
Subject: Re: SDL sample needs *.dll

Posted by [amando1957](#) on Wed, 19 Mar 2008 19:46:44 GMT

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Hello James, Hello Matthias,

Its RUNNING now!!

1

I have added the pathes recommended, got the OK (hmmm...).

RETURN:

Windows-message "SDL-dll not found" at several pathes, among them "C:/winnt/system32/" (The one entered in "package organizer" not to see at the MessageBox).

2

I have copied the SDL.dll then to

C:\WINNT\system32

(also for future projects). As it resides there it might go even without the pathes.

RETURN:

runs fine,

It should do a good job to copy my current *.upp, for convenience:

```
description "SDL demo example";
```

```
uses
```

```
Core;
```

```
library(MSC) "SDL SDLmain";
```

```
library(GCC WIN32) "C:/upp/sdl/lib/SDL.dll SDLmain";
```

```
library(LINUX) "SDL SDLmain";
```

```
library(FREEBSD) "SDL SDLmain X11 Xext Xrandr Xrender vga vgl aa usbhid ncurses";
```

```
options(WIN32) -IC:/upp/sdl/include;
```

```
link(GCC WIN32) -LC:/upp/sdl/lib;
```

```
link(MSC) -LIBPATH"C:/upp/sdl/lib";
```

```
file
```

```
main.cpp;
```

```
mainconfig
```

```
"" = "";
```

@Matthias:
have done it with the tips of James already.
Many thanks to all.

kind greets
amando