Set up Visual Studio for SDL 2

1. Content

2. Download SDL version 2.0.4

Download the C++ **development** library at following url:

https://www.libsdl.org/download-2.0.php

Development Libraries:

Windows:

SDL2-devel-2.0.4-VC.zip (Visual C++ 32/64-bit)

SDL2-devel-2.0.4-mingw.tar.gz (MinGW 32/64-bit)

Extract SDL2-devel-2.0.4-VC.zip in a reliable location, example: C:\Libraries

(C:) > Libraries > SDL2-2.0.4

Name

📁 docs
📁 include
📁 lib
📄 BUGS.txt
📄 COPYING.txt
📄 README.txt
📄 README-SDL.txt
📄 WhatsNew.txt

3. Adapt properties in Visual Studio

The C++ build process needs to look in the SDL include and lib folders.

1. Start Visual Studio and create an empty console application.
2. Open the Property Manager: View>Property Manager

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Solution Expl

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SDL

View menu:
- Solution Explorer
- Team Explorer
- Bookmark Window
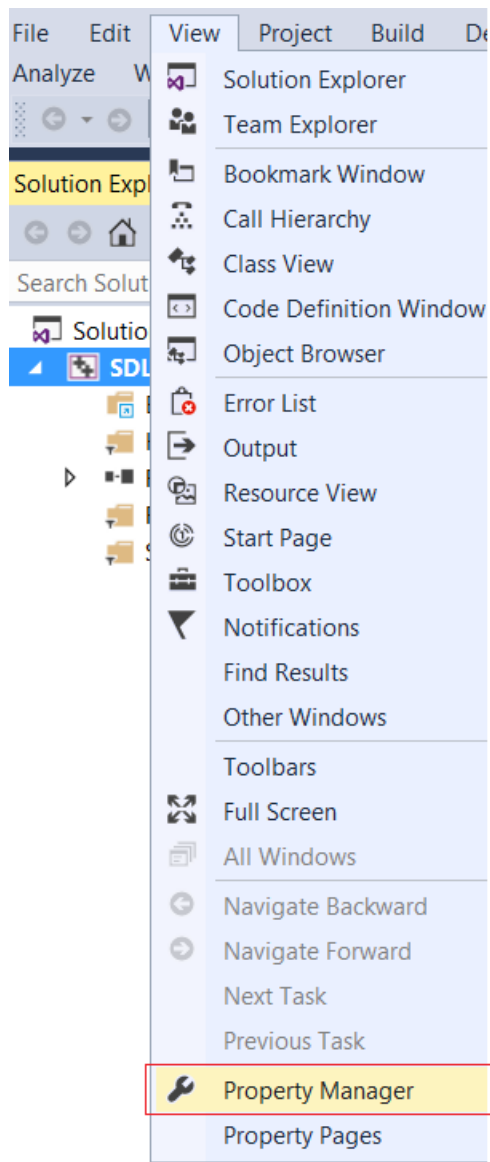- Call Hierarchy
- Class View
- Code Definition Window
- Object Browser
- Error List
- Output
- Resource View
- Start Page
- Toolbox
- Notifications
- Find Results
- Other Windows
- Toolbars
- Full Screen
- All Windows
- Navigate Backward
- Navigate Forward
- Next Task
- Previous Task
- Property Manager
- Property Pages

3. In the property manager, select Win32.user in both Debug and Release Win32.
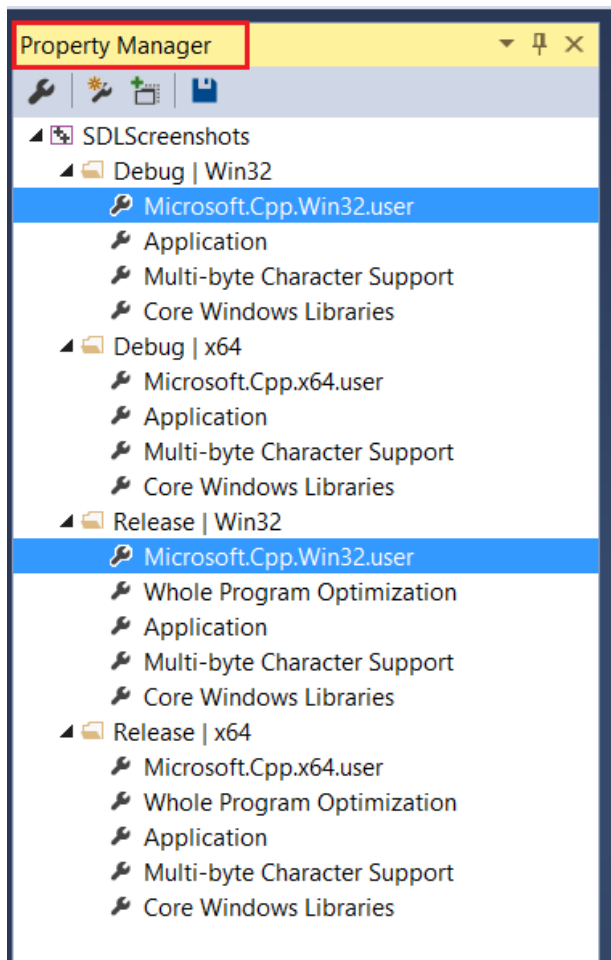
4. Click the right mouse button and select properties
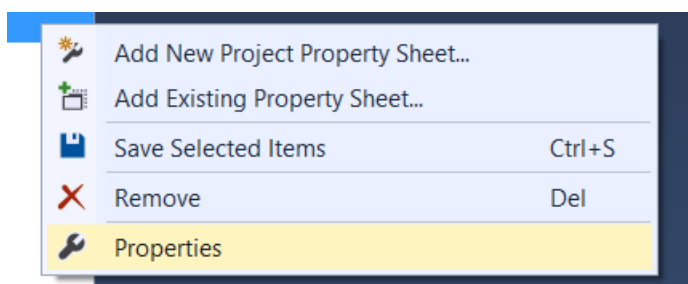
The Property Pages dialog window appears.

5. Select VC++ Directories in the left pane of the Property Pages window

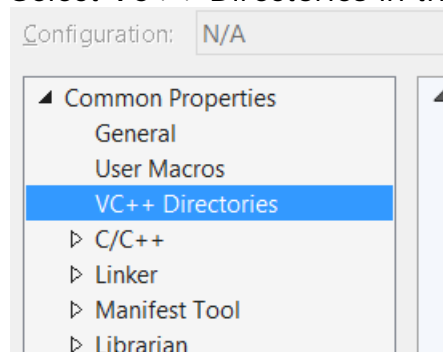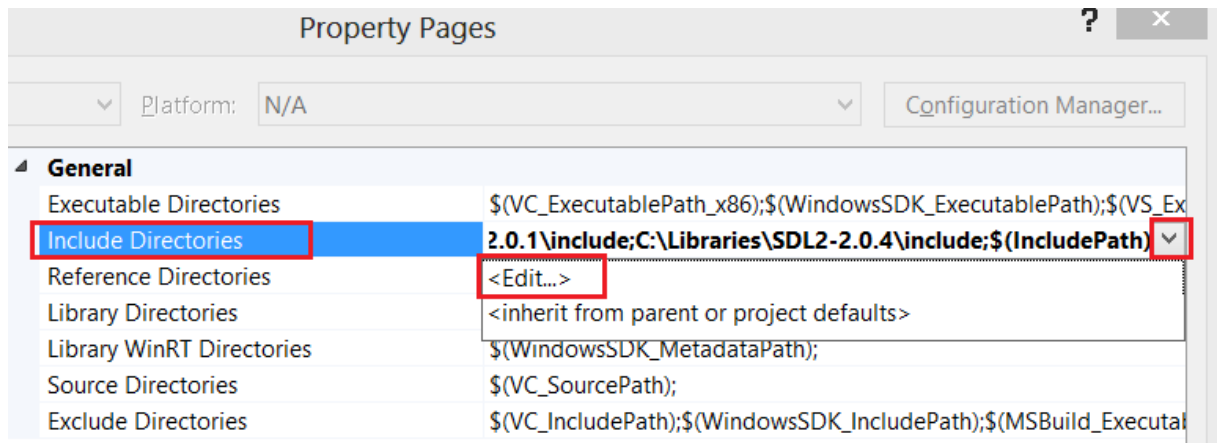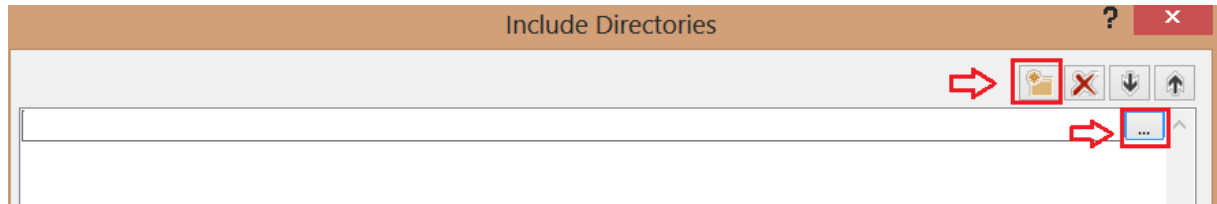6. Now tell Visual Studio that it has to search for header files in the SDL 2 **include** folder you just extracted.
    o Select the Include Directories field in the right pane. Push the down arrow button, and then click the edit button.
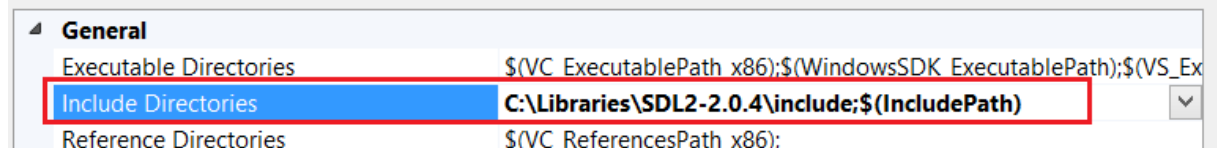
o Then click on the **New** button and then the **Browse** button

o Go find the SDL2 folders you extracted, and select the include folder.

o Then press the **Select Folder** button and then the **OK** button. Now the selected folder should appear next to **Include Directories**.

Now Visual Studio knows where to find the SDL 2 header files. If you get an error that the compiler can't find SDL.h, it means you messed up this step.

7. Then tell Visual C++ to search for library files in the SDL 2 library folder we just extracted.
   o Select the **Library Directories** field. Again push the down arrow button, and then click the edit button.

o Then click on the **New** button and then the **Browse** button

o Go find the SDL2 lib folder you extracted, and select the lib folder where you find two folders. There's one for 32bit x86 architecture and one for 64bit x64 architecture. Choose the first one.
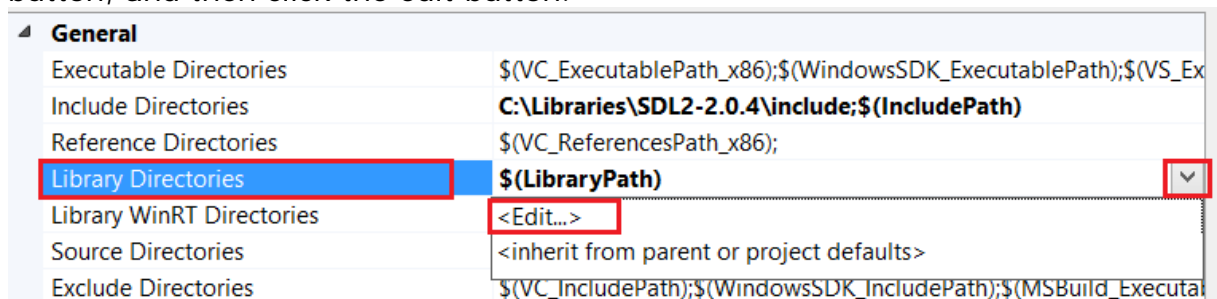
▸ Libraries ▸ SDL2-2.0.4 ▸ lib ▸ x86

o Then press the **Select Folder** button and then the **OK** button. Now the selected folder should appear next to **Library Directories**.

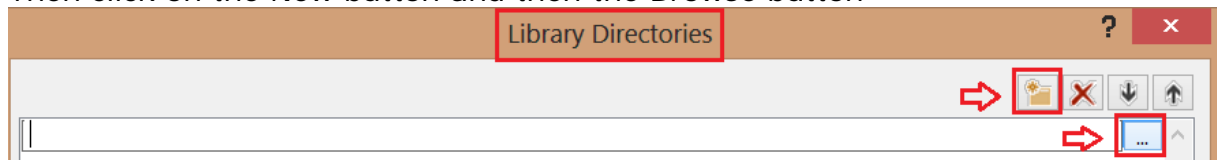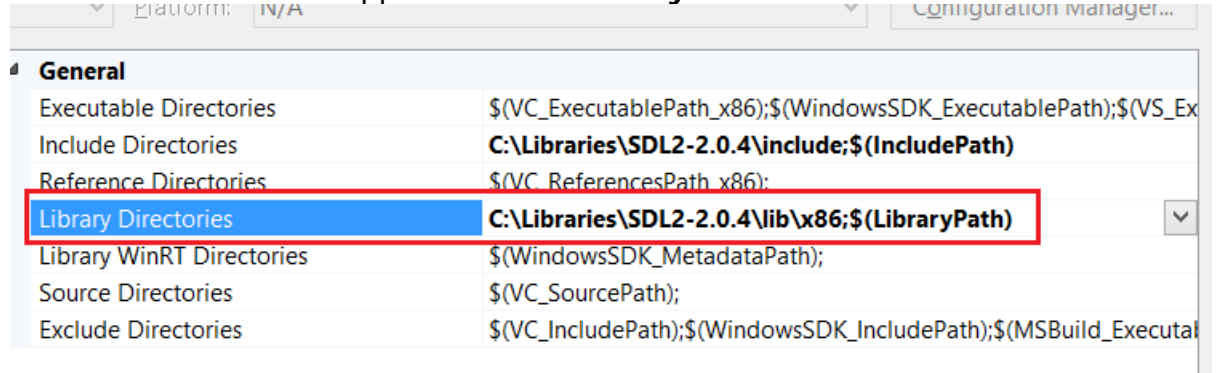|	
General	
Executable Directories	$(VC_ExecutablePath_x86);$(WindowsSDK_ExecutablePath);$(VS_Ex
Include Directories	**C:\Libraries\SDL2-2.0.4\include;$(IncludePath)**
Reference Directories	$(VC_ReferencesPath_x86);
Library Directories	**C:\Libraries\SDL2-2.0.4\lib\x86;$(LibraryPath)**
Library WinRT Directories	$(WindowsSDK_MetadataPath);
Source Directories	$(VC_SourcePath);
Exclude Directories	$(VC_IncludePath);$(WindowsSDK_IncludePath);$(MSBuild_Executal

Now Visual Studio knows where to find the library files. If you get an error that the linker can't find SDL2.lib, it means you missed this step.

4. Copy SDL2.dll

Browse with the **File Explorer** to the extracted folder: SDL2-2.0.4\lib\x86

Check the **File name extensions** option: select the View Tab and check "File name extensions". This allows you to see the file name extensions. If you have no idea what these are, google them.
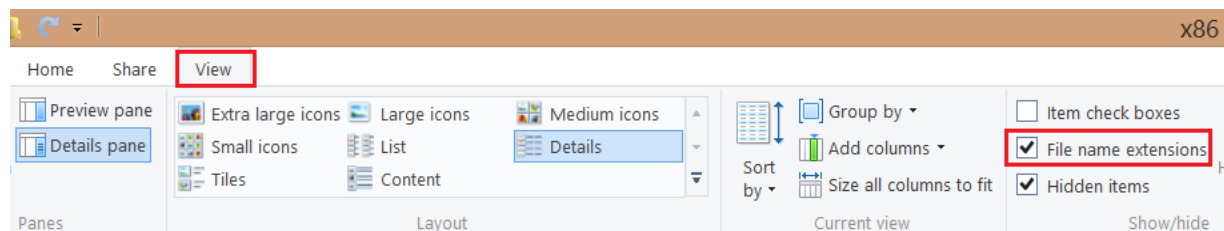
Copy SDL2.dll from this folder into C:\Windows\SysWOW64.