
Subject: Re: U++ video control to come soon
Posted by [kohait00](#) on Thu, 28 Apr 2011 12:35:43 GMT
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well, basically its downloading the 2 original devel archives from SDL page and placing them in say C:\, 2 because mingw and msc.. if one uses one of em only, well it's one. editing build methods to point to the location and done..

that's what inside the SDL package i posted. it's actually as easy as your package, but the sdl stuff remains untouched.

if you're alright with it i can commit it.. or you can, if you prefer.

the installer instructions are in the package as well.
here for short.

Quote:
Medium

Linux
install the SDL 1.2.x package of your distro, dont forget to install the SDL-devel package for headers.

Windows
download binaries / prebuilt packages for msc and mingw
(<http://www.libsdl.org/download-1.2.php>)

<http://www.libsdl.org/release/SDL-devel-1.2.14-VC8.zip>
[http://www.libsdl.org/release/SDL-devel-1.2.14-mingw32.tar.g z](http://www.libsdl.org/release/SDL-devel-1.2.14-mingw32.tar.gz)

unzip the stuff into 2 separate locations, e.g

C:\SDL-devel-1.2.14-VC8\SDL-1.2.14
C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14

the build methods need to access those respective folders

MSC build method, add to

PATH: C:\SDL-devel-1.2.14-VC8\SDL-1.2.14\lib
INCLUDE: C:\SDL-devel-1.2.14-VC8\SDL-1.2.14\include
LIB: C:\SDL-devel-1.2.14-VC8\SDL-1.2.14\lib

MINGW/TDMGCC build method, add to

PATH: C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\lib
C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\bin
INCLUDE: C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\include

LIB: C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\lib
C:\SDL-devel-1.2.14-mingw32\SDL-1.2.14\bin

the MSC libraries only come in shared linkage flavor, while the mingw flavor can be linked both shared and statically.

the mingw SDL.dll.a is needed for static linkage and has got that weird name. who knows why. the SDL.dll comes in bin folder, that's why double folder specification is needed for MINGW build method

the WinMain@16 compile problem for mingw (google for it) makes the change of lib link order obligatory, that's why mingw32 is specified explicitly last. this makes the

```
WINAPI WinMain(...) { return main(); }
```

hack obsolete and enables the native usage of SDL means to handle entry point. because SDL redefines your own main to be SDL_main (see SDL.h), and provides own main, the signature is critical. it must be (which in Upp is matched as well)

```
int main(int argc, char* argv[]);
```

so no need to take care of that
