Subject: Re: How to configure for SDL2 project?
Posted by Klugier on Sun, 16 May 2021 11:36:16 GMT

Hello Mirek,

Here is patch that fixed SDLPure.upt template. It works fine with SDK2 on POSIX. The library deduction was taken from Synth example.

Some absolute options was removed:
- double buffering - SDL2 do it by default
- fullscreen - up to the programmer whenever he wants to support it in application
- pure SDL template was removed due to lack of POSIX detection. We can not determine whenver this is true

```
#ifdef PLATFORM_POSIX
#include <SDL2/SDL.h>
#else
#include <SDL.h>
#endif
```

Klugier

File Attachments
1) SDLCore.upt, downloaded 298 times