Wed. July 9th 2014

Cam and I fucked around enough with the libraries to finally compile Meatball on Windows 7

Here's a cheap summary of my experience compiling the libraries –

OK!! LET'S DO THIS!

For all libraries -- Batch build for Win32 and x64, both debug and Release.

However, only copy the Win32 Debug .DLL, .LIB files to the Meatball lib directories. This is because it is TOO DAUNTING to do them all at once.

All library project files are preconfigured to compile MD type libraries. And that's all we're going to do for this first try. You will see an md directory in each MEATBALL lib directory. you'll use that.

You will notice an "include" directory in each meatball lib directory. This is copied directly from each library source code directory.

Since you're only copying the debug version x86 Win32, inside the md directory you will only copy to the libd\x86 directory. You typically copy \*.lib \*.dll into that directory, from the corresponding VisualC Win32\Debug directory found at compile time. ie. SDL\VisualC\SDL\Win32\Debug

I HOPE you GET THAT!

NOw.. Let's begin

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We will first start by compiling all the libraries starting with SDL2

Batch compile SDL2 all Win32 and X64 SDL and SDLmain projects. Tests

dont matter.

YOU must rename the SDL2 directory, which is typically SDL2-2.3.4 to simply SDL. This is because the other

SDL modules SDL-image etc. refer to the SDL include files relatively "ie. ../../SDL/include"

As I already said To compile SDL\_image, SDL\_TTF, SDL\_NET etc. (and like the others), I had to rename the SDL2-2.0.3 to SDL

Compiling SDL-Mixer

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Converting 2012 project to 2013 didn't work for me. Converting from 2010 project DID work, but PLAYMUS x64 release configuration did not have the Include directories in project properties. NOT TOO IMportant, since I donno wtf PLAYMUS is anyways. But if you really want to compile that version, you must go into a different configuration ie. the debug config. this ususally just means adding ../../SDL/include to the include directories in c/C++ settings. then all will compile

note: playmus is not needed i don't think anyways...

Compiling SDL-net

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SDL-net needs a lot of work to configure a successful compile. Since it is not actually used in Meatball yet, we can try not bothering with it yet. However, this means Meatball Engine and Meatball will have to make sure all of the #include <SDL\_net.h> are taken out and the SDL\_net.lib files are not listed as dependencies.

UPDATE – successfully compiled Win32 debug of SDL\_net – have to add include directory and lib directory to each configuration IIRC

SDL-TTF

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Compiled successfully from 2012 project

--- begin script to copy shit to meatball lib

--- Cam will actually be making an official Batch script but this is some pseudo-code I started and never completed.

# copy include dir to dest

C:\Users\bazz\Desktop\meatball\SDL\include to C:\Users\bazz\Desktop\meatball\MeatBall\trunk\Lib\sdl2\include

# copy SDL2.dll and SDL2.lib

C:\Users\bazz\Desktop\meatball\SDL\VisualC\SDL\Win32\Debug\SDL2.dll to C:\Users\bazz\Desktop\meatball\MeatBall\trunk\Lib\sdl2\md\libd\x86

# Copy SDL2main.lib

C:\Users\bazz\Desktop\meatball\SDL\VisualC\SDLmain\Win32\Debug\SDL2main.lib to C:\Users\bazz\Desktop\meatball\MeatBall\trunk\Lib\sdl2\md\libd\x86\SDL2main.lib

## SDL-IMAGE

## copy external

C:\Users\bazz\Desktop\meatball\SDL2\_image-2.0.0\external to C:\Users\bazz\Desktop\meatball\MeatBall\trunk\Lib\sdl2\_image\external

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