Subject: Re: How to configure for SDL2 project?
Posted by Klugier on Sun, 16 May 2021 11:36:16 GMT
View Forum Message <> Reply to Message

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 238 times