Lazy Foo' Productions

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Setting up SDL Extension Libraries in Eclipse
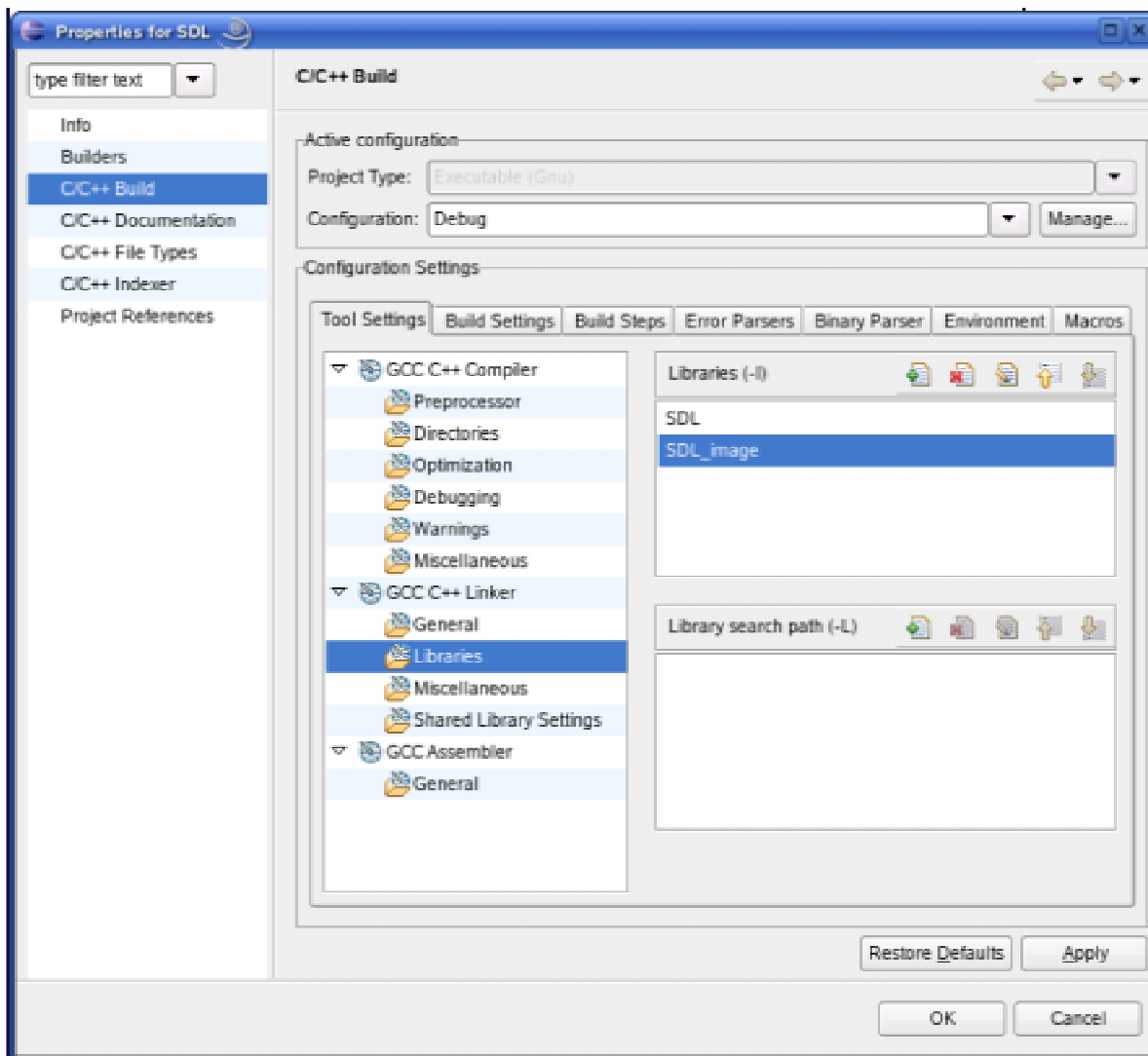
Last Updated 12/09/07

1)Open up your SDL project and go to the project properties.
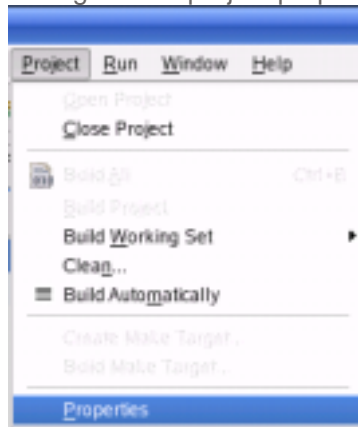
2)In the libraries section add in:

SDL_image

after SDL.

If you were linking SDL_ttf you'd put

SDL_ttf

if you were linking SDL_mixer you'd put

SDL_mixer

etc, etc.

3)To use SDL_image make sure to include the header file.

#include "SDL/SDL_image.h"

If you were setting up SDL_ttf you'd put

#include "SDL/SDL_ttf.h"

If you were setting up SDL_mixer you'd put

#include "SDL/SDL_mixer.h"

etc, etc.

Now the extension library is all set up.

Now you can use SDL_image functions.

The main one you want to know about is IMG_Load().

```cpp
SDL_Surface *load_image( std::string filename )
{
    //The image that's loaded
    SDL_Surface* loadedImage = NULL;

    //The optimized image that will be used
    SDL_Surface* optimizedImage = NULL;

    //Load the image using SDL_image
    loadedImage = IMG_Load( filename.c_str() );

    //If the image loaded
    if( loadedImage != NULL )
    {
        //Create an optimized image
        optimizedImage = SDL_DisplayFormat( loadedImage );

        //Free the old image
        SDL_FreeSurface( loadedImage );
    }

    //Return the optimized image
    return optimizedImage;
}
```

Here is a revised version of the image loading function from the previous tutorial. As you can see IMG_Load() functions exactly the same as SDL_LoadBMP(), but there's one big exception: IMG_Load() can load BMP, PNM, XPM, LBM, PCX, GIF, JPEG, TGA and PNG files.

From this tutorial on, PNG image files will be the primary image format used. PNGs have excellent lossless compression.

Download the media and source code for this tutorial [here](#).

I highly recommend that you download the documentation for SDL_image and keep it handy.

It can be found [here](#).

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