

Visual Studio

Install **Visual Studio IDE** if you have not already done so.

<https://visualstudio.microsoft.com/>

The **Community** edition will work fine for this course.

Be sure to **Install Desktop development with C++**
(you may need to scroll down to find it)



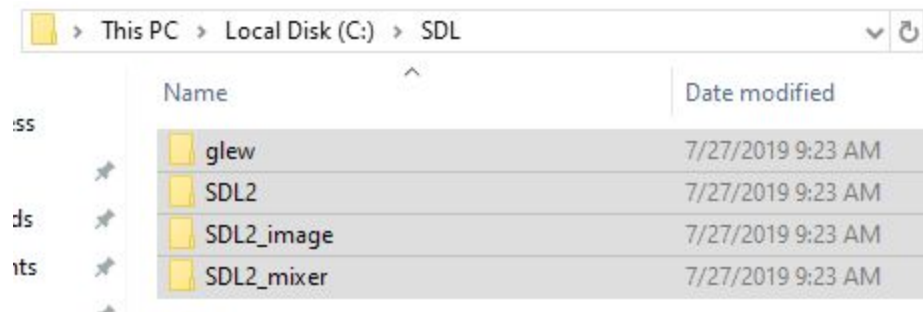
Don't create a project just yet, let's do the next step first.

Install Libraries

Find the **WindowsLibraries** folder in the Libraries folder (downloaded from github).

Create a directory on your computer **C:\SDL** (use this **exact name** please)

Copy the contents inside of WindowsLibraries folder into the SDL folder:

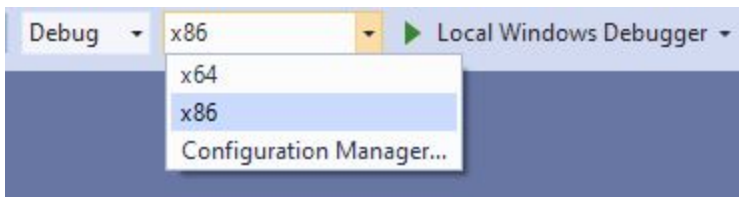


Template

In the **Templates** folder in GitHub, you will find **VisualStudioSDLProject.zip**. You may want to copy this somewhere. Make sure you extract the files (not just double click and use them inside the zip). You can use this template for all of your projects.

x86

If your project can't find the SDL headers, functions, etc. be sure the project is **set to x86** instead of x64.



Let's Code!

Open the **SDLProject.sln** file. If you build and run the example you should see a window open with a black background.

After the code successfully runs, stop the program and open **main.cpp**. You can modify the values in **glClearColor**. The first 3 floats are the red, green and blue values. They can range from 0.0 to 1.0 and will set the background color drawn by **glClear**. If you run the program again you should see a different color background.