Subject: Re: SDL sample needs *.dll
Posted by masu on Wed, 19 Mar 2008 13:25:41 GMT

My package configuration looks like this:

SDL source path is at the same level as "uppsrc" assembly (that's why I used "../..").
Additionally you have to add the following at the end of main.cpp:
#if defined(PLATFORM_WIN32) && defined(COMPILER_GCC)
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPSTR lpCmdLine, int
nCmdShow){return main(0,NULL);}
#endif

See topic   http://www.ultimatepp.org/forum/index.php?t=msg&th=1552& amp; amp;start=0&

This patch should already have been applied to source repo.

And of course, you don't have to link in shared mode since there is an import library for DLL within
SDL/lib dir.

Matthias

File Attachments
1) packages.png, downloaded 994 times