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Installation

H@di edited this page Mar 27, 2019 · 13 revisions

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In order to use RSDL you have to install SDL2 library on your system.

Mac OS users

Install with HomeBrew

1. Install HomeBrew:

```
/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

2. Install SDL with HomeBrew:

```
brew install sdl2
brew install sdl2_image
brew install sdl2_mixer
brew install sdl2_ttf
```

3. Ensure that following libraries are included in [rsdl.hpp](#):

```
#include <SDL2/SDL.h>
#include <SDL2/SDL_image.h>
#include <SDL2/SDL_mixer.h>
#include <SDL2/SDL_ttf.h>
```

4. To compile `rsdl1.cpp`, you have to compile it with `-l` option to include `SDL2`, `SDL2_image`, `SDL2_ttf` and `SDL2_mixer` libraries. Run the following command:

```
g++ [your cpp files] rsdl1.cpp -l SDL2 -l SDL2_image -l SDL2_ttf -l SDL2_mixer
```

Manual Install

1. Download the latest SDL2 development library dmg file from the [SDL website](#) (currently latest version is 2.0.6)

2. Download SDL2_image development library from this [page](#)
3. Download SDL2_mixer development library from this [page](#)
4. Download SDL2_ttf development library from this [page](#)
5. Now open these dmg files and copy **SDL2.framework**, **SDL2_ttf.framework** and **SDL2_image.framework** files to `/Library/Frameworks`
6. Replace SDL libraries inclusion in [rsdl.hpp](#) with following ones:

```
#include <SDL2/SDL.h>
#include <SDL2_image/SDL_image.h>
#include <SDL2_mixer/SDL_mixer.h>
#include <SDL2_ttf/SDL_ttf.h>
```

7. To compile `rsdl.cpp`, you have to compile it with `-framework` option to include *SDL2*, *SDL2_image*, *SDL2_ttf* and *SDL2_mixer* libraries. Run the following command:

```
g++ [your cpp files] rsdl.cpp -framework SDL2 -framework SDL2_image -framework SDL2_ttf -framework SDL2_mixer
```

Linux users

1. Make sure you have the following *apt-get* repo: `http://us.archive.ubuntu.com/ubuntu` and your *apt-get* packages list is up to date.

- i. Open your repos list with the following command:

```
sudo nano /etc/apt/sources.list
```

- ii. Ensure that following line exists in the file, if it does not exists, add it to the file:

```
deb http://us.archive.ubuntu.com/ubuntu trusty main universe
```

- iii. Update your *apt-get* packages list:

```
sudo apt-get update
```

2. Run command below to install *SDL2*, *SDL2_image* and *SDL2_ttf* packages

```
sudo apt-get install libsdl2-dev libsdl2-image-dev libsdl2-ttf-dev libsdl2-mixer-dev
```

3. Ensure that following libraries are included in [rsdl.hpp](#):

```
#include <SDL2/SDL.h>
#include <SDL2/SDL_image.h>
#include <SDL2/SDL_mixer.h>
#include <SDL2/SDL_ttf.h>
```

4. To compile `rsdl.cpp`, you have to compile it with `-l` option to include *SDL2*, *SDL2_image*, *SDL2_ttf* and *SDL2_mixer* libraries. Run the following command:

```
g++ [your cpp files] rsdl.cpp -l SDL2 -l SDL2_image -l SDL2_ttf -l SDL2_mixer
```

Test Installation

To test your installation download or clone the repository (from this[link](#)) and go into the downloaded directory, then run the `make` command to build the test file. Finally running `./test.out` should come up with a window with UT background. `./example.out` is another example.

```
cd RSDL
make
./test.out
./example.out
```

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