SDL Installation Guide

This installation guide is for installing SDL when using Eclipse with the MinGW compiler. For other platforms, simply follow the installation instructions in the official SDL documentation.

1. Download the SDL 2.0.5 **development libraries** for MinGW from:
    https://www.libsdl.org/release/SDL2-devel-2.0.5-mingw.tar.gz
2. Extract its contents to a folder on your computer. You should have a single folder inside it – "SDL2-2.0.5".
3. According to your environment, open either the folder "`i686-w64-mingw32`" or "`x86_64-w64-mingwe32`". If you're unsure, start with the i686 folder, and return to this step later (to replace with x86_64) if errors occur.
4. Inside this folder you should take note of 2 important libraries – "include" and "lib". Note their full path on your computer (e.g., "`C:/SDL/SDL2-2.0.5/i686-w64-mingw32/include`").
5. Open Eclipse CDT, right-click on your project and choose properties. On the tree to the left, expand "C/C++ Build" and choose "Settings".
6. Expand "GCC C Compiler" and choose "Includes". In the first list (Include paths) click the "Add" button and add the full path to the SDL2 directory inside the include path (e.g., "`C:/SDL/SDL2-2.0.5/i686-w64-mingw32/include/SDL2`").
7. Expand "MinGW C Linker" and choose "Libraries".
    In the first list (Libraries) you should have an entry "`mingw32`". Add two more entries: "`SDL2main`", "SDL2". Make sure you type these exactly as these are case-sensitive.
    In the second list (Library search path) click the "Add" button and add the full path to the lib directory (e.g., "`C:/SDL/SDL2-2.0.5/i686-w64-mingw32/lib`").
8. Choose OK and the code should now compile successfully. Make sure your `main()` function uses the full-form, i.e., `int main(int argc, char *argv[])`.
9. Return to the SDL installation directory, into the "`bin`" folder. Copy the file "`SDL2.dll`" into the "`bin`" folder of your MinGW installation.
    (alternatively, you can place the SDL2.dll file alongside your executable file)