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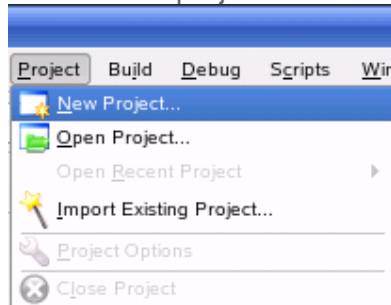
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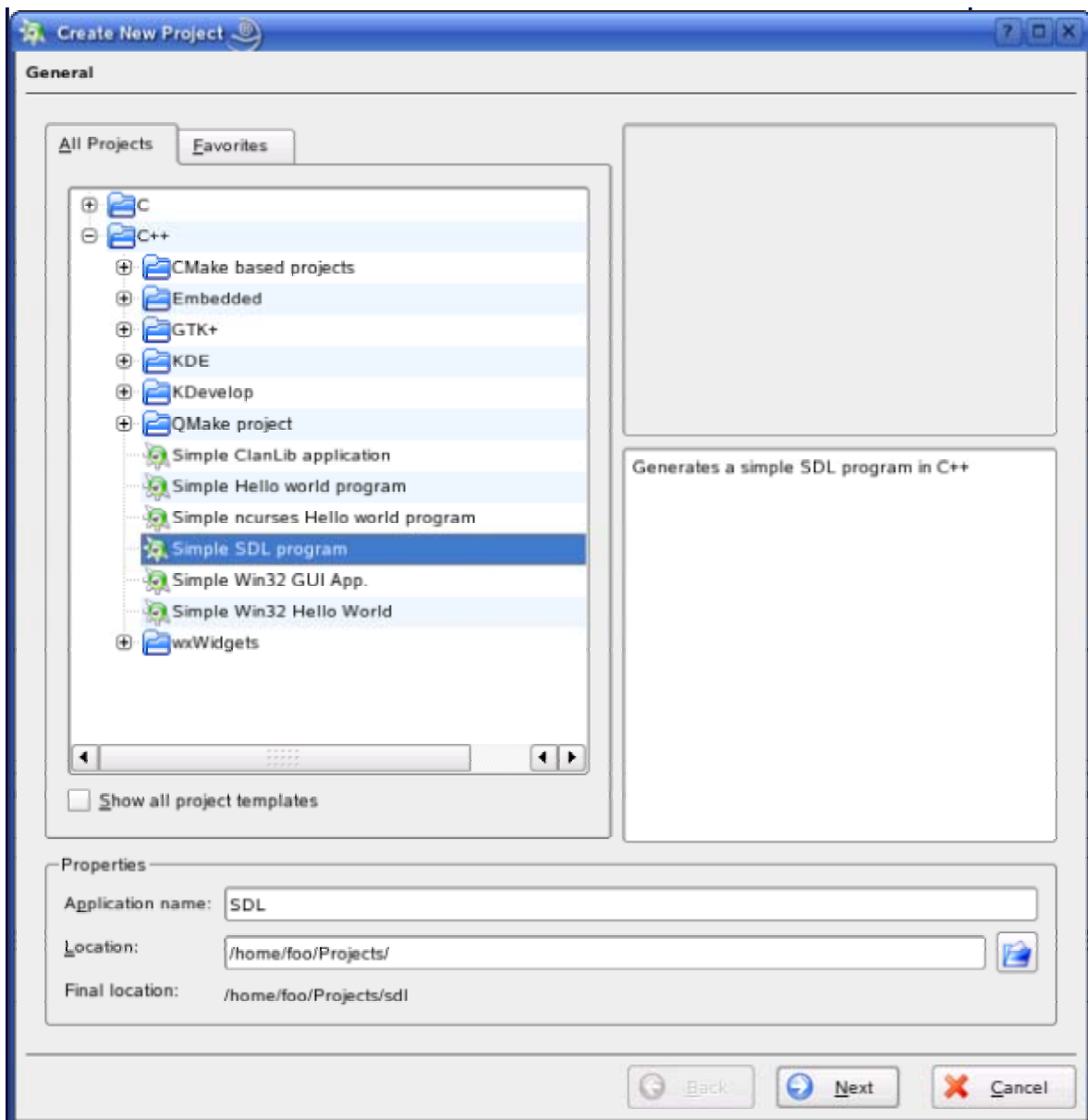
Setting up SDL in KDevelop

Last Updated 7/02/07

1) Start up KDevelop and start a new project.



2) Set your new project to be a SDL project.



Everything else should be self explanatory so just keep hitting next.

3) Now that KDevelop set everything up and gave you a sample source code it's time to build your project. If there's no errors, you're finished. Otherwise go back and make sure you didn't skip a step.

The RPM also installed the SDL documentation on your computer.

It should be at `usr/doc/SDL-devel-1.2.9/index.html`,
`usr/doc/SDL-devel-1.2.10/index.html` if you're using SDL 1.2.10,
`usr/doc/SDL-devel-1.2.11/index.html` if you're using SDL 1.2.11, etc, etc.

Bookmark it and keep it handy for reference.

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