SDL2 Setup Guide

This guide will help you set up SDL2 for your C++ project. If you're new to SDL2, you can follow this excellent tutorial for a detailed step-by-step process on setting up SDL2 and learning how to use it:

[Lazy Foo SDL2 Tutorial](https://lazyfoo.net/tutorials/SDL/01\_hello\_SDL/index.php)

# Step-by-Step Instructions

## 1. Download SDL2

You can download SDL2 from the official website:

[SDL2 Download](https://www.libsdl.org/download-2.0.php)

## 2. Extract the Files

After downloading, extract the files to a directory on your computer.

## 3. Setup SDL2 in Visual Studio/Visual Studio Code

### For Visual Studio:

1. Open your project and right-click on the project name in Solution Explorer.

2. Go to Properties.

3. Under C/C++ > General > Additional Include Directories, add the path to the 'include' folder of SDL2.

4. Under Linker > General > Additional Library Directories, add the path to the 'lib' folder.

5. Under Linker > Input > Additional Dependencies, add 'SDL2.lib' and 'SDL2main.lib'.

### For Visual Studio Code:

1. Set up your tasks.json and launch.json files.

2. Include the SDL2 'include' directory in your compiler flags.

3. Link the SDL2 libraries in your build command.

## 4. Copy SDL2.dll

Ensure that the 'SDL2.dll' file from the 'lib' folder is placed in the same directory as your executable.

## 5. Start Coding

You are now ready to start coding with SDL2! Include the header file `#include <SDL.h>` in your C++ files and enjoy building your project.

# Additional Resources

- [SDL2 Documentation](https://wiki.libsdl.org/SDL2/FrontPage)

- [SDL2 GitHub Repository](https://github.com/libsdl-org/SDL)