You must first install the SDL2 Libraries for your system.

For getting started, I like the tutorials here: <https://lazyfoo.net/tutorials/SDL/01_hello_SDL/>, but to summarize:

**Linux:**

apt install libsdl2-dev

**Mac OS X:**

-Download Mac OS X **Development Libraries** (not the runtime libraries!):

<http://www.libsdl.org/download-2.0.php#source>

-Open the *.dmg* file, move SDL2.framework to /Library/Frameworks

If you need help finding /Library/Frameworks you can press cmd-shift-g in finder a type it in

-You may be asked to sign the lib if so:

Goto /Library/Frameworks/SDL2.framework/ in terminal

Type: codesign -f -s - SDL2

**Windows:**

-Download Windows **Development Libraries** (not the runtime libraries!):

<http://www.libsdl.org/download-2.0.php#source>

-Open the *.zip* file and place it in a known directory. The cmake files here assume the contents of the folder are placed in the C:/SDL2/ directory.

-Place the file SDL2.dll in the *GEFS-GameEngineStarterCode/GEFS/* directory (where the executable will be built to) *or* in C:\WINDOWS\SYSTEM32 (for 32 bit builds) *or* C:\Windows\SysWOW64 (for 64 bit builds). It just needs to be in one of these locations.

-If you unzipped the content of SDL2 somewhere besides C:/SDL2/, then update lines 27 and 28 of the file CMakeLists.txt

**Compile & Run - All Systems**

After you finish the above steps go to *GEFS-GameEngineStarterCode/build/* directory in the terminal. Now run:

cmake ..

Then, for Linux or OS X command line, run make

make

Or for MS Visual Studios or X Code compile by selecting build from the menu.

Lastly, in a terminal, navigate to the directory *GEFS-GameEngineStarterCode/GEFS/* and run:

./engine SimpleExample/ [Linux or OS X command line]

Debug/engine.exe SimpleExample/ [Windows MSVS]

./Debug/engine SimpleExample/ [X Code]

That’s it, you should be looking at a dinosaur and a teapot!