

New Instructions for setting up SDL2 files on Windows

The files have been moved to GitHub instead of libsdl.org.

Go to these three sections below (SDL2, Image and Mixer) and download the three linked files. I've included the link to the section and releases. The releases include other files so if you only want the release versions of dlls you can find them there.

You need the devel files because they contain header files, lib and dlls. The filenames include devel and VC. The releases folder has versions for Mingw but we're just sticking to VC.

SDL2

<https://github.com/libsdl-org/SDL> - Main link for individual files

<https://github.com/libsdl-org/SDL/releases/tag/release-2.26.0> (Goto libsdl.org then click SDL Releases to bring you to this page).

File: <https://github.com/libsdl-org/SDL/releases/download/release-2.26.0/SDL2-devel-2.26.0-VC.zip>

Image

https://github.com/libsdl-org/SDL_image - Main link for individual files

https://github.com/libsdl-org/SDL_image/releases

File: https://github.com/libsdl-org/SDL_image/releases/download/release-2.6.2/SDL2_image-devel-2.6.2-VC.zip

Mixer

https://github.com/libsdl-org/SDL_mixer

https://github.com/libsdl-org/SDL_mixer/releases

File: https://github.com/libsdl-org/SDL_mixer/releases/download/release-2.6.2/SDL2_mixer-devel-2.6.2-VC.zip

Each of the three files contains .h (header files), lib files and dll files the latter are sorted into x86 and x64. So you need to unzip them into a structure. Be very careful not to get x86 or x64 mixed up. There's no easy way to tell them apart.

I used the following folder structure on my d: drives.

SDL2- top level folder

\Include – all .h files go here

\lib

\x86 – all 32-bit libs go here

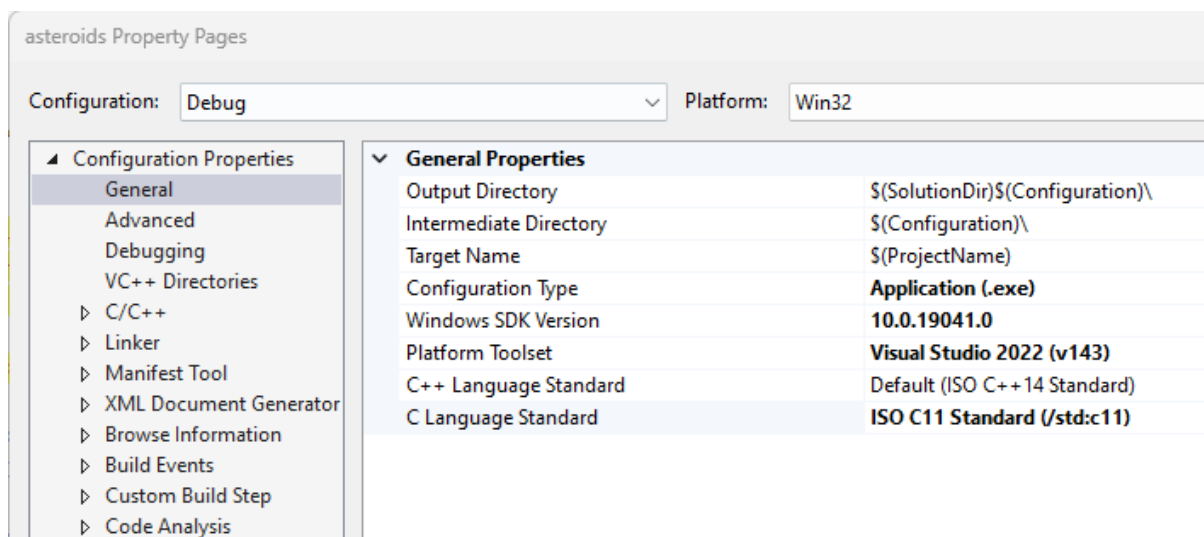
\x64 – all 64-bit libs go here.

I also put the dlls in the x86/x64 folders but they need to be copied to where your game folder and asteroids.exe is located.

Visual Studio Settings

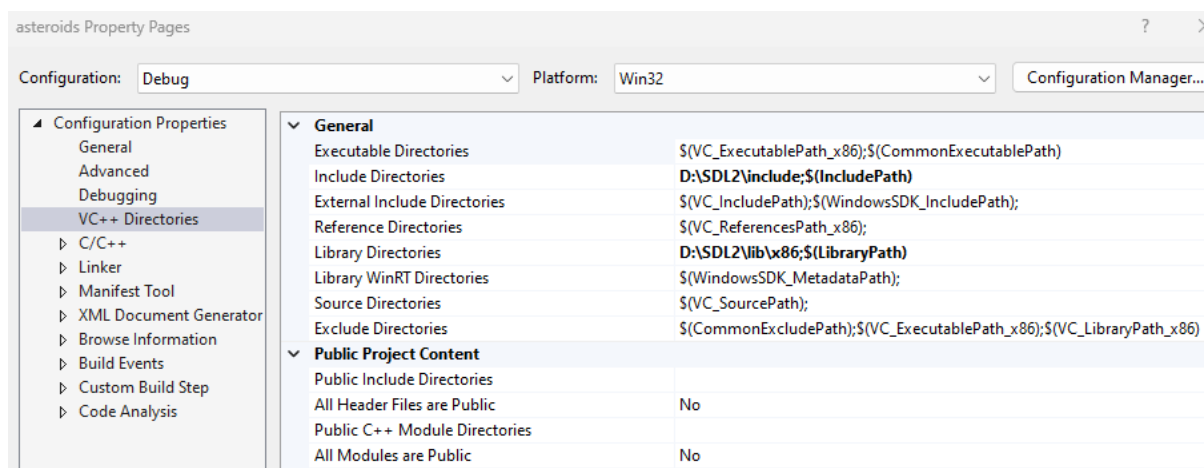
I found that these worked for me.

Choose the Debug Configuration and Win32. If you want 64-bit change the Platform to x64. I set the C language standard to ISO C11 and used the most recent Windows SDK version.

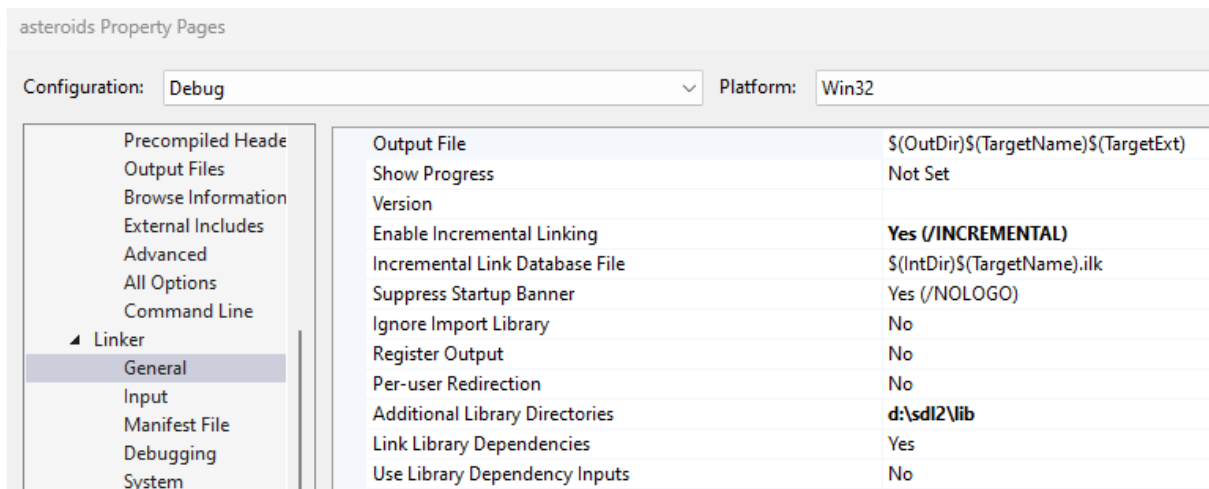


Setup VC++ Directories for include and Library to the following (or to where you have put yours).

For include I used **d:\sdl2\include**, For Library I used **d:\sdl2\lib\x86**

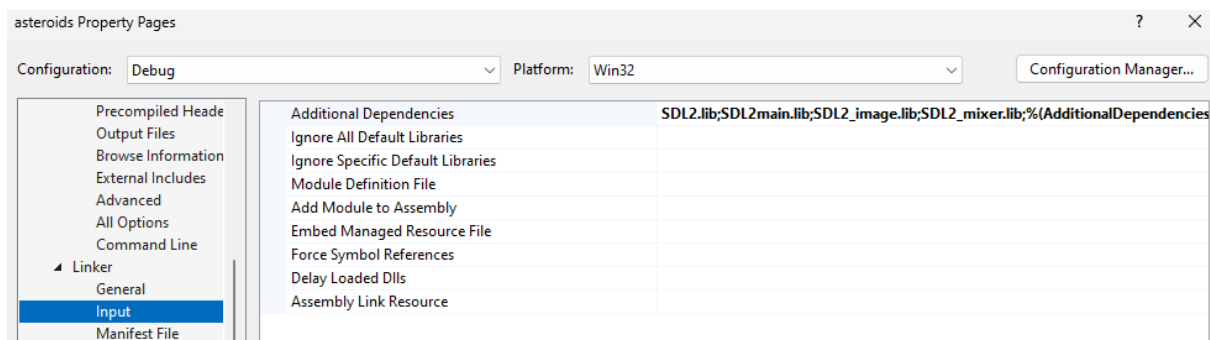


You need to check that the Linker *has Additional Library Directories* under Linker\General set to d:\sdl2\lib



And for input you need the following additional dependencies:

SDL2.lib; SDL2main.lib; SDL2image.lib; SDL2_mixer.lib



CheckList

SDL2\include

There are 93 .h files here. The important one are SDL.h, SDL_main.h, SDL_image.h and SDL_mixer.h but you need the rest.

SDL2\lib\x86 You should have SDL2.lib, SDL_image.lib, SDL2_mixer.lib and SDL2_main.lib. There's also SDL2test.lib but I'm unsure if its needed.