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## Setting up SDL Extension Libraries on Code::Blocks 13.12

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1)Open up your SDL 2 project and go to project properties.
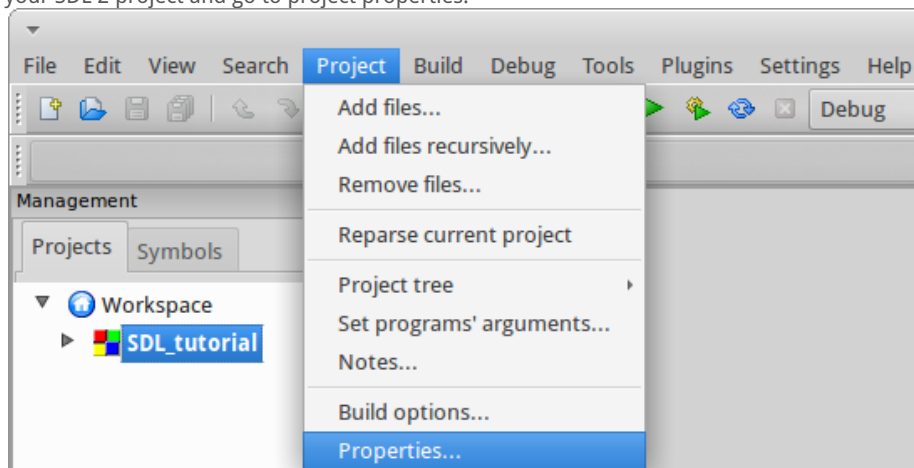
2)In order to compile SDL 2 code, we have to tell the compiler to link against the libraries. Go under Linker Settings and paste

-lSDL2_image

into the other linker options field after -lSDL2 and click OK. If you were setting up SDL_ttf, you'd put -lSDL2_ttf and you'd put -lSDL2_mixer for SDL_mixer.
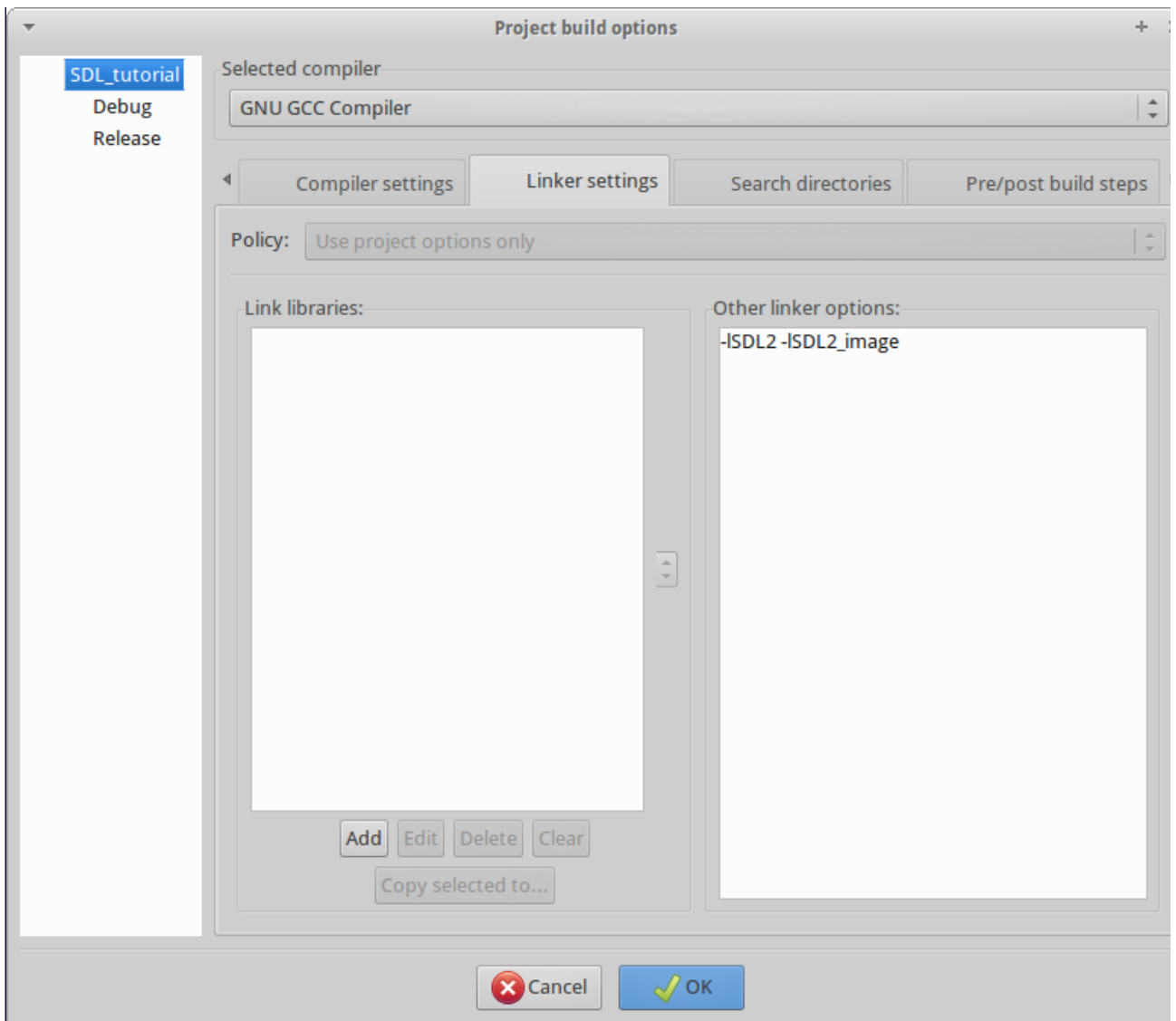
If you get an error where the linker complains about a bunch of undefined references, it means you messed up this step.

3)>Now go download the source for lesson 06. Add the source file inside to your project.

Now build. Now you may get an error saying it can't find SDL_image.h. For linux, we'll have to include the SDL headers like this:

```
#include<SDL2/SDL_image.h>
```

For SDL_ttf and SDL_mixer, we have to include them like this:

```
#include<SDL2/SDL_ttf.h>
```

```
#include<SDL2/SDL_mixer.h>
```

Now that you have the extension library compiling, it's time to go onto part 2 of the tutorial.

Extension Libraries and Loading Other Image Formats Part 2: Loading PNGs with SDL_image

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