

Lazy Foo' Productions

[SDL Forums](#)[SDL Tutorials](#)[Articles](#)[OpenGL Forums](#)[News](#)[FAQs](#)[Games](#)[Contact](#)[Donations](#)

Extension Libraries and Loading Other Image Formats

PNG
Loaded

Last Updated 2/2/15

SDL extension libraries allow you do things like load image files besides BMP, render TTF fonts, and play music. You can set up SDL_image to load PNG files, which can save you a lot of disk space. In this tutorial we'll be covering how to install SDL_image.

SDL itself is an extension library since it adds game and media functionality that doesn't come standard with your C++ compiler. As you're setting up your extension library, you'll realize it's nearly identical to installing SDL by itself. We'll be specifically installing SDL_image, but if you can install that extension library you should be able to install any of them.

After you set up SDL_image, we'll cover [how to create load a PNG with SDL](#).

Select Your Operating System



[Windows](#)



[Linux](#)



[Mac OS X](#)



Tweet

[SDL Forums](#)

[SDL Tutorials](#)

[Articles](#)

[OpenGL Forums](#)



[News](#)

[FAQs](#)

[Games](#)

[Contact](#)

[Donations](#)

Copyright Lazy Foo' Productions 2004-2015