#include <SDL2/SDL.h>

#include <stdio.h>

#include <stdlib.h>

int main(int argc, char \*argv[])

{

SDL\_Window \*window = NULL;

SDL\_Renderer \*renderer = NULL;

SDL\_Texture \*texture, \*tmp = NULL;

SDL\_Surface \*surface = NULL;

if (NULL != SDL\_Init(SDL\_INIT\_VIDEO))

{

fprintf(stderr, "Erreur SDL\_Init : %s", SDL\_GetError());

return -1;

}

{

window = SDL\_CreateWindow("Appli test", SDL\_WINDOWPOS\_CENTERED, SDL\_WINDOWPOS\_CENTERED, 1000, 1000, SDL\_WINDOW\_SHOWN);

if(window)

{

renderer = SDL\_CreateRenderer(window, -1, SDL\_RENDERER\_ACCELERATED);

if ( renderer )

{

surface = SDL\_LoadBMP("test.bmp");//chargement de l'image

if (surface)

{

texture = SDL\_CreateTextureFromSurface(renderer, surface);

if (texture)

{

SDL\_Rect dest = { 640/2 - surface->w/2,480/2 - surface->h/2, 1000, 1000};//un SDL\_Rect qui sers de destination à l'image

SDL\_RenderCopy(renderer, texture, NULL, &dest); // copie de surface grâce au SDL\_Renderer

SDL\_RenderPresent(renderer); //Affichage

SDL\_Delay(3000);

SDL\_DestroyTexture(texture);//fin de programme, destruction des entitées utilisées

}

else

{

fprintf(stderr, "Echec de création de la texture : %s", SDL\_GetError());

}

SDL\_FreeSurface (surface);

}

else

{

fprintf(stderr, "Echec de chargement du sprite : %s ", SDL\_GetError());

}

SDL\_DestroyRenderer(renderer);

}

else

{

fprintf(stderr, "echec de création du renderer : %s", SDL\_GetError());

}

}

else

{

fprintf(stderr, "Erreur creation window : %s", SDL\_GetError());

}

}

SDL\_Quit();

return 0;

}