



Simple DirectMedia Layer

What?

- Library written in C
- Provides low level access to audio, keyboard, mouse, joystick, and graphics hardware via OpenGL and Direct3D
- Cross-platform (Windows, Mac OS X, Linux, iOS, and Android)

- Created by Sam Lantinga
- First released in 1998
- zlib licensed
- Currently at version 2.0.3
- Used in video playback software, emulators and games by companies like Valve, Rovio and Crytek
- Wraps OS-specific functions that games and media software frequently use

Subsystems

1. Basics
2. Video
3. Input Events
4. Force Feedback
5. Audio
6. Threads
7. Timers
8. File Abstraction
9. Shared Object Support
10. Platform and CPU Information
11. Power Management
12. Additional