SDL Project Setup

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1 Creating the project

1. Open **Visual Studio Community 2015** and click **New Project**.

2. Choose **Templates** → **Visual C++** → **Win32** → **Win32 Project** and click **OK**.

3. Click **Finish**.

4. Add the following line to `stdafx.h`:

   ```
   #include <SDL.h>
   ```

5. Delete all the code in the main `.cpp` file except for the two `#include` statements.

6. Add the following code:

   ```
   int main(int argc, char* args[])
   {
       return 0;
   }
   ```

2 Downloading SDL

1. Go to `http://libsdl.org`, click on **Download SDL 2.0**, and download the **Development Libraries** for **Visual C++ 32/64 bit**.

2. Extract the downloaded zip to a convenient location, for example the folder for your new project.

3 Setting up the project

1. Right click your project in the Solution Explorer, and click **Properties**.

2. Ensure the boxes at the top are set to **All Configurations** and **All Platforms**.

3. Under **VC++ Directories**, click **Include Directories** and click **Edit**.

4. Add the path to the `include` directory extracted from the SDL zip. *Tip: use relative paths rather than absolute*, e.g. `..\SDL2-2.0.4\include` instead of `C:\Users\Ed\Documents\SDL2-2.0.4\include`.

5. Change the **Platform** to **Win32**. Edit the **Library Directories** entry, adding the path to `lib\x86`.

6. Change the **Platform** to **x64**. Edit the **Library Directories** entry, adding the path to `lib\x64`.

7. Change the **Platform** back to **All Platforms**.

8. Under **Linker → Input**, edit **Additional Dependencies** and add `SDL2.lib` and `SDL2main.lib`.

9. Click **OK**.

4 Running the project

1. Build and run the project as normal. You should receive an error message saying SDL2.dll cannot be found.

2. Find SDL2.dll in SDL's `lib\x86` or `lib\x64` directory (depending on which platform you are currently targeting).

3. **Copy** SDL2.dll into your project's `Debug`, `Release`, `x64\Debug` or `x64\Release` directory (depending on which platform you are currently targeting).

4. Run the project again.

5 What now?

Write the code to make your game do something! Refer to the live coding examples from class, the SDL Game Development book, and online tutorials.