



УНИВЕРСИТЕТ ИТМО

Simple DirectMedia Layer

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Что такое SDL

Simple DirectMedia Layer is a **cross-platform** development library designed to provide **low level** access to audio, keyboard, mouse, joystick, and graphics hardware via OpenGL and Direct3D



Краткая история

The logo for Loki Software, Inc. is rendered in a large, black, stylized font. The letters are thick and have a slightly irregular, hand-drawn appearance. The 'o' is particularly large and features a small black diamond shape in its center. The 'i' at the end has a long, thin tail that curves upwards.

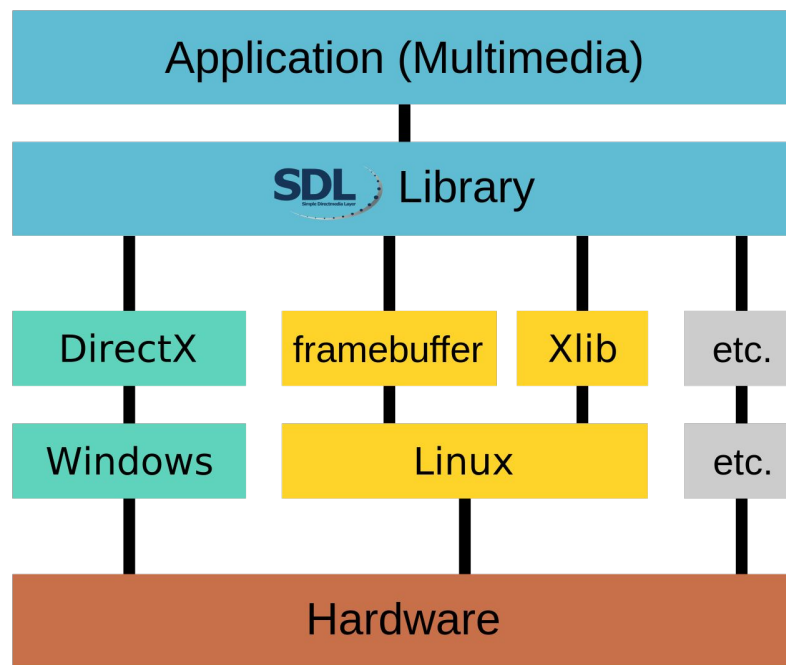
Loki Software, Inc

Доступность

SDL API доступен для языков:

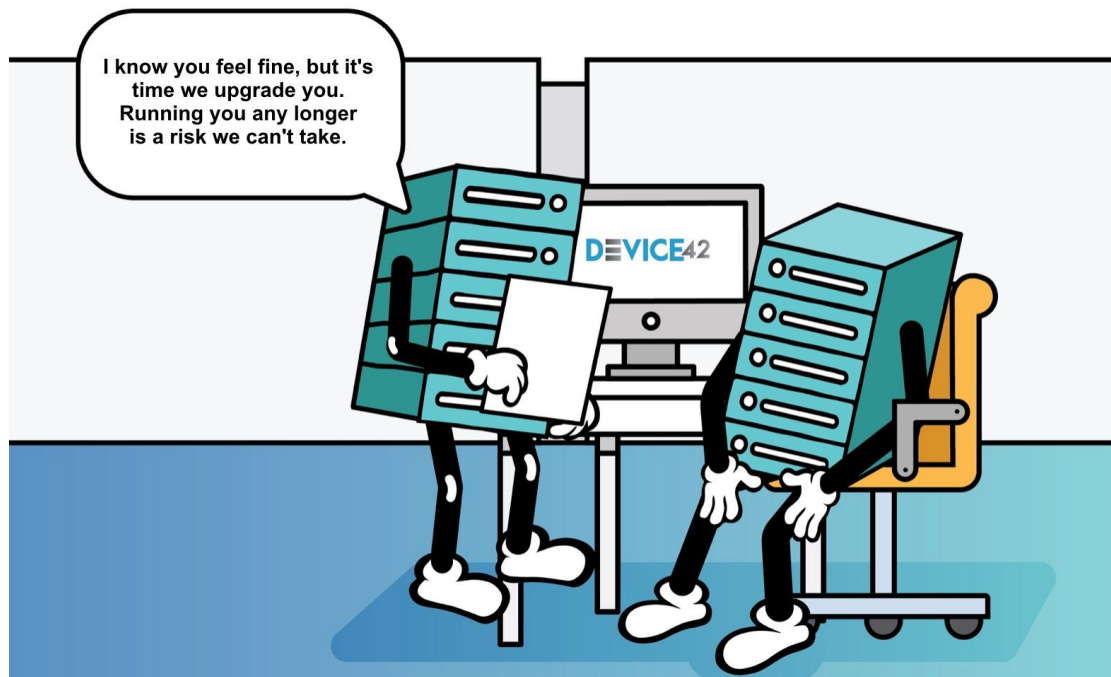
C, C++, C#, VB.NET, D, Ada, Vala, Eiffel, Haskell, Erlang, Euphoria, Java, Lisp, Lua, ML, Pascal, Perl, PHP, Pike, PureBasic, Python, Go, Rust и Ruby

Архитектура



https://ru.wikipedia.org/wiki/Simple_DirectMedia_Layer

SDL1.2 vs SDL2



Возможности SDL

- 2D и 3D графика
- Поддержка различных устройств ввода
- 5.1 звук
- Мультипоточность
- Endian independence
- и др.

Использование SDL

- Основной функционал представляется всего 57 структурами данных и 543 функциями
- Документация: wiki.libsdl.org

Использование SDL (Video)

View information and functions related to...	View the header
Display and Window Management	SDL_video.h
2D Accelerated Rendering	SDL_render.h
Pixel Formats and Conversion Routines	SDL_pixels.h
Rectangle Functions	SDL_rect.h
Surface Creation and Simple Drawing	SDL_surface.h
Platform-specific Window Management	SDL_syswm.h
Clipboard Handling	SDL_clipboard.h
Vulkan Support	SDL_vulkan.h

Использование SDL (Input)

View information and functions related to...	View the header
Event Handling	 SDL_events.h
Keyboard Support	 SDL_keyboard.h  SDL_keycode.h  SDL_scancode.h
Mouse Support	 SDL_mouse.h
Joystick Support	 SDL_joystick.h
Game Controller Support	 SDL_gamecontroller.h
Sensors	 SDL_sensor.h