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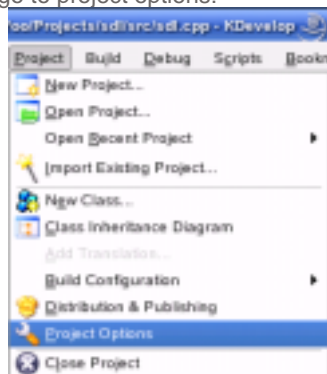
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Setting up SDL Extensions in KDevelop

Last Updated 12/09/07

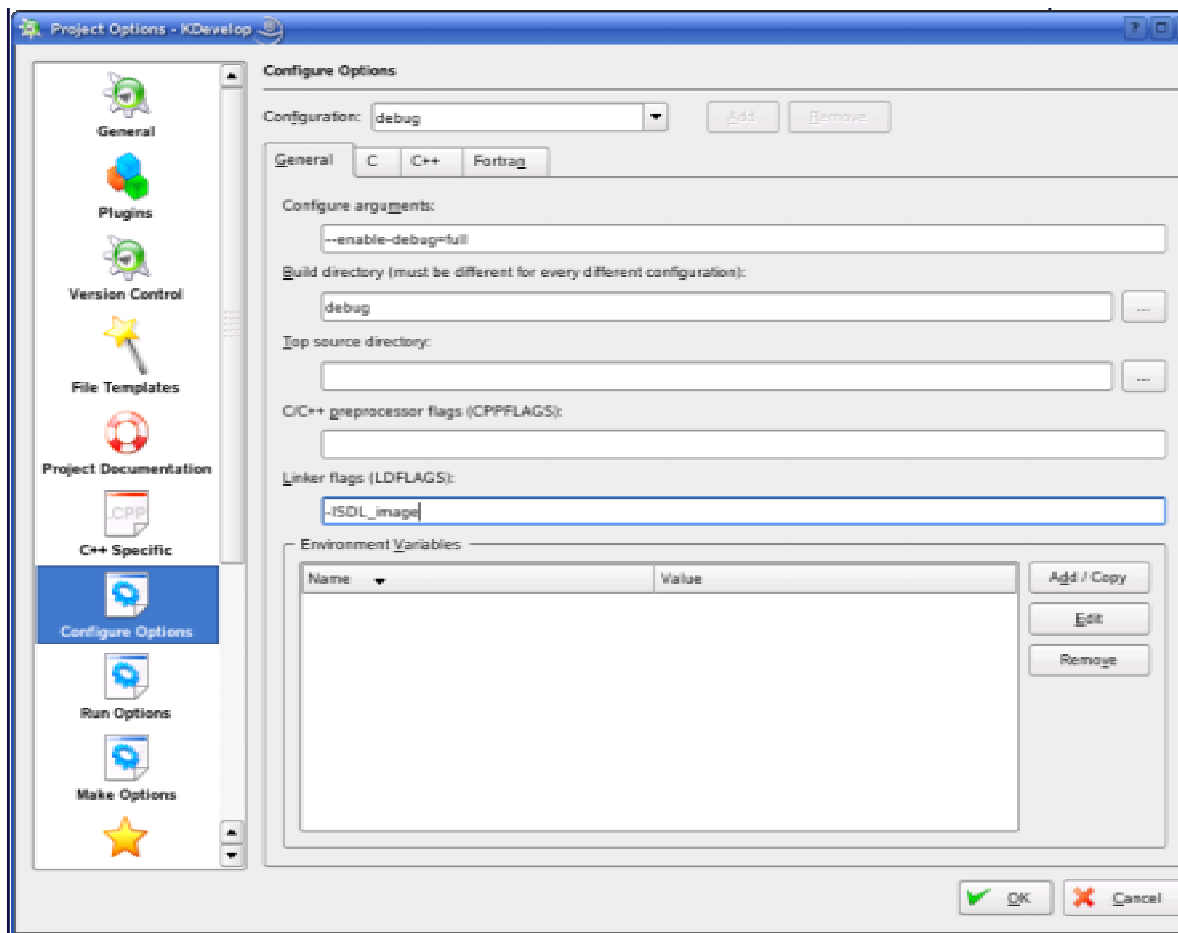
1) Open up your SDL project and go to project options:



2) In the Configure Options menu type in

-ISDL_image

In the linker flags field:



If you were linking SDL_ttf you'd put

-ISDL_ttf

If you were linking SDL_mixer you'd put

-ISDL_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().

```
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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