Subject: Re: How to configure for SDL2 project?
Posted by mirek on Sat, 15 May 2021 11:42:36 GMT

I have just found that supplied templates for SDL2 projects are broken.

Anyway, what you really need to do is to put the library into Package organizer (project menu).
Here is screenshot from the setup of my game:

File Attachments
1) Clipboard01.jpg, downloaded 863 times