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

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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 265 times