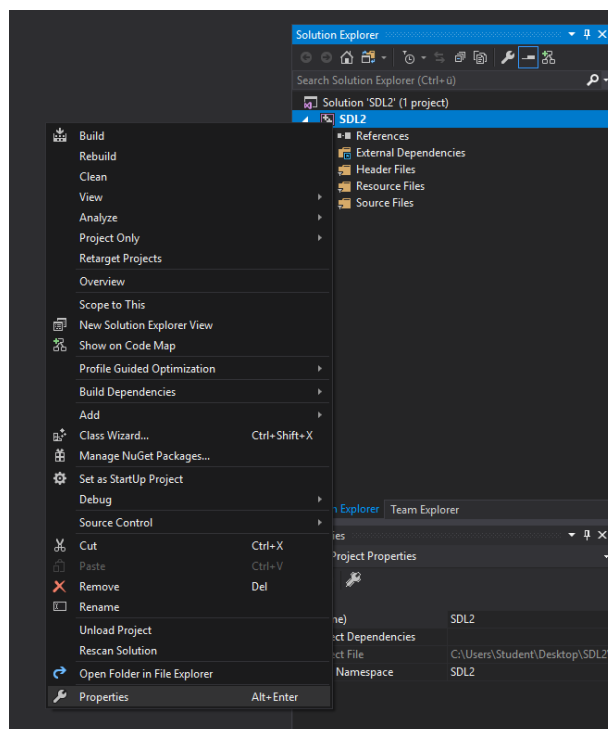


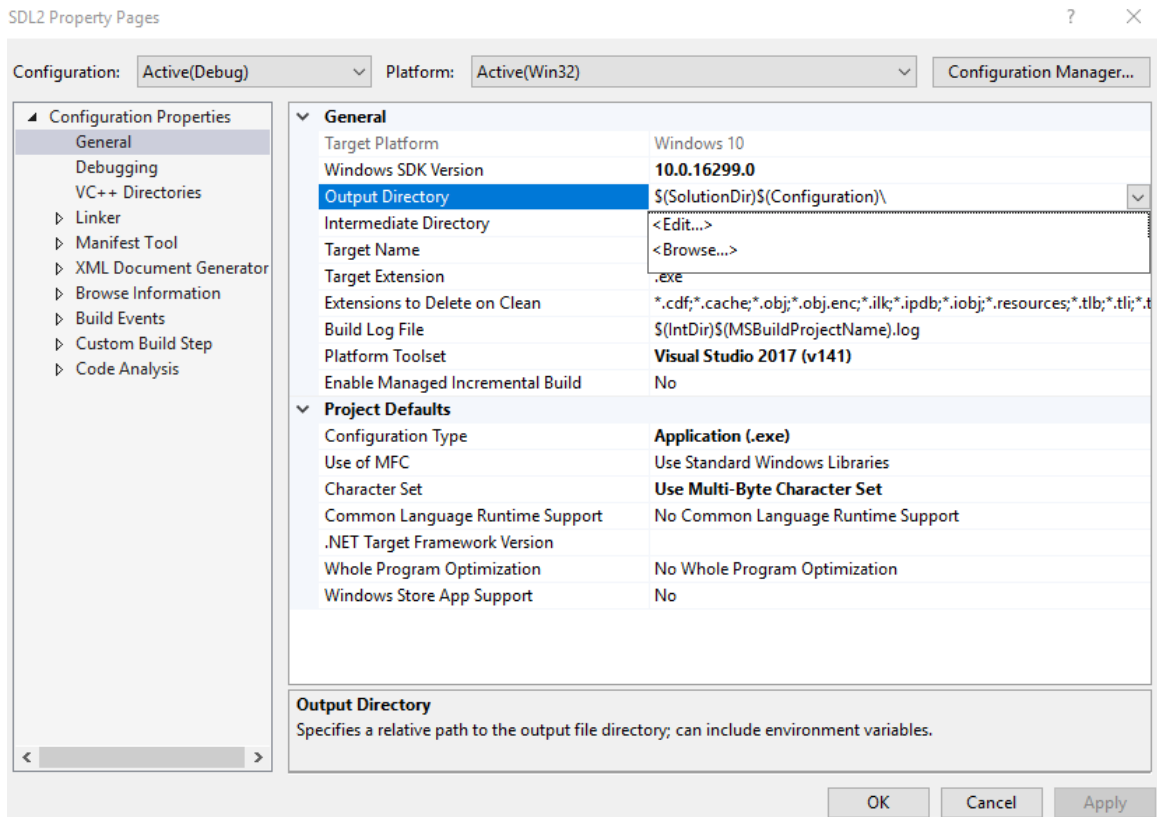
SDL2 Projekt erstellen

- Leeres C++ Projekt in Visual Studio anlegen
- Im Projektordner einen Ordner „Library“ anlegen
- SDL2 libraries herunterladen (immer die Development Libraries)
 - o <https://www.libsdl.org/download-2.0.php>
 - o https://www.libsdl.org/projects/SDL_image
 - o https://www.libsdl.org/projects/SDL_ttf
 - o https://www.libsdl.org/projects/SDL_mixer
- Heruntergeladene Libraries in den Ordner kopieren (vorher entpacken)
- Folgende Ordner im Projektordner anlegen
 - o Build/Assets/Font
 - o Build/Assets/Texture
 - o Build/Assets/Sound
 - o Build/bin/x64/Debug
 - o Build/bin/x64/Release
 - o Build/bin/x86/Debug
 - o Build/bin/x86/Release

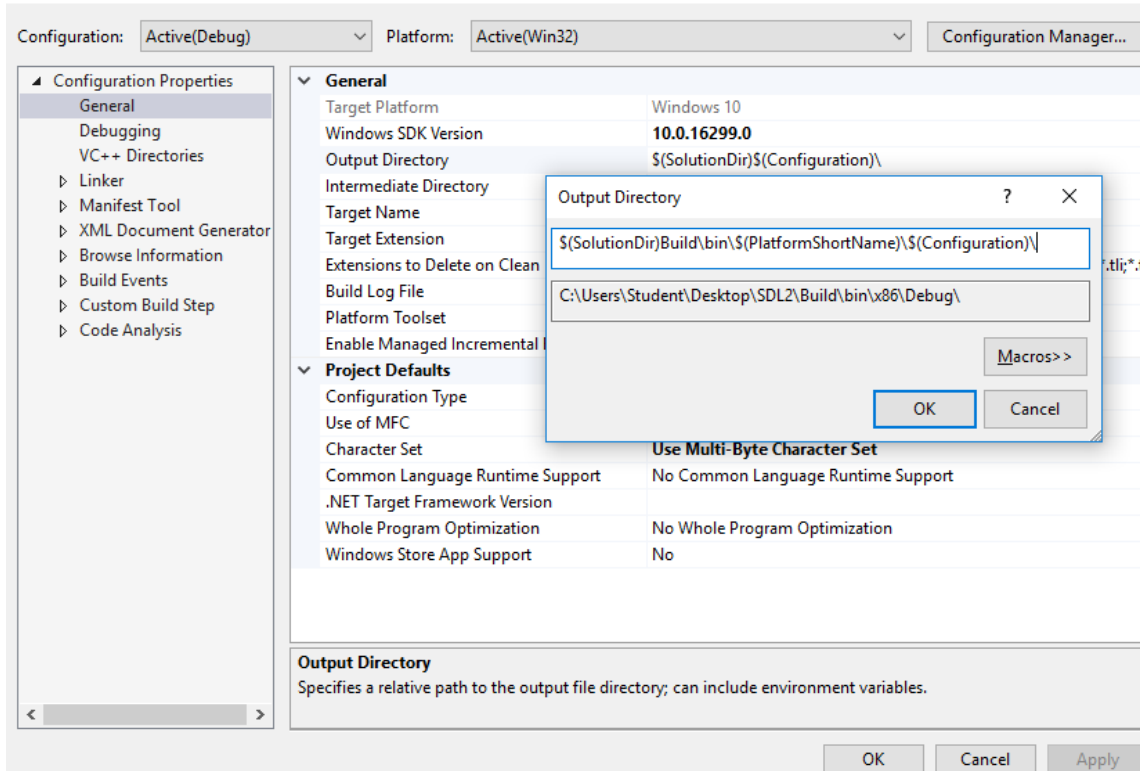
Ab hier werden nur noch Einstellungen im Projekt in Visual Studio eingestellt



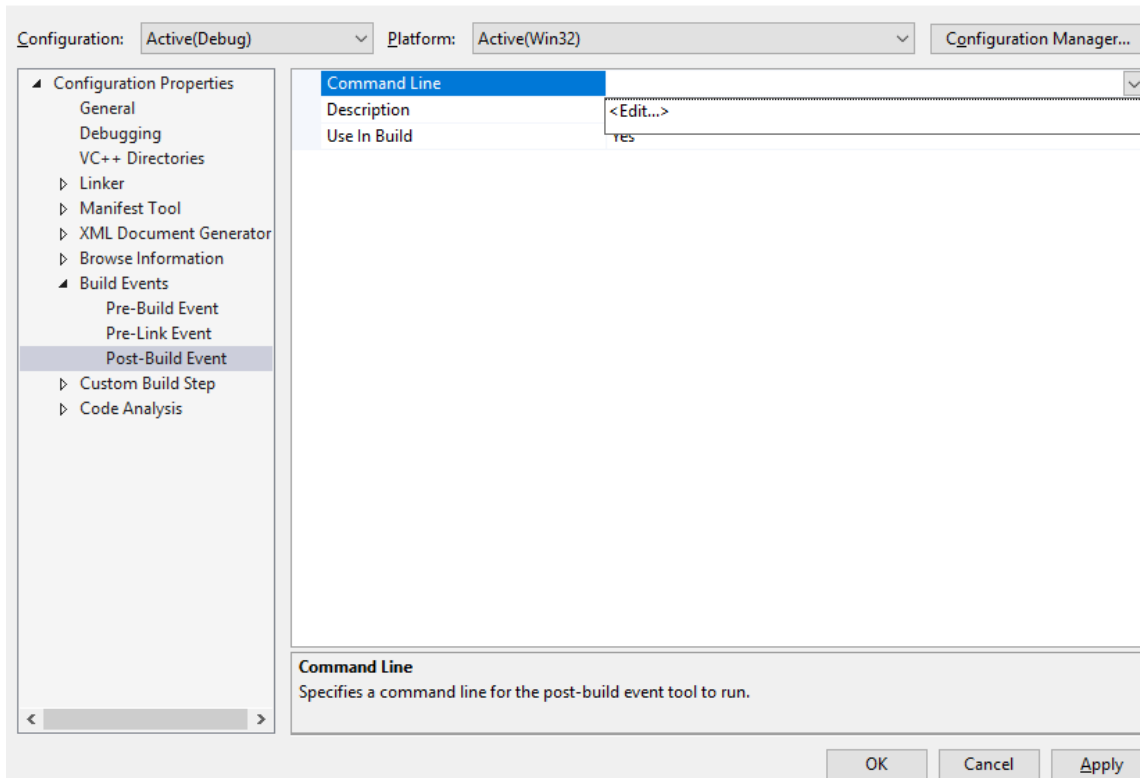
- Output Directory für build Dateien einstellen



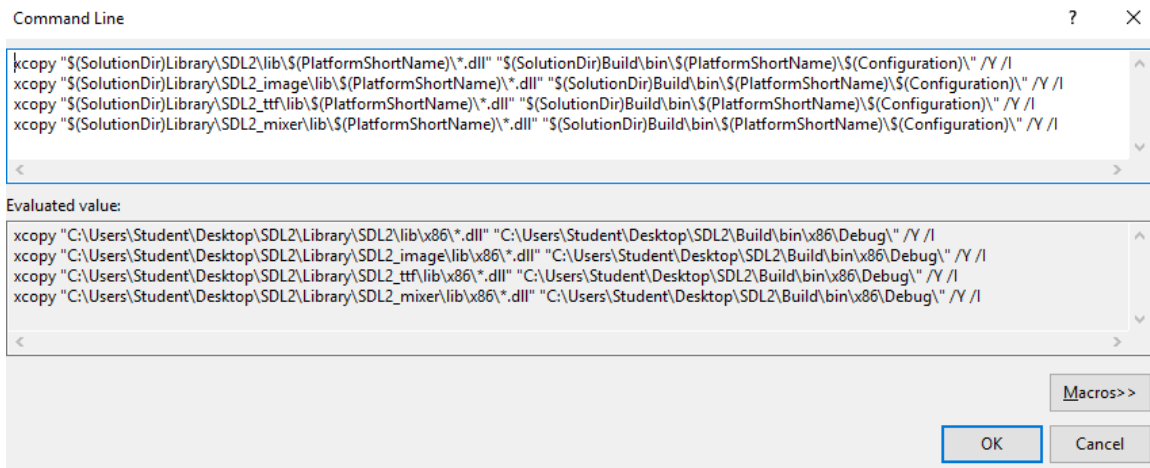
- Unter Edit „\$(SolutionDir)Build\bin\\$(PlatformShortName)\\$(Configuration)\“
eingeben



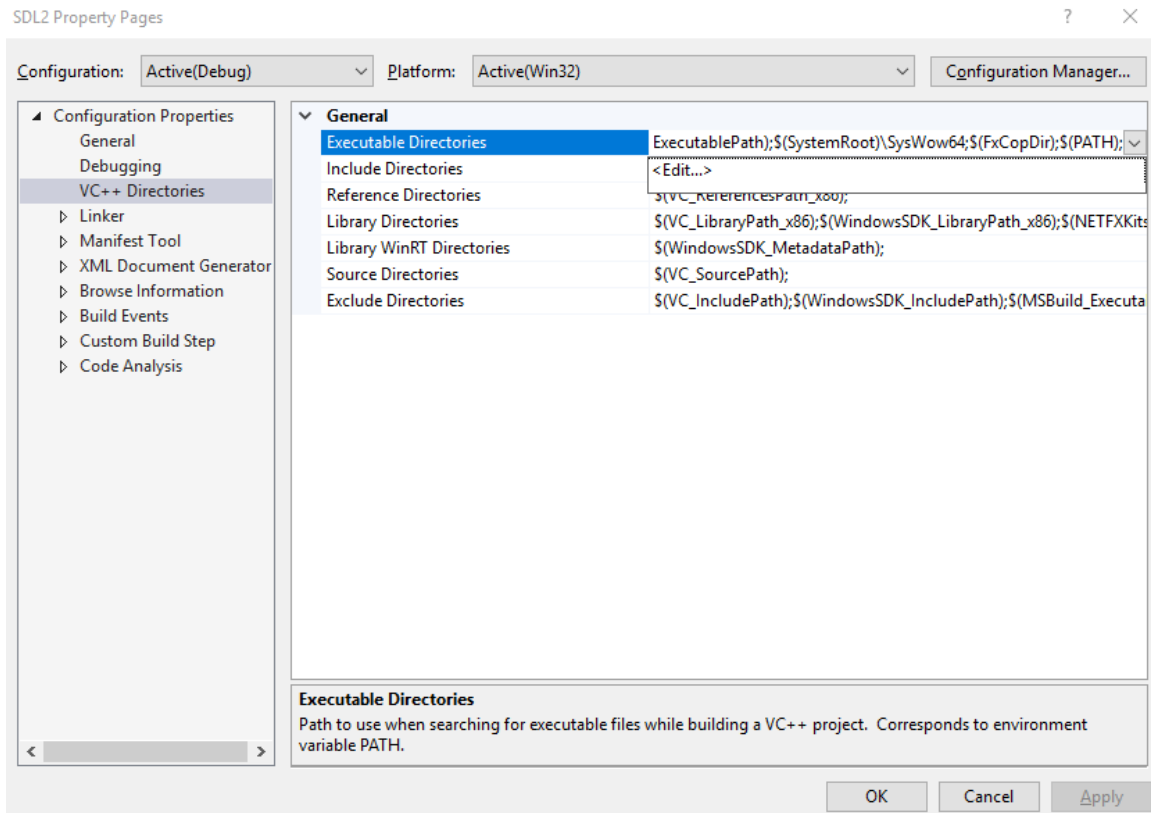
- Einstellen, dass beim Build die SDL2 Libraries mit kopiert werden



- Unter Edit folgende Commands eingeben
 - xcopy "\$(SolutionDir)Library\SDL2\lib\\$(PlatformShortName)*.dll" "\$(SolutionDir)Build\bin\\$(PlatformShortName)\\$(Configuration)\\" /Y /I
 - xcopy "\$(SolutionDir)Library\SDL2_image\lib\\$(PlatformShortName)*.dll" "\$(SolutionDir)Build\bin\\$(PlatformShortName)\\$(Configuration)\\" /Y /I
 - xcopy "\$(SolutionDir)Library\SDL2_ttf\lib\\$(PlatformShortName)*.dll" "\$(SolutionDir)Build\bin\\$(PlatformShortName)\\$(Configuration)\\" /Y /I
 - xcopy "\$(SolutionDir)Library\SDL2_mixer\lib\\$(PlatformShortName)*.dll" "\$(SolutionDir)Build\bin\\$(PlatformShortName)\\$(Configuration)\\" /Y /I



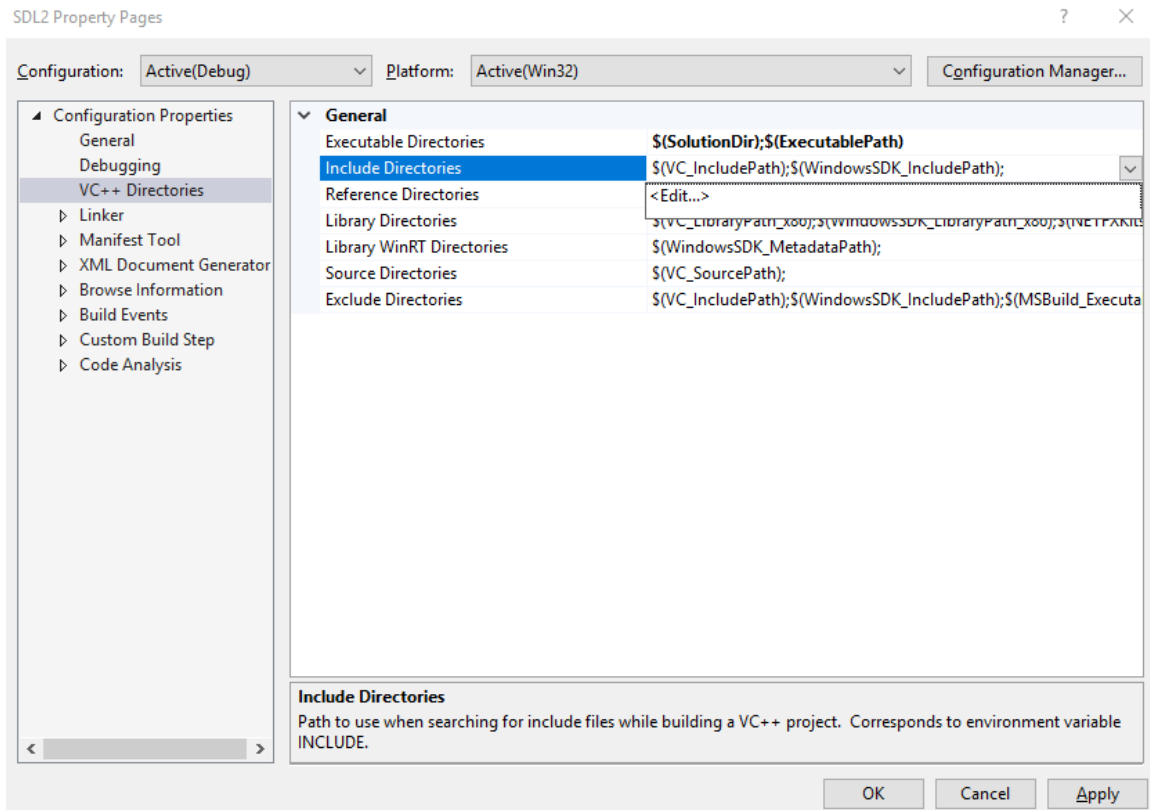
- ausführbarer Ordner hinzufügen



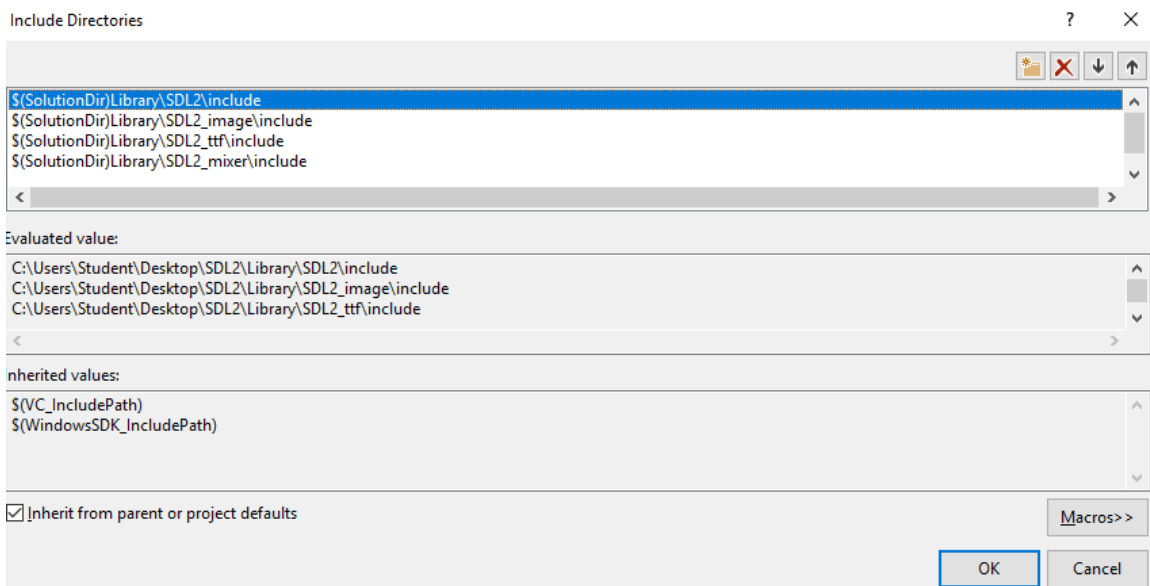
- o unter Edit “\$(SolutionDir)” hinzufügen



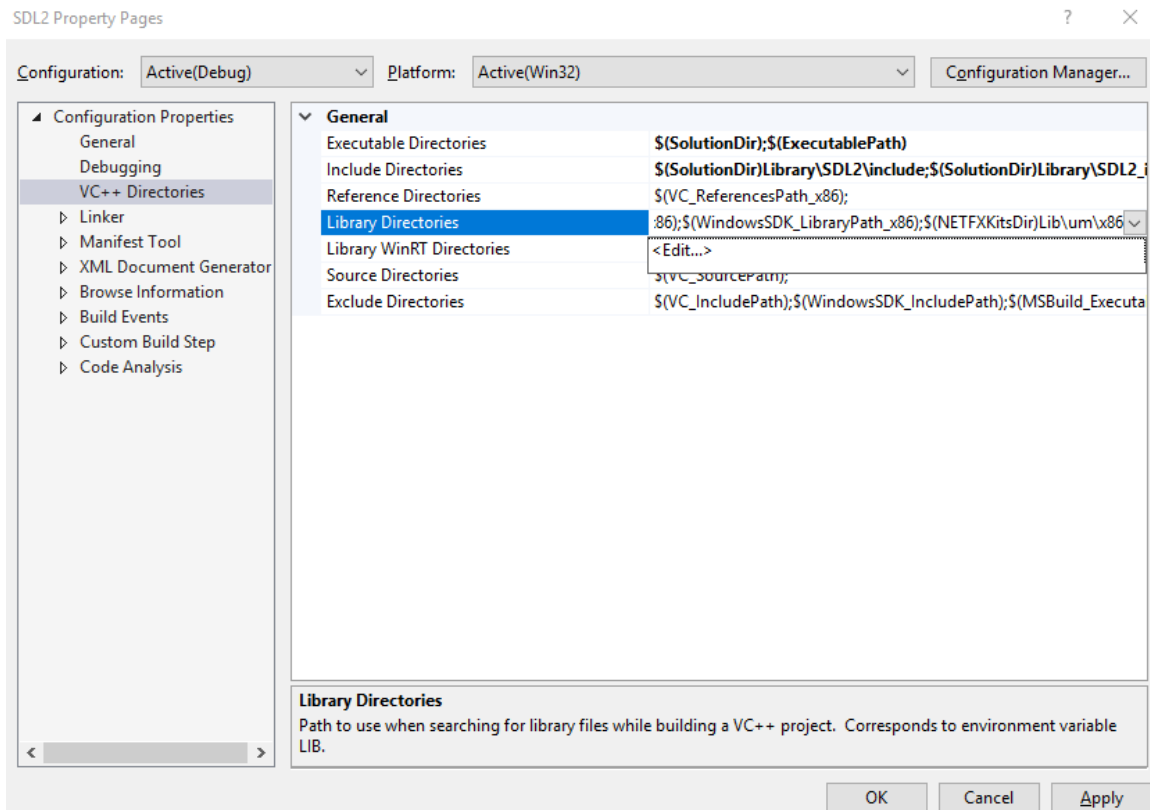
- include Ordner für das Projekt einstellen



- unter Edit folgende Ordner hinzufügen
 - \$(SolutionDir)Library\SDL2\include
 - \$(SolutionDir)Library\SDL2_image\include
 - \$(SolutionDir)Library\SDL2_ttf\include
 - \$(SolutionDir)Library\SDL2_mixer\include

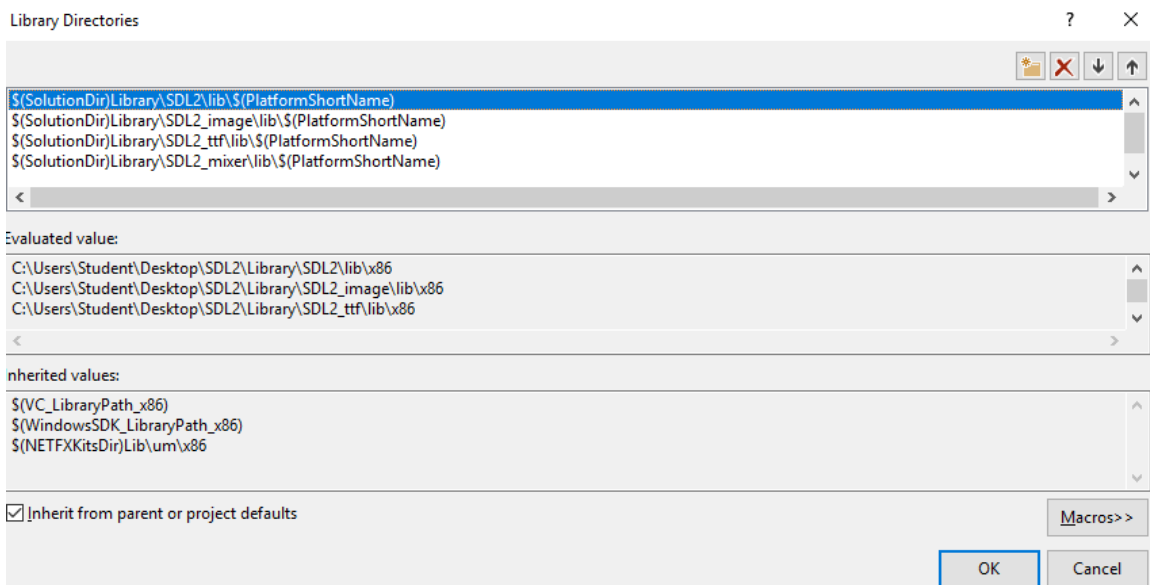


- Library Ordner für das Projekt einstellen

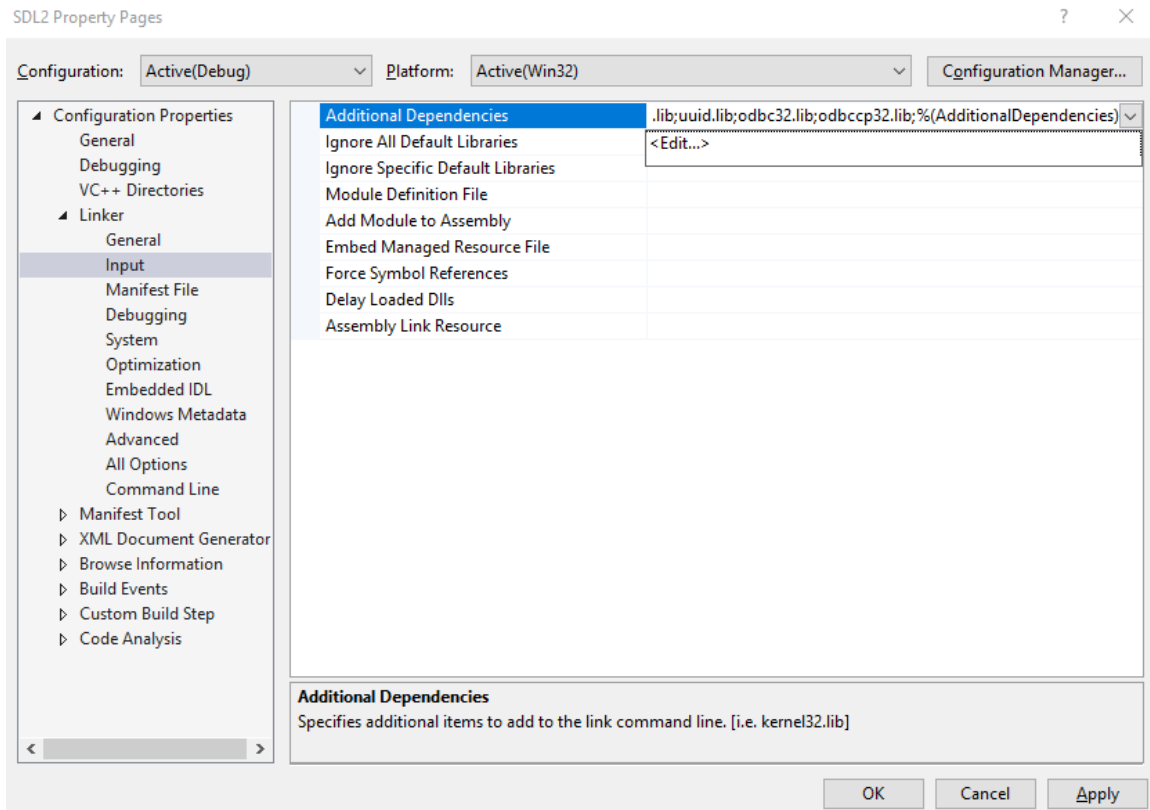


○ Unter Edit folgende Ordner hinzufügen

- \$(SolutionDir)Library\SDL2\lib\\$(PlatformShortName)
- \$(SolutionDir)Library\SDL2_image\lib\\$(PlatformShortName)
- \$(SolutionDir)Library\SDL2_ttf\lib\\$(PlatformShortName)
- \$(SolutionDir)Library\SDL2_mixer\lib\\$(PlatformShortName)

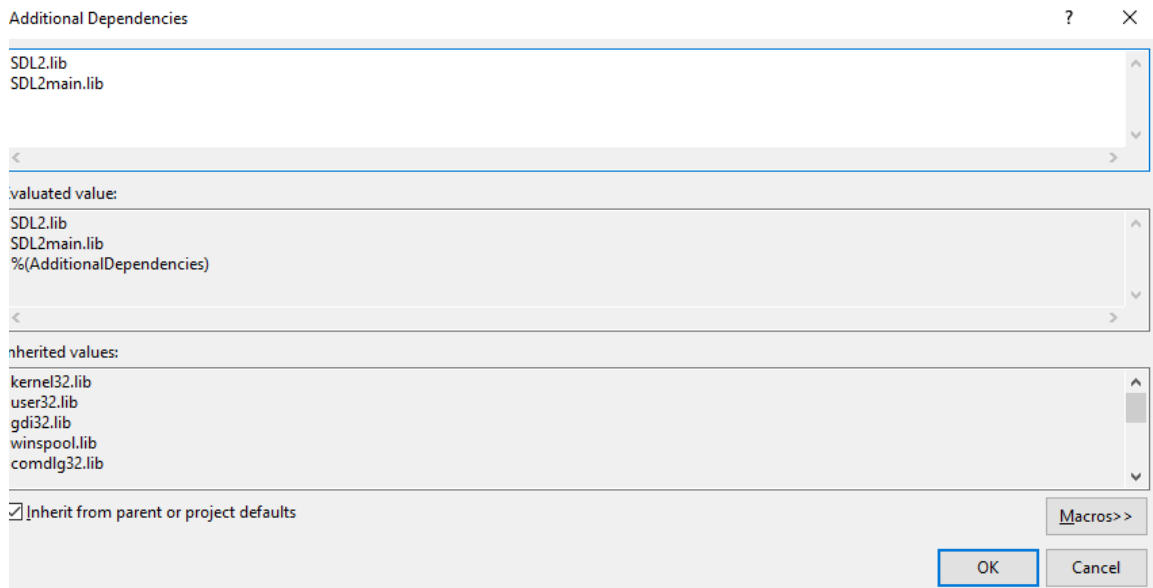


- Linker Input hinzufügen



○ Unter Edit folgende libraries hinzufügen

- SDL2.lib
- SDL2_main.lib



- SubSystem Console hinzufügen (damit die Konsole angezeigt wird)

