
Subject: Re: SDL sample needs *.dll
Posted by [masu](#) on Wed, 19 Mar 2008 13:25:41 GMT
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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 1080 times
