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Setting up SDL for XCode

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1)First thing you need to do is download the SDL library. It's available on
the SDL website.

You'll need to download both the runtime and developers packages.

2)Open up the runtime package. Copy the SDL.framework folder
to /Library/Frameworks.

2)Open up "Readme SDL Developer.txt". It has the instructions on how to
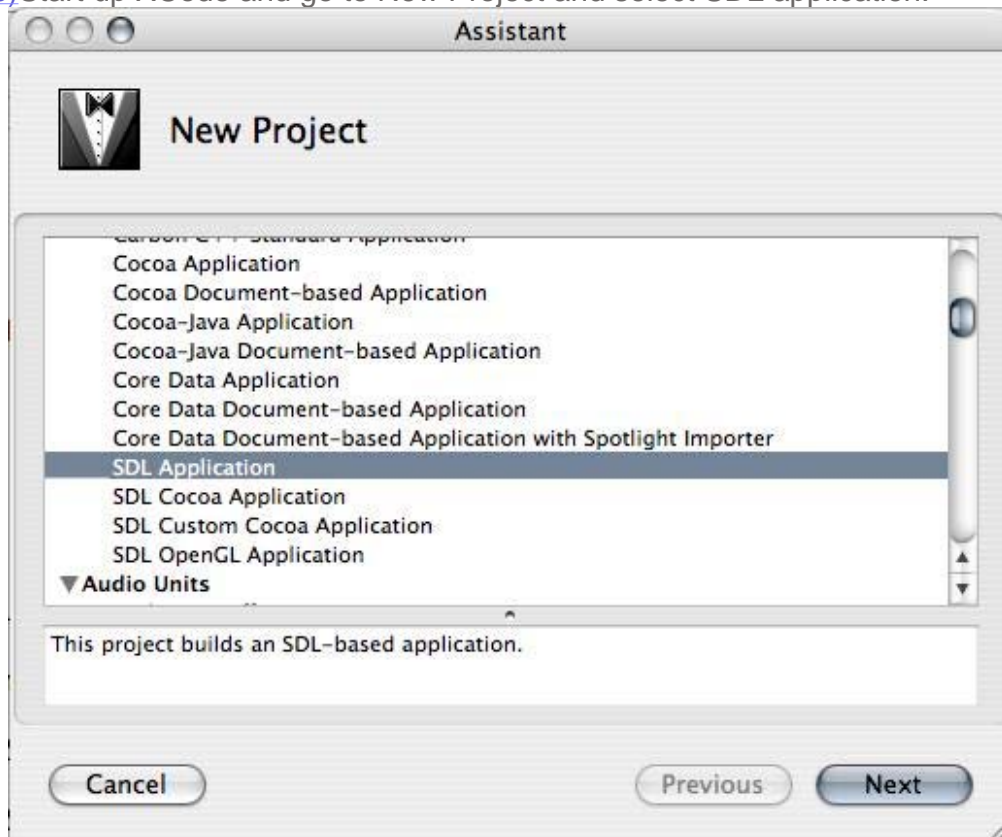
install the project templates. It's pretty simple, it's just copying some folders over. If you're using XCode 2.1 or newer you can use the XCode project templates. If you have an older version you'll have to use the Project Builder templates.

3)Start up XCode and go to New Project and select SDL application.

4) After you named your project, XCode should automatically generate a example source file. Save and compile your project.

If it compiles you're done. Otherwise go back and make sure you didn't skip a step.

In the developer package there should be a folder contains the SDL documentation.

I highly recommend that you extract them somewhere and keep it for reference.

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