

COMP710: Studio Session 07 – Exercise:

EXERCISE NAME: *C++ – Text Rendering with SDL_ttf*

Add pre-rendered static text support to the GP Framework using SDL_ttf.

The SDL_ttf library has been committed into SVN's **shared\API-SDL** folder.

Add an “Additional Include Directories” value to the “C/C++, General” settings for the SDL_ttf library's path:

```
$(SolutionDir)\..\..\..\..\shared\API-SDL\SDL2_ttf-2.20.0\include\
```

Add an “Additional Library Dependencies” value to the “Linker, General” settings for the SDL_ttf library's path:

```
$(SolutionDir)\..\..\..\..\shared\API-SDL\SDL2_ttf-2.20.0\lib\x86\
```

Next, copy the required runtime .dll files from **SDL2_ttf-2.20.0\lib\x86** to your **Game** folder:

- **SDL2_ttf.dll**

Next, based upon the lecture 07a slides:

- Add the **CreateStaticText** method to the **Renderer** class as a **public** method.
- Add the **LoadTextTexture** method to the **Texture** class as a **public** method.
- Add the **LoadSurfaceIntoTexture** method to the **Texture** class as a **protected** method.
- Add the **AddTexture** method to the **TextureManager** class as a **public** method.

Finally, test your implementation by creating some experimental static text that can be rendered.

For example, add a **Sprite** containing pre-rendered static text to the splash screen:

