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Subject: SDL 2.0

Posted by [forlano](#) on Tue, 21 Jul 2015 14:05:34 GMT

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Hello,

I have just started to study SDL. I would like to implement some billiard game. I found nice tutorials here

<http://lazyfoo.net/tutorials/SDL/index.php>.

I began with SDL 2.0. Then I dreamed to use it with U++ and then found a SDLCtrl for free in Bazaar (thanks Koldo!).

Unfortunately it is based on 1.2. I wonder if there is some plan in future to move to 2.0 otherwise I'll continue to study 1.2.

Luigi

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