Setting Up Visual Studio .NET 2003 for SDL

First off, click here to get the SDL development binaries. Extract the **.zip** file to your main drive (it should make its own folder).

In Visual Studio, create a new **Win32 Project** and call it "SDL_Start". In the **Win32 Application Wizard** window that pops up, select **Application Settings** and check **Empty project.**

Select **Tools->Options**. In the left pane, select the **Projects** folder (you may have to scroll down), and select **VC++ Directories**.

In the **Show directories for:** drop-down menu in the top right, select **Include files**. Click the **New Line** button (looks like a folder with a star behind it, see the picture below). Click on the **...** button that appears (again, see the picture below).
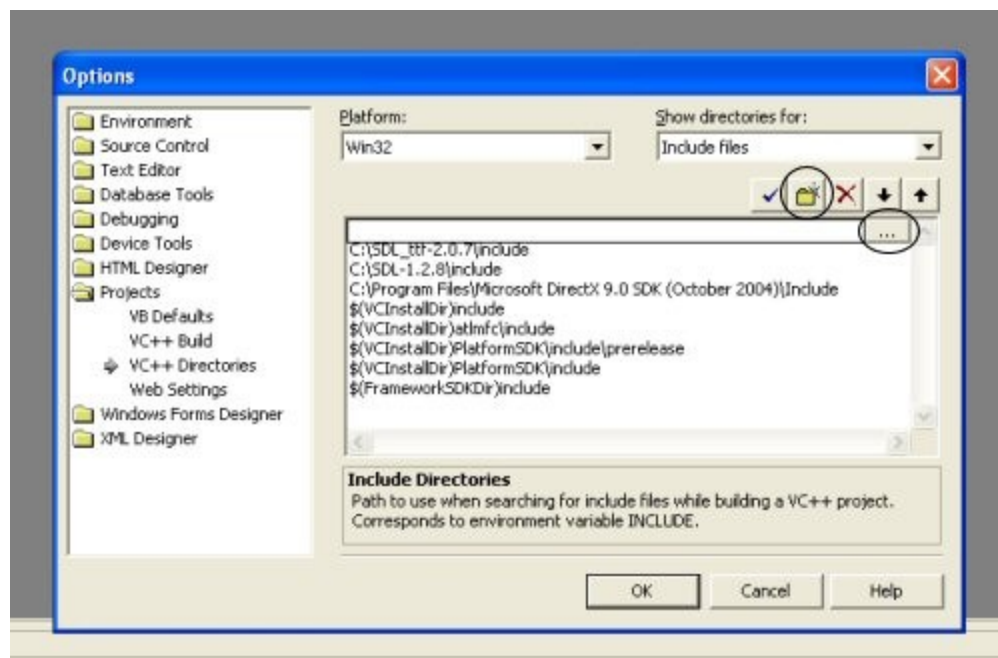
Navigate to where you extracted SDL to (probably **c:\SDL-1.2.8**) and highlight the **include** folder. Click **Open**.

Now select **Library files** from the **Show directories for:** drop-down menu. Again, click the **New Line** button and then click the **...** button. Navigate to the folder you extracted SDL to, only this time highlight the **lib** folder and click **Open**.

You've now told Visual Studio where to find SDL. This is a one-time process so you

should only need to do it again if you reinstall Visual Studio.

For the next part, you'll need to have a C++ file in your project. Add a file called "Main.cpp" to the project.

Select **Project->SDL_Start Properties**. Under the **C/C++** folder in the left pane, select **Code Generation**. In the drop-down menu to the right of **Runtime Library**, select **Multi-threaded DLL (/MD)**. You must do this for every project that uses SDL. If you start a project and get a bunch of errors when you try to compile, make sure you haven't forgotten this step.

Now you need to go back to **SDL_Start Properties** and select the **Linker** folder in the left pane. Below **Linker**, click on **Input**. To the right of **Additional Dependencies**, type "sdl.lib sdlmain.lib" without the quotes (see the picture below). This also needs to be done for each project.

The last thing you need to know is that you have to put the **SDL.dll** file in your project directory for every project that uses SDL. You can find this file in the **lib** folder where you installed SDL. Just copy and paste it into any project that uses SDL. When you distribute your programs, make sure that this dll is in the same directory as your progam's .exe file.
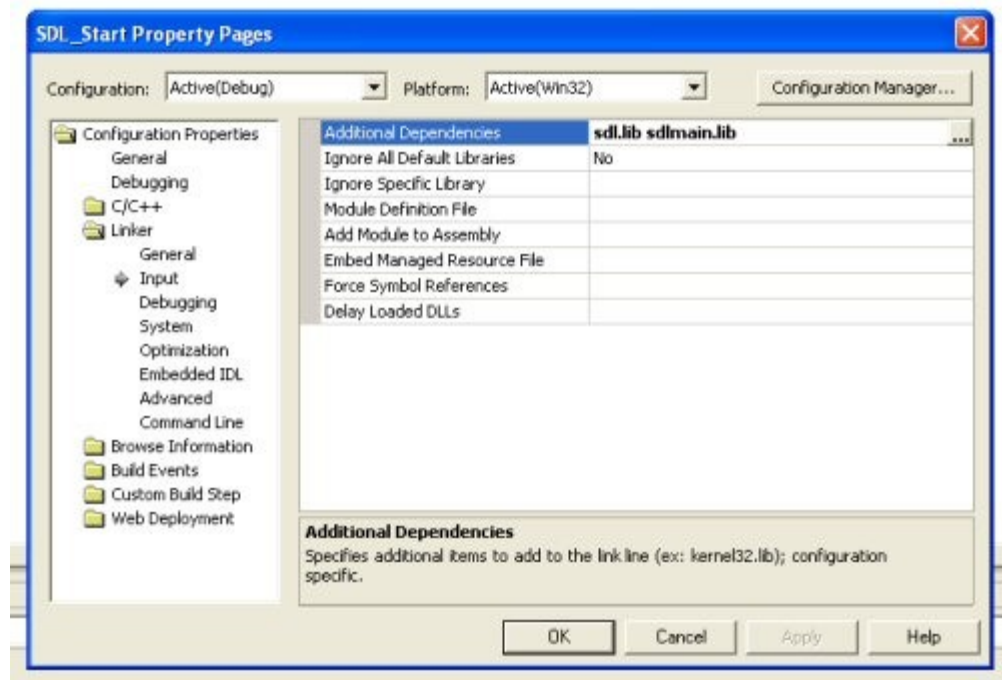
You're now ready to start using SDL.