Lazy Foo' Productions

News   FAQs   Games   Tutorials   Articles   Contact   Donations
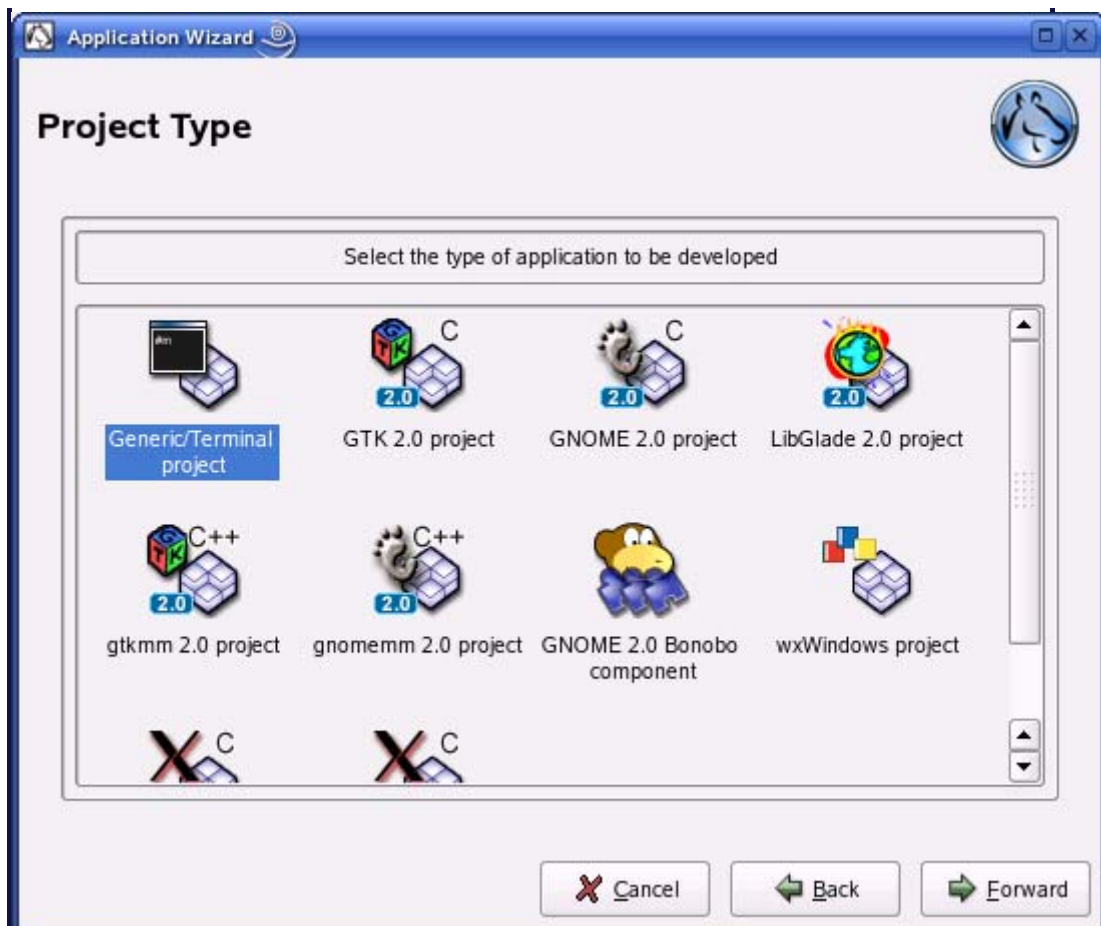
Setting up SDL in Anjuta

Last Updated 7/02/07
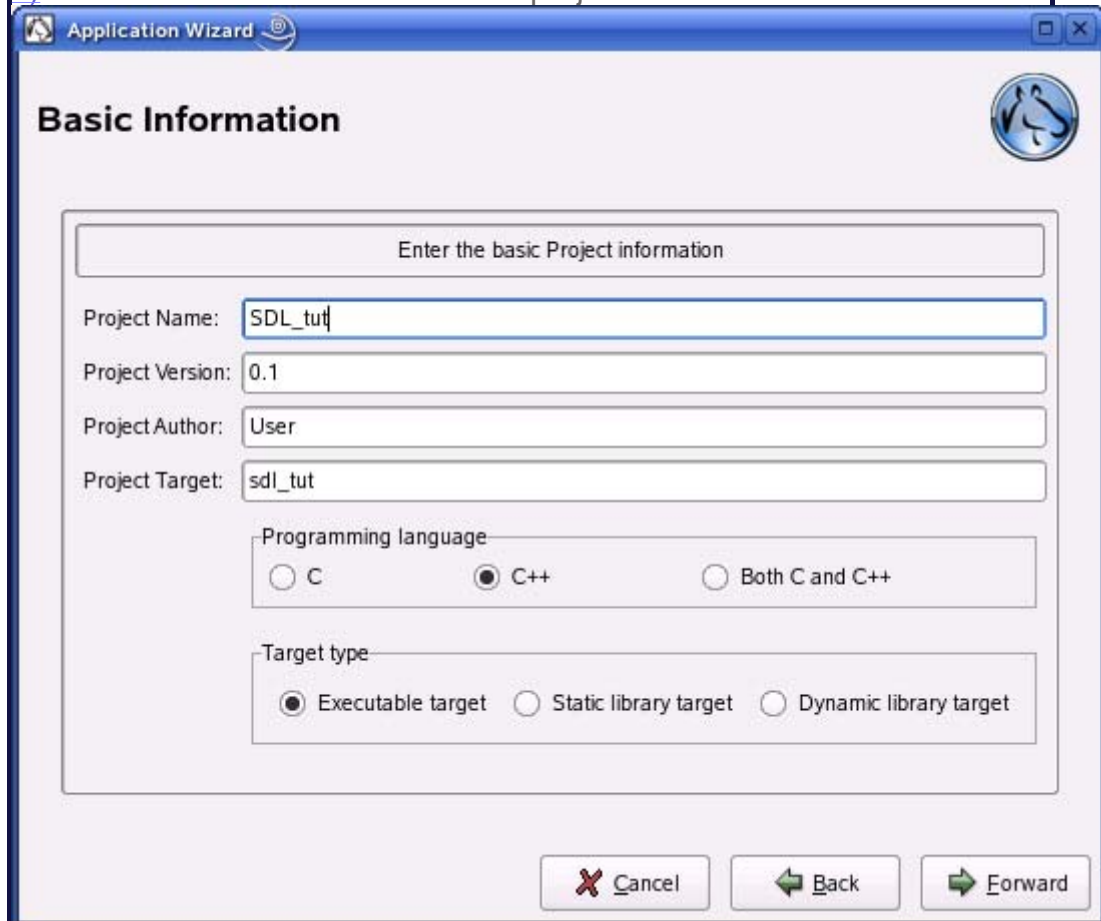
1)Start up Anjuta and start a new project.
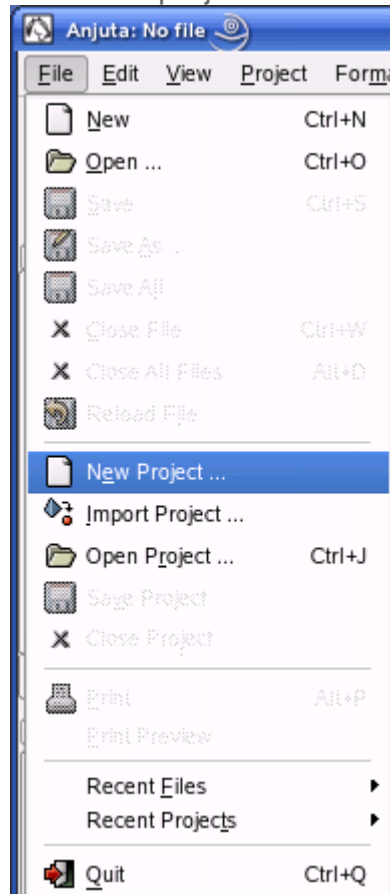
This will start up the application wizard.
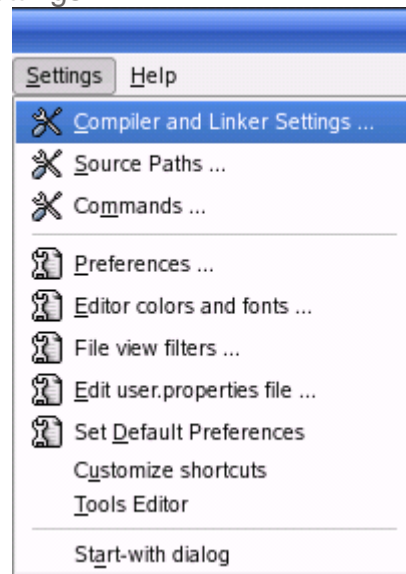
2)Set your new project to be a generic/terminal project.
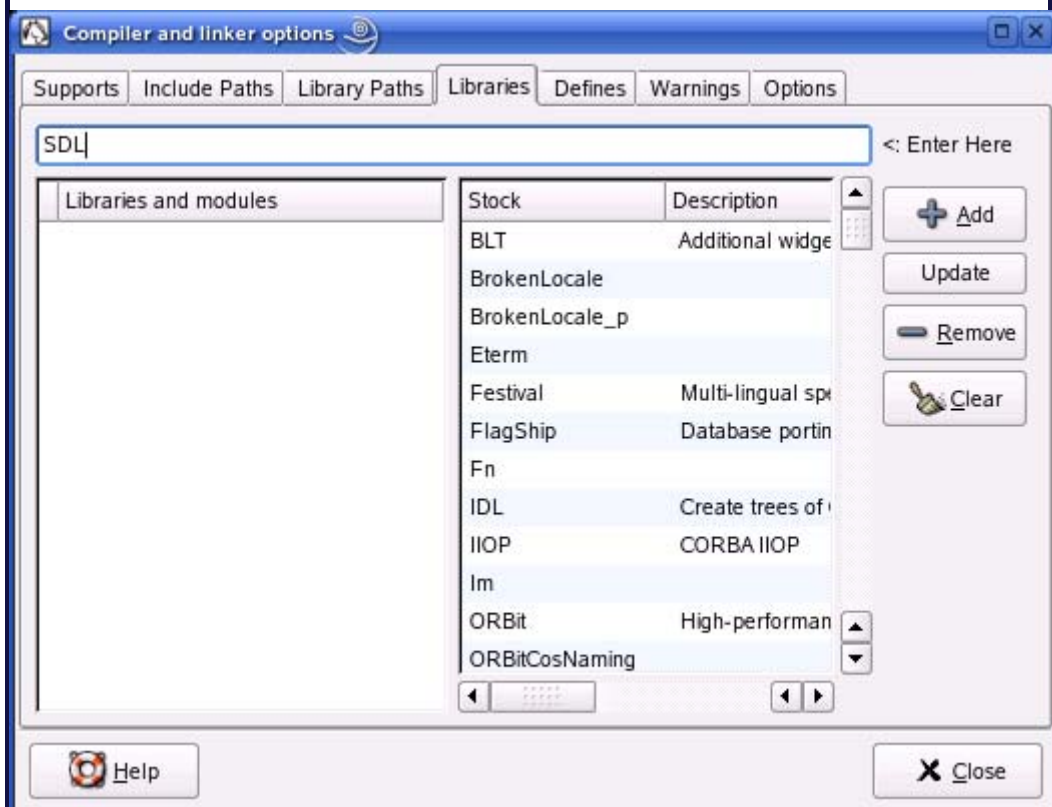
3)Hit next then make sure it's a C++ project:

Everything else with the application wizard should be self explanatory.

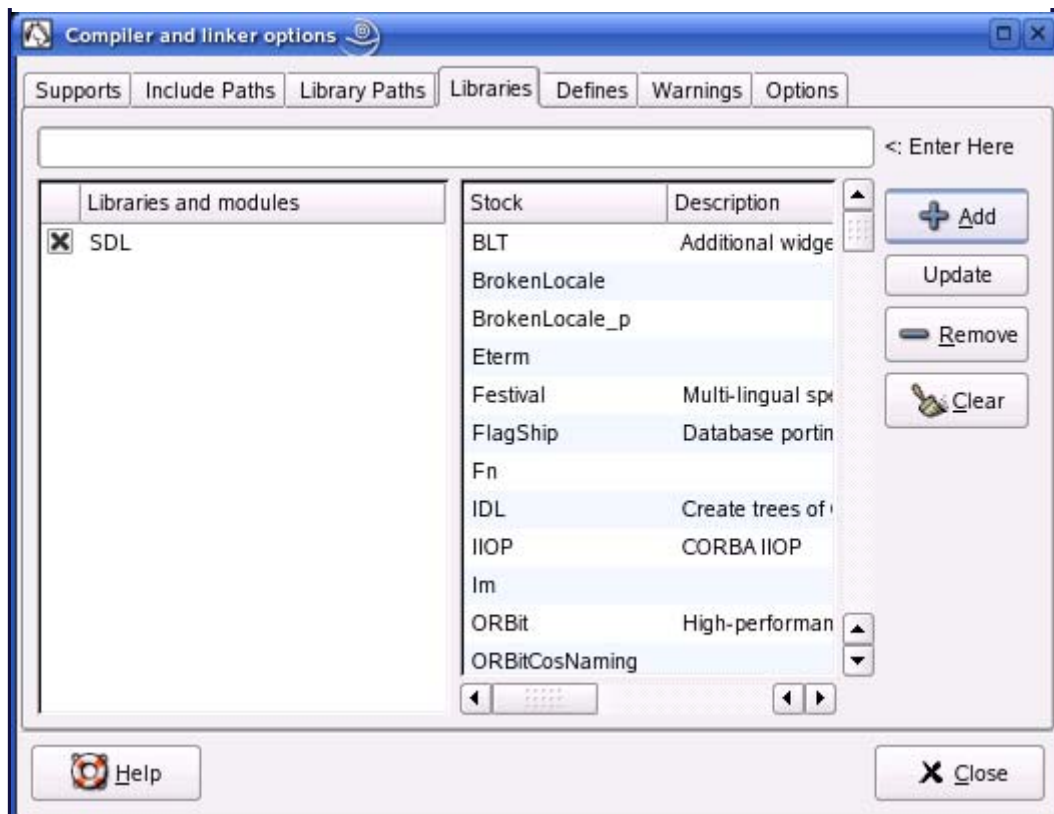4)Once the application wizard is done creating your project go to the compiler and linker settings:
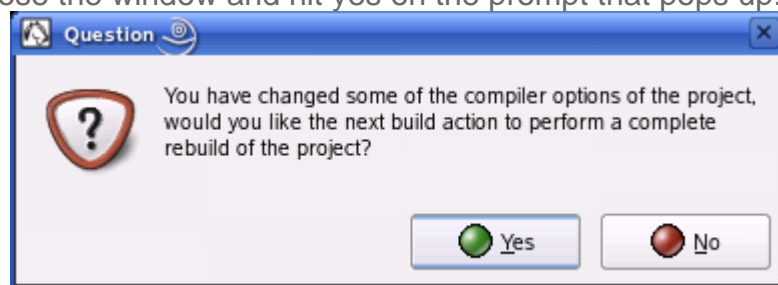
5)Under the libraries tab, type in:

SDL

6)Then hit add:

7) The close the window and hit yes on the prompt that pops up:

8) Paste the following code into the source file Anjuta provided for you:

```
#include "SDL/SDL.h"

int main( int argc, char* args[] )
{
    //Start SDL
    SDL_Init( SDL_INIT_EVERYTHING );

    //Quit SDL
    SDL_Quit();

    return 0;
}
```

9) Now save the source file and 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.

News   FAQs   Games   Tutorials   Articles   Contact   Donations