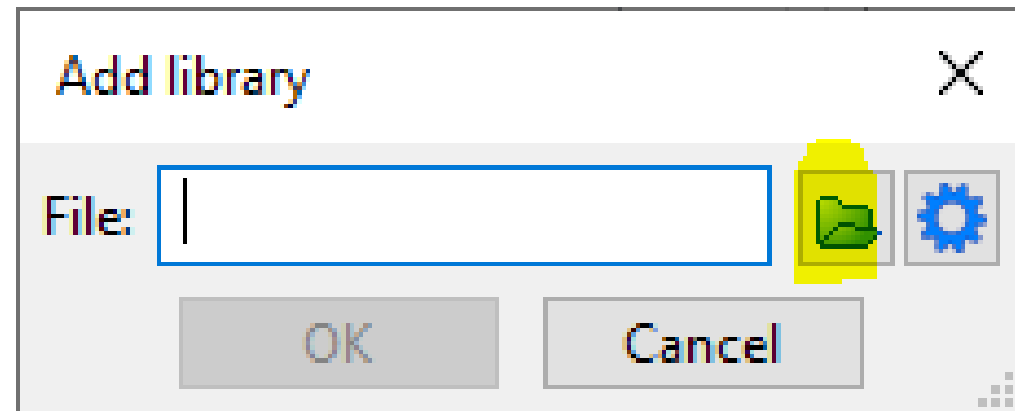
**14) Vá em "Selecionar arquivo" e dentro da pasta "lib" que está na pasta "allegro" selecione "liballegro\_monolith-debug.dll.a"**



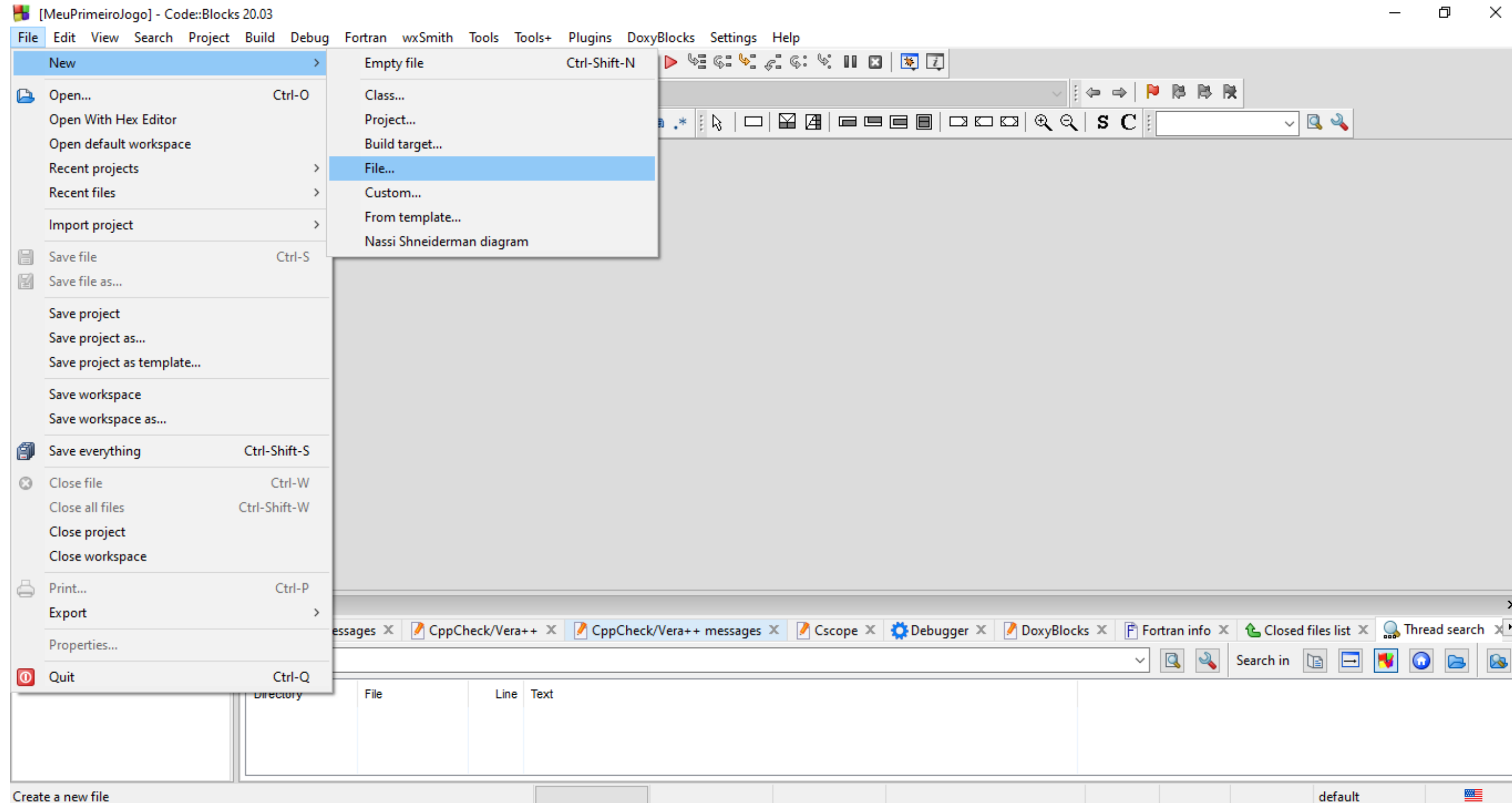
**15) Agora vá em "Release" ainda em "Linker settings" clique em "Add"**



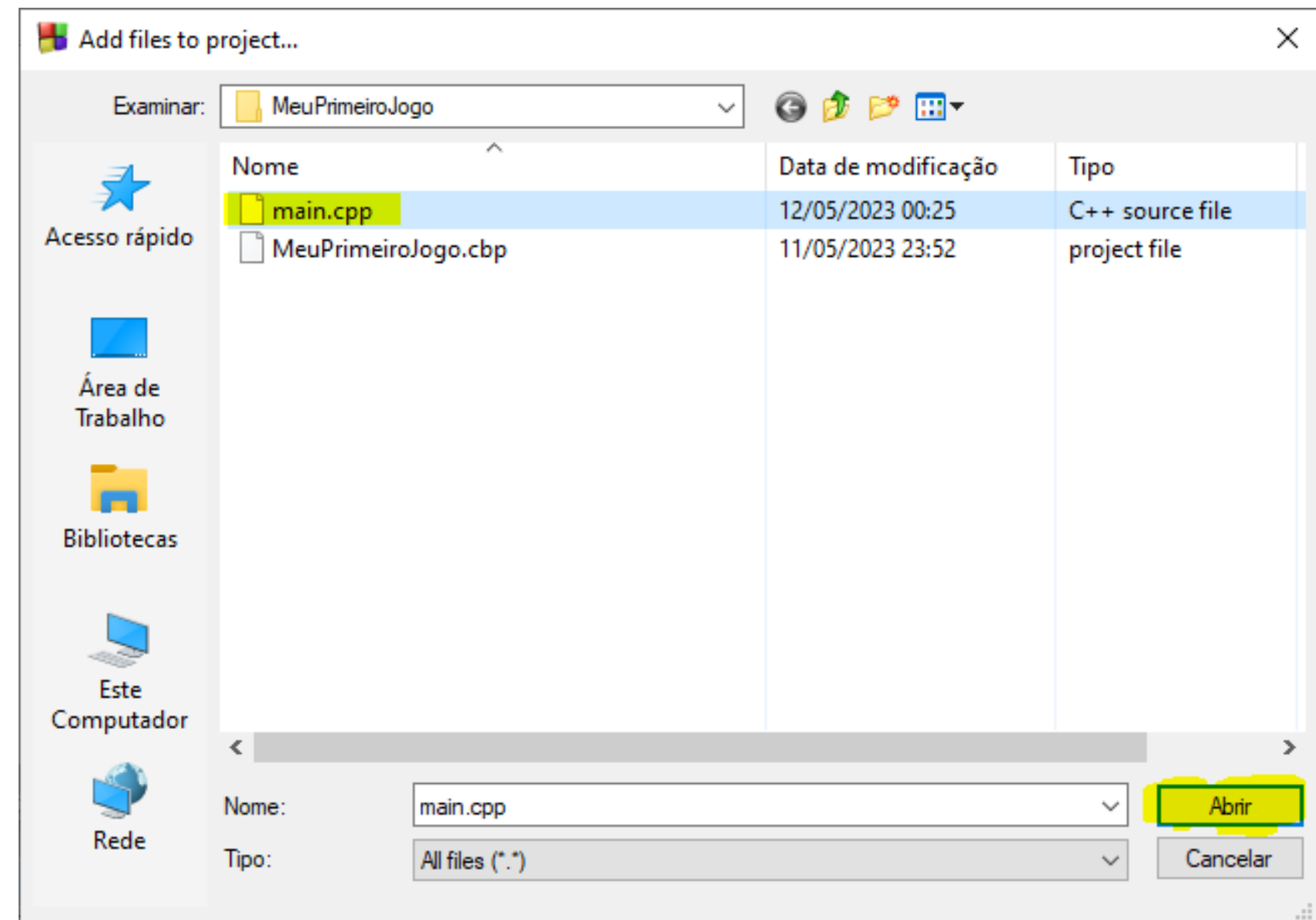
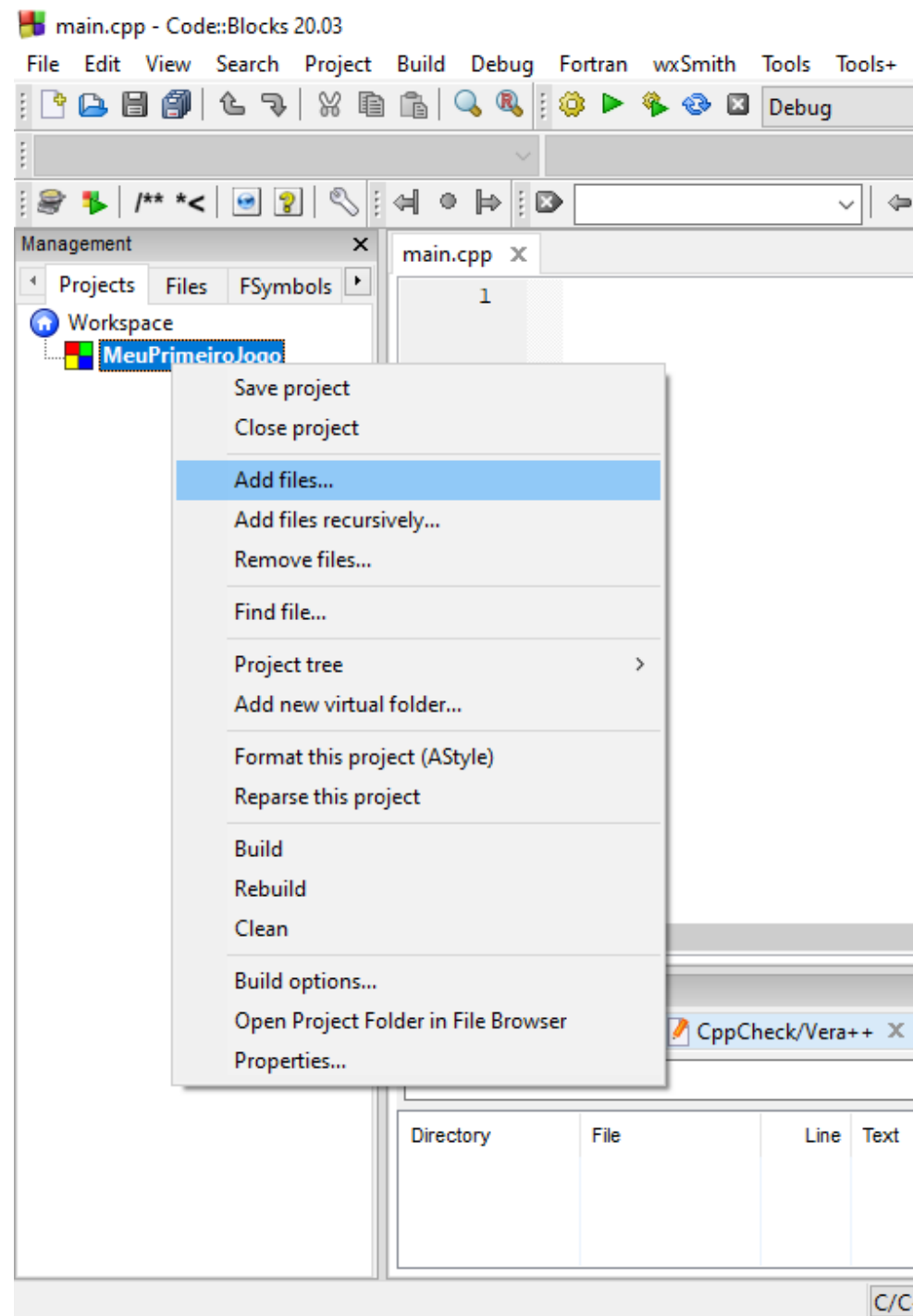
**16) Vá mais uma vez em "Selecionar arquivo" e escolha "liballegro\_monolith.dll.a" que também está na pasta lib**



# 17) Crie um arquivo "main.cpp"



# 18) Adicione o arquivo criado ao projeto



# 19) Cole o código ao lado no "main.cpp"

```
#include <iostream>
#include <allegro5/allegro.h>
#include <allegro5/allegro_native_dialog.h>
```

```
using namespace std;
```

```
int main()
{
    ALLEGRO_DISPLAY* display;

    if(!al_init())
    {
        cout<< "Nao foi possivel inicializar o allegro";
    }

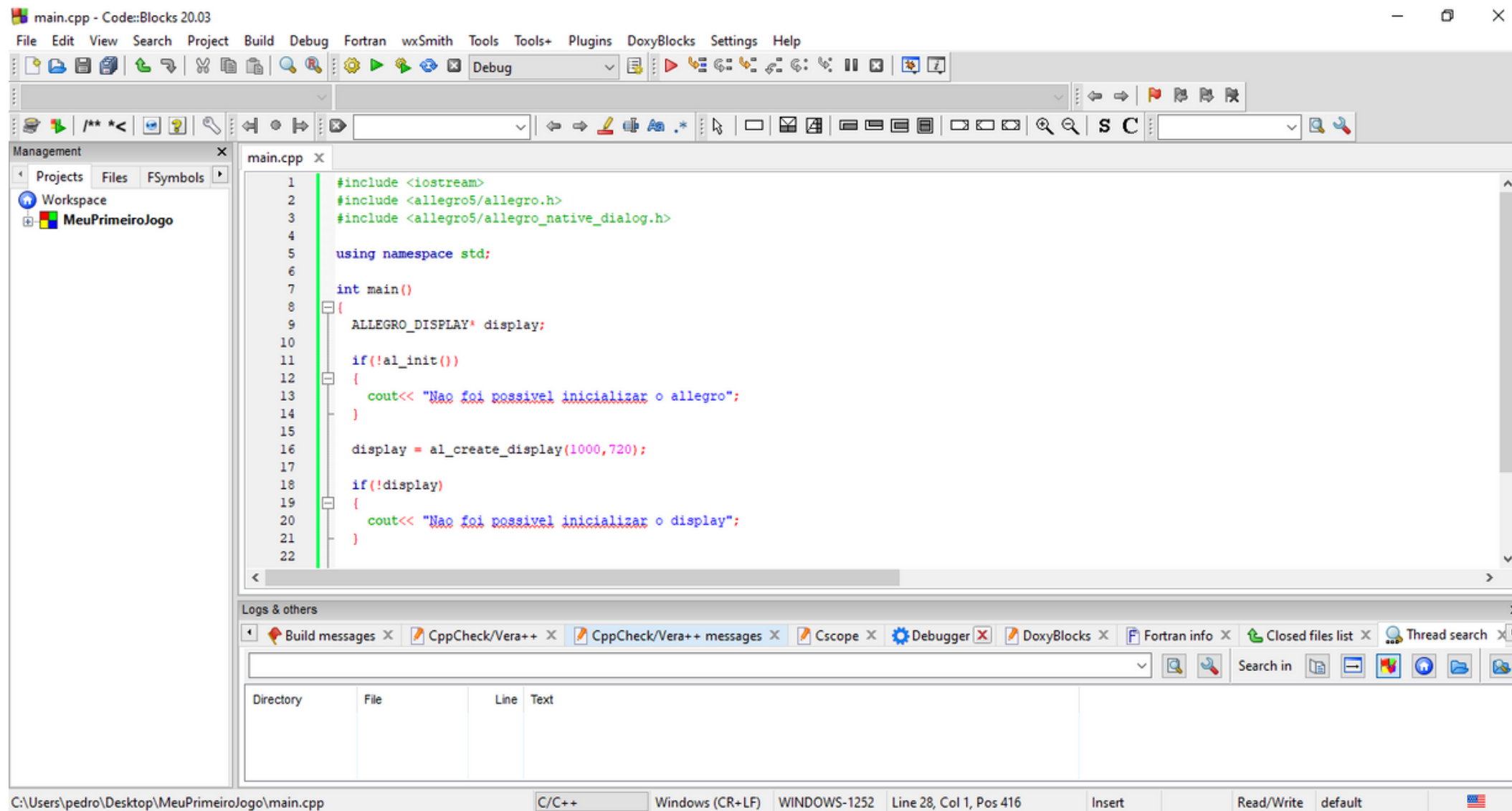
    display = al_create_display(1000,720);

    if(!display)
    {
        cout<< "Nao foi possivel inicializar o display";
    }

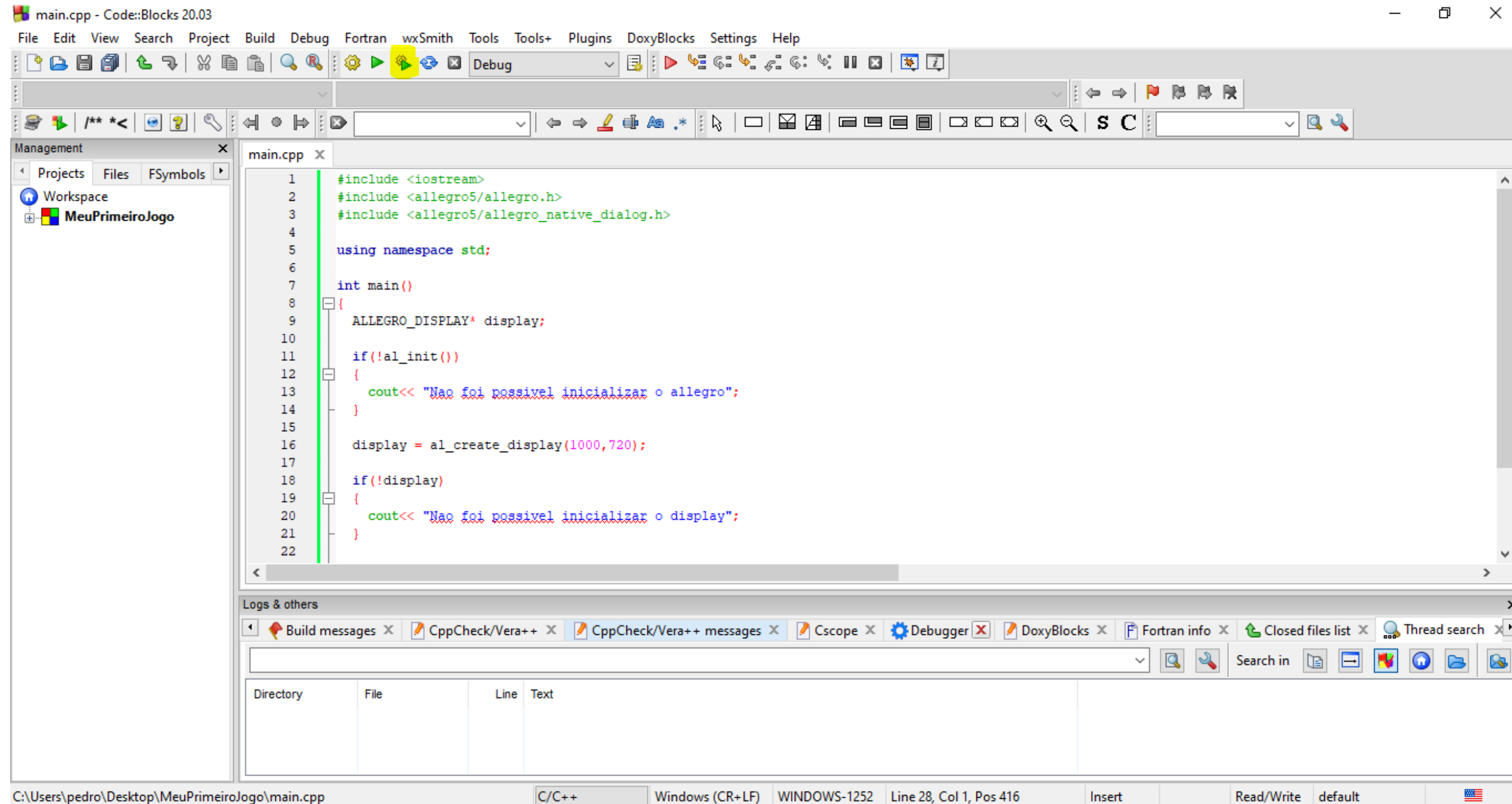
    al_rest(2.0);

    return 0;

}
```

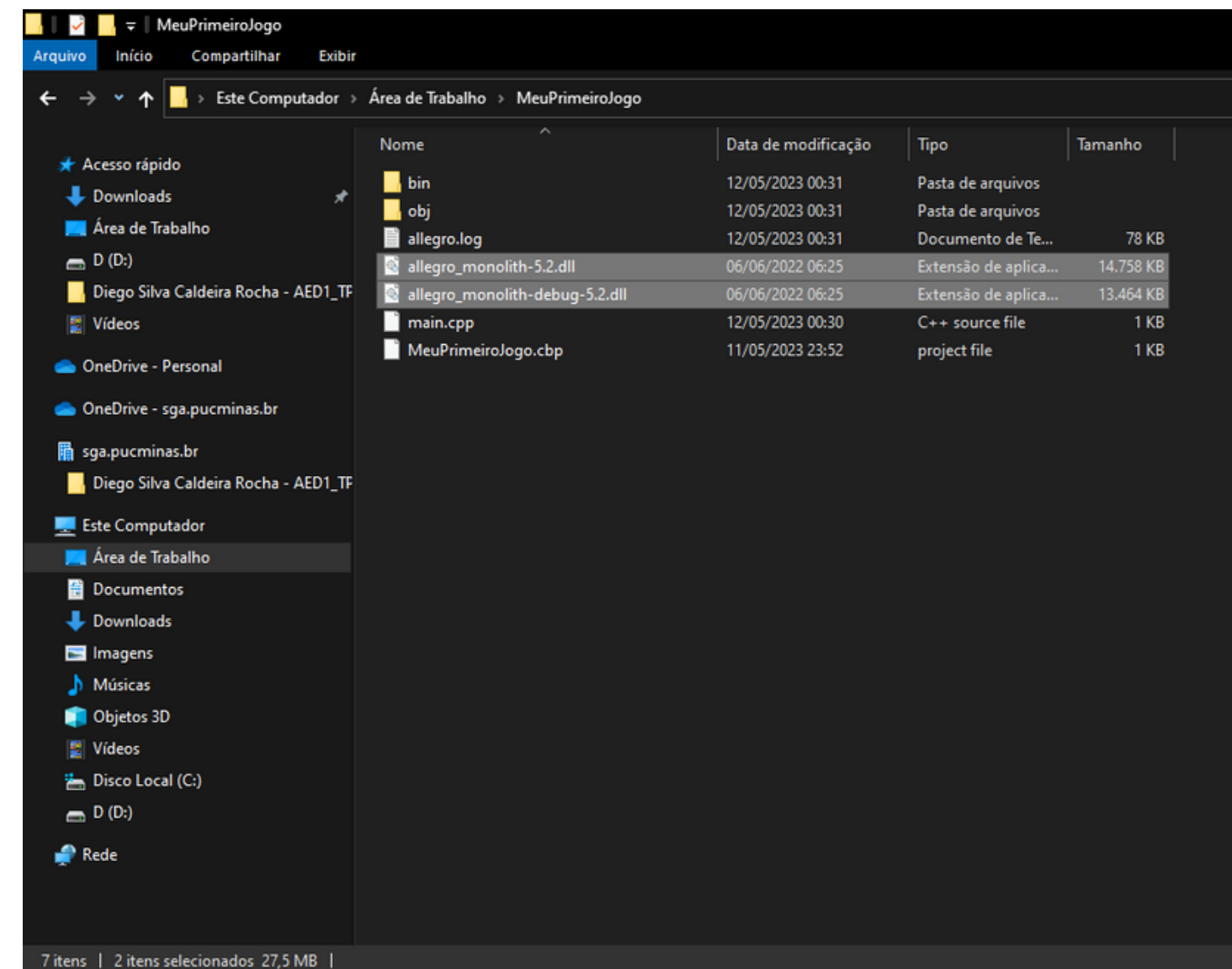
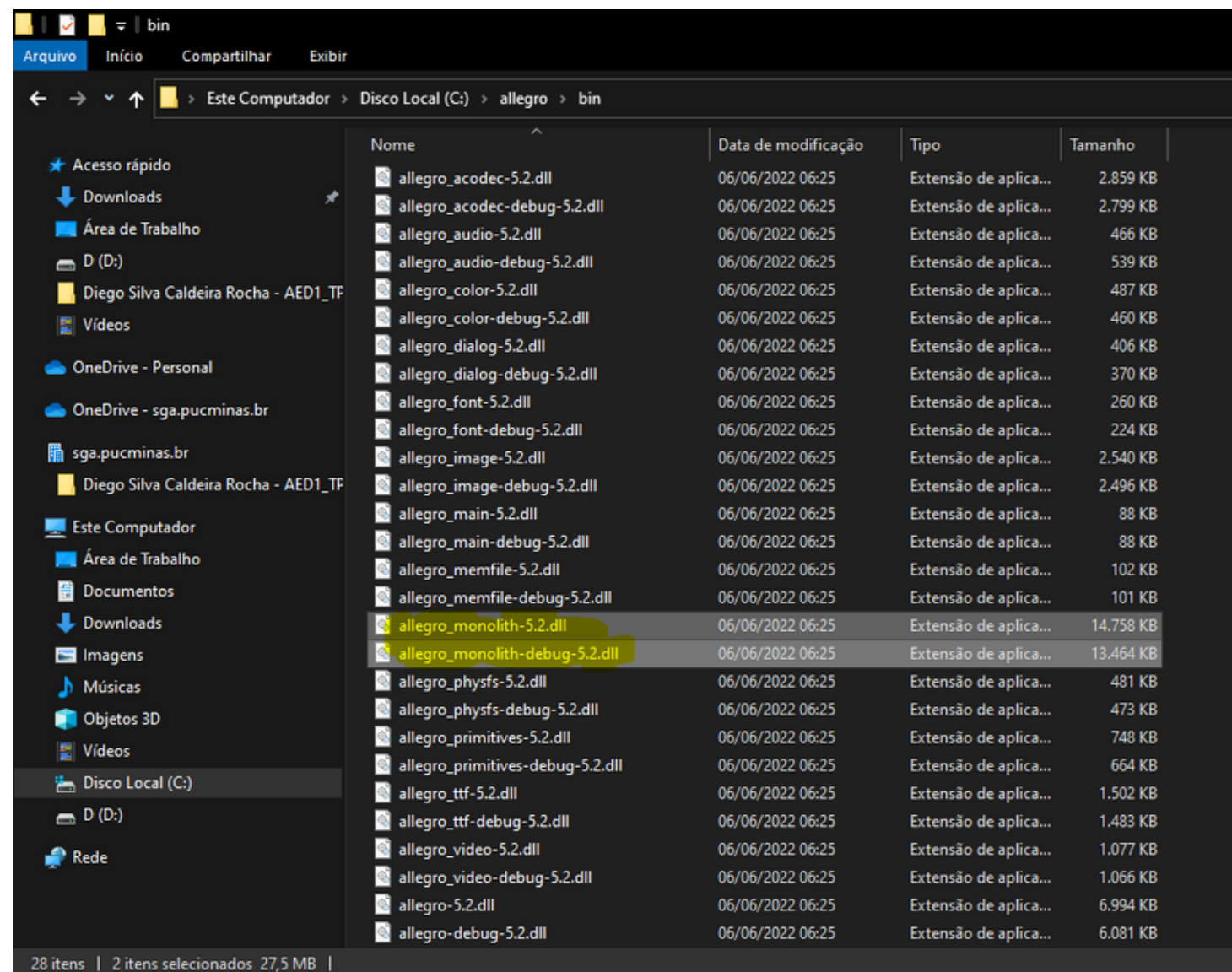


## 20) Execute o código e espere por um erro

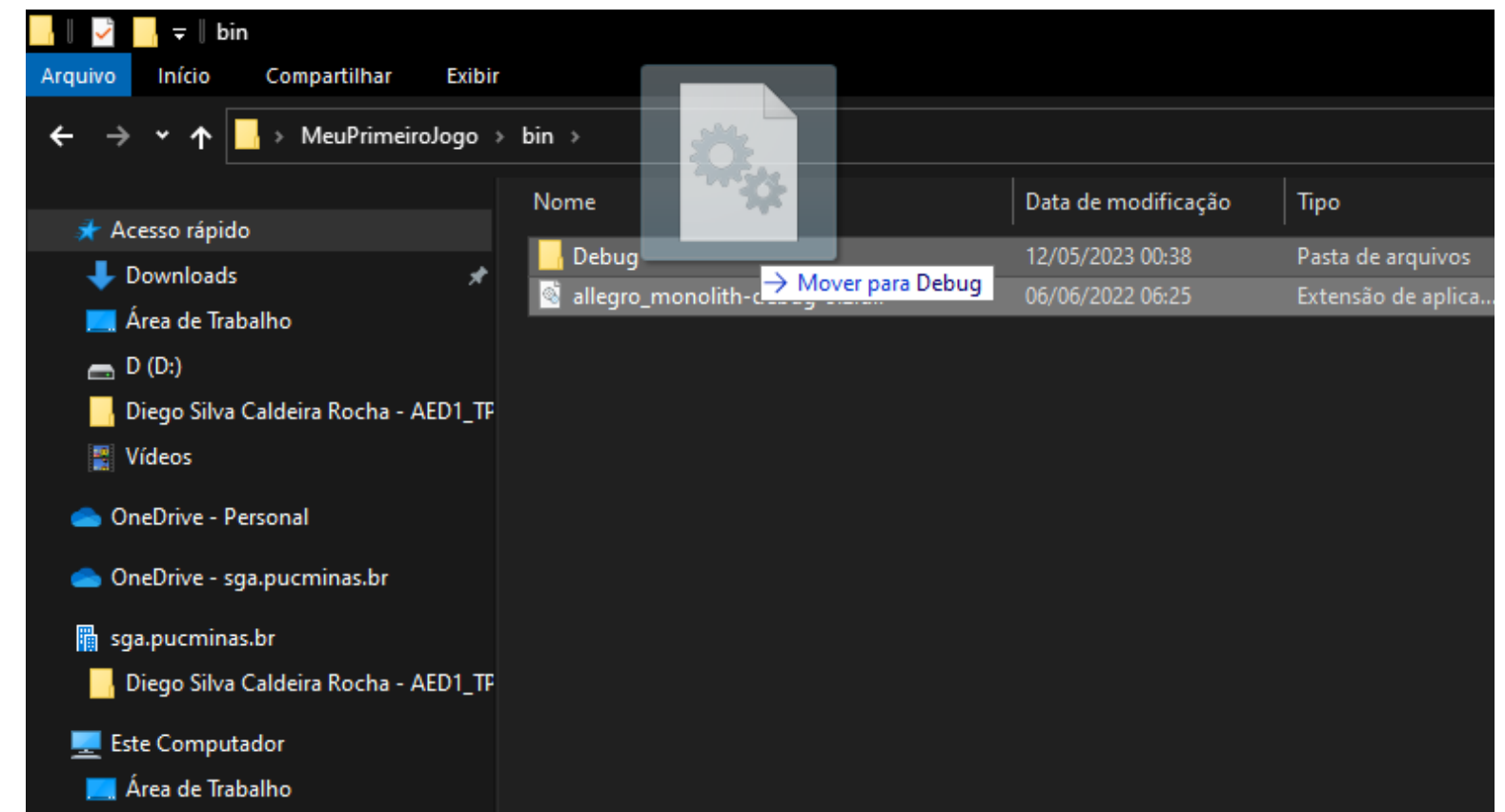
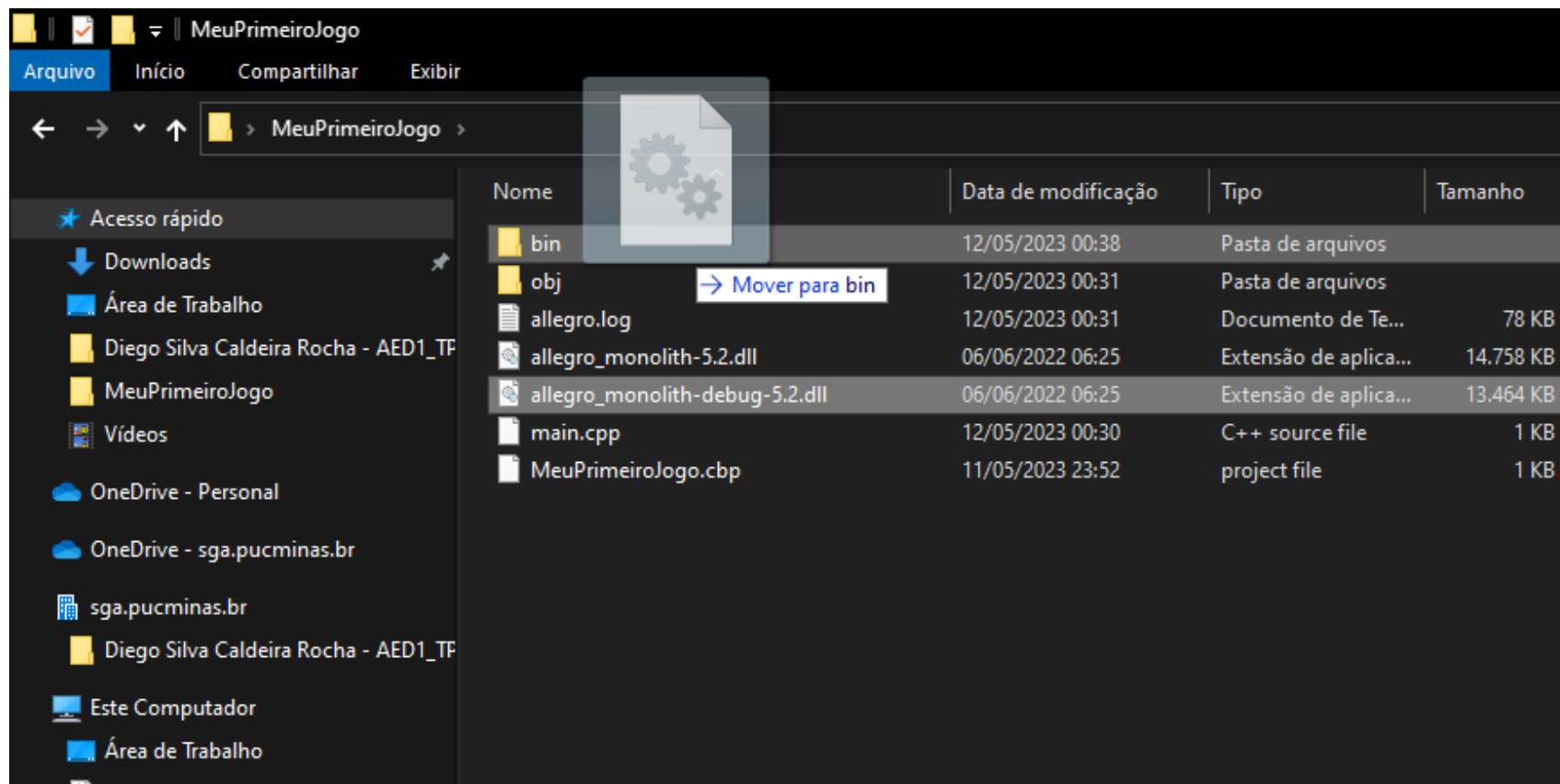




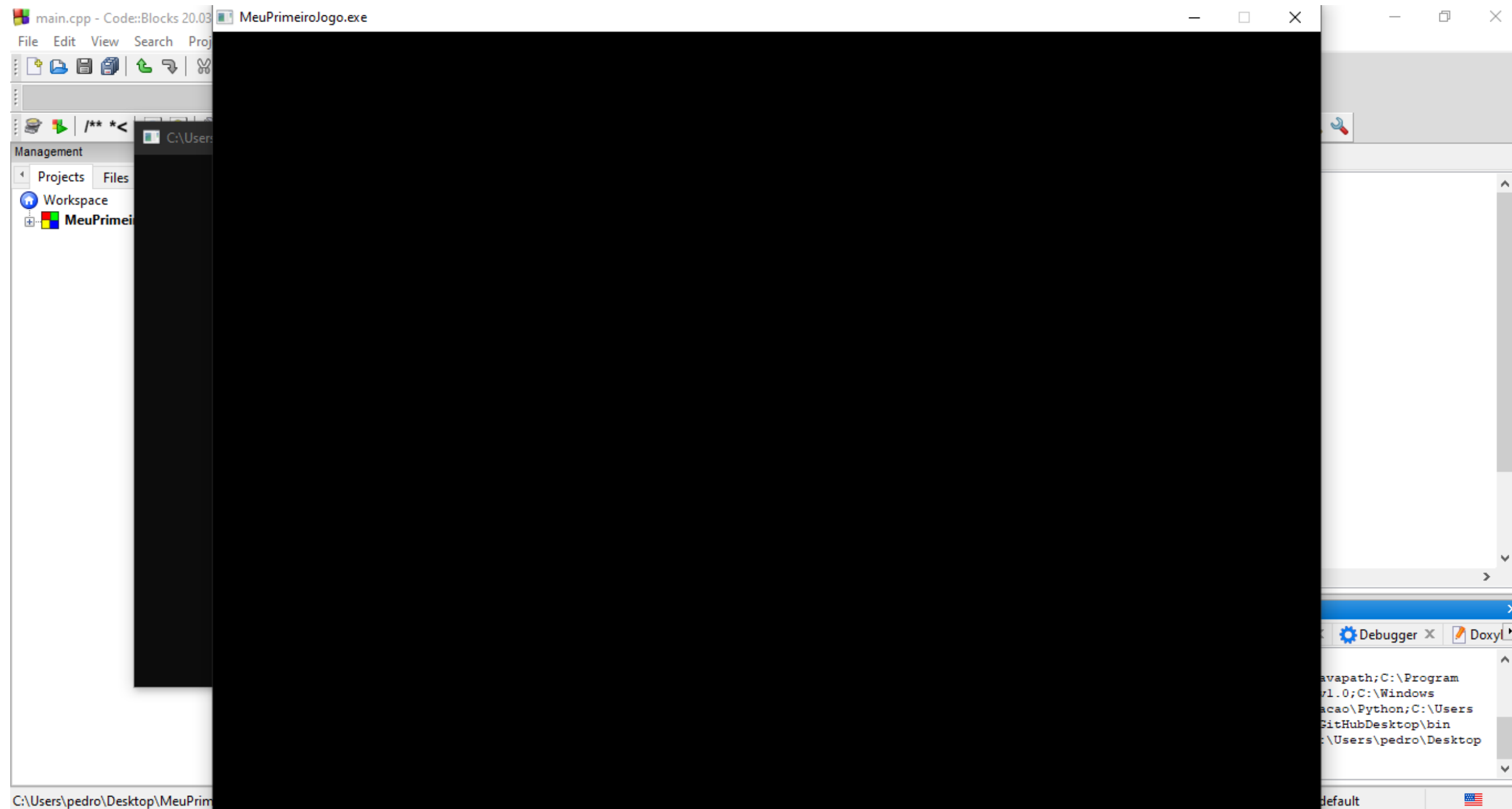
**21) Cópie os arquivos "allegro\_monolith-debug-5.2.dll" e "allegro\_monolith-5.2.dll" da pasta "bin" que esta dentro da pasta "allegro" e cole na pasta raiz do seu projeto**



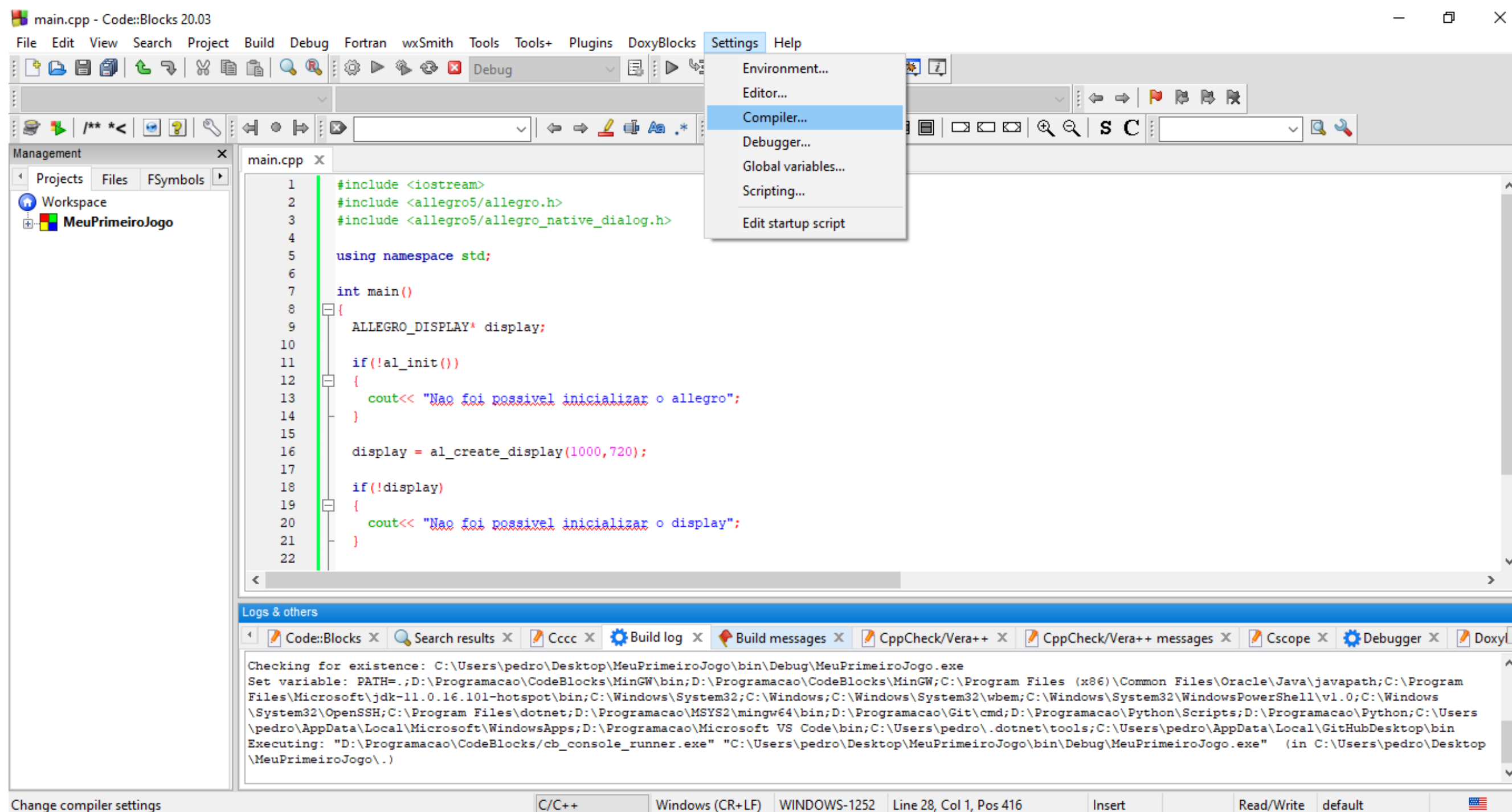
**22) Mova o arquivo "allegro\_monolith-debug-5.2.dll" para a pasta "bin" e em seguida para a pasta "Debug"**



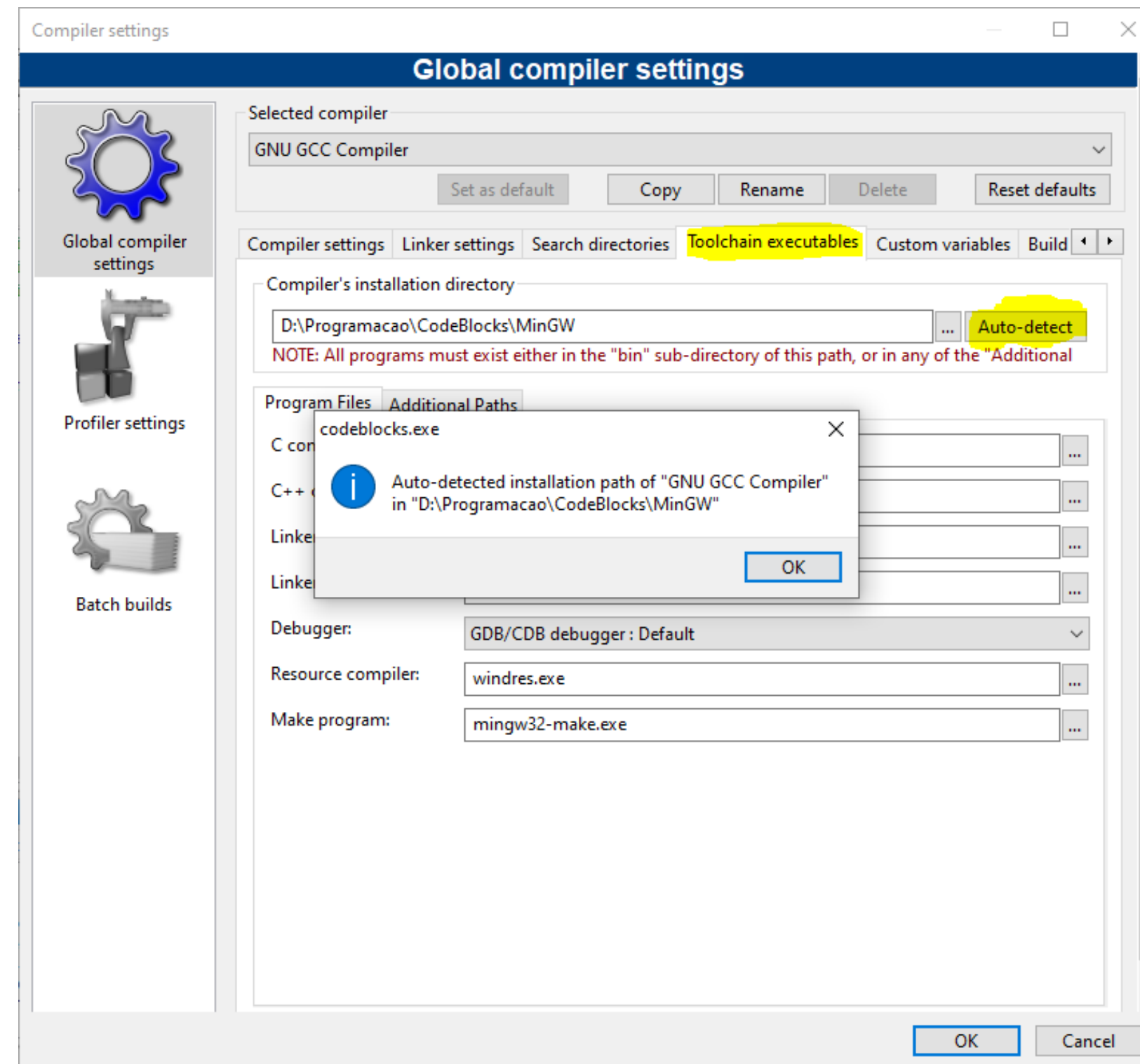
## 23) Execute o código e veja se está funcionando



**23) ATENÇÃO** Se, e somente se ainda não estiver funcionando Vá em "Settings" e clique em "Compiler"



24) Selecione "Toolchain executables" e depois clique em "auto-detect"



**25) Por último vá em "Linker settings" e apague tudo que estiver em "Link libraries"**

