Subject: How to configure for SDL2 project?
Posted by flim on Fri, 14 May 2021 14:03:59 GMT
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I have no problem in setting up SDL2 in Code::Block and VSCode, but have not idea how to setup SDL2 in TheIDE, any advise?

Subject: Re: How to configure for SDL2 project?
Posted by mirek on Fri, 14 May 2021 14:15:37 GMT
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What is your platform? In Win32 you do not have to configure anything, it comes with SDL2 libs. All you need to do is to choose SDL2 template when creating the project.

Subject: Re: How to configure for SDL2 project?
Posted by flim on Sat, 15 May 2021 10:50:12 GMT
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Platform is Windows 10 64-bit

I add -lSDL2 in link options, but I got error:

 (): Linking has failed
 (): lld: error: unable to find library -lSDL2
 (): clang-11: error: linker command failed with exit code 1 (use -v to see invocation)

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

Subject: Re: How to configure for SDL2 project?
Posted by flim on Sat, 15 May 2021 12:42:02 GMT

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I have different errors when I create a new package with SDL template

F:\upp\MyApps\test\test.cpp (5): error: use of undeclared identifier 'SDL_SetVideoMode'
F:\upp\MyApps\test\test.cpp (8): error: use of undeclared identifier 'printf'
F:\upp\MyApps\test\test.cpp (24): error: use of undeclared identifier 'SDL_HWSURFACE'
F:\upp\MyApps\test\test.cpp (24): error: use of undeclared identifier 'SDL_HWACCEL'
 (): int videoflags = SDL_HWSURFACE | S DL_HWACCEL | SDL_DOUBLEBUF;
F:\upp\MyApps\test\test.cpp (24): error: use of undeclared identifier 'SDL_DOUBLEBUF'
F:\upp\MyApps\test\test.cpp (43): error: use of undeclared identifier 'SDL_FULLSCREEN'
F:\upp\MyApps\test\test.cpp (56): error: exponent has no digits

```
File Attachments
1) theide_HM2G23wgLB.png, downloaded 224 times
```

Subject: Re: How to configure for SDL2 project?
Posted by mirek on Sat, 15 May 2021 18:35:56 GMT

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Did not I just said those templates are unfortunately broken?

Meanwhile, there is SDLSoundDemo example. I have just confirmed that it works out of box.
Maybe you can use that as starting point for now?

Mirek

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 236 times

Subject: Re: How to configure for SDL2 project?
Posted by Klugier on Sun, 16 May 2021 11:42:57 GMT
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And the new SDL template looks as follow:

File Attachments
1) SDLTemplate.png, downloaded 575 times

Subject: Re: How to configure for SDL2 project?
Posted by Klugier on Sun, 16 May 2021 12:04:59 GMT
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Hello,

In meanwhile Mirek applied his own fix, so mine is no longer needed. Anyway, flim you could check toomorows nighly build and try to create SDL project. Everything should works out of the box.

Klugier

Subject: Re: How to configure for SDL2 project?
Posted by flim on Wed, 19 May 2021 04:01:22 GMT
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I test the nightly build today, I create a new packagew with SDL in MyApp, the package build successfully.

But when I build this code, the linker failed. Any idea?

```
(): Linking has failed
(): lld-link: error: undefined symbol: SDL_main
(): >>> referenced by c:\projects\sdl\src\main\windows\sdl_windows_main.c:175
(): >>>            SDL2main.lib(SDL_windows_main.obj):(main_getcmdline)
(): clang-11: error: linker command failed with exit code 1 (use -v to see invocation)
```

```c
#ifdef _WIN32
#include <SDL.h>
#else
#include <SDL2/SDL.h>
#endif

#include <stdbool.h>
#include <stdio.h>

bool is_running = false;

SDL_Window* window = NULL;
SDL_Renderer* renderer = NULL;

bool initialize_window(void) {
   if (SDL_Init(SDL_INIT_EVERYTHING) != 0 ) {
      fprintf(stderr, "Error initializing SDL.\n");
      return false;
   }

   // Create a SDL Window
   window = SDL_CreateWindow(
      NULL,
      SDL_WINDOWPOS_CENTERED,
      SDL_WINDOWPOS_CENTERED,
      800,
      600,
      SDL_WINDOW_BORDERLESS
   );

   if (!window) {
      fprintf(stderr, "Error creating SDL window.\n");
      return false;
   }

   // Create a SDL renderer
   renderer = SDL_CreateRenderer(window, -1, 0);
   if (!renderer) {
      fprintf(stderr, "Error creating SDL renderer.\n");
      return false;
   }
```

```c
    return true;
}

void setup(void) {

}

void process_input(void) {
    SDL_Event event;
    SDL_PollEvent(&event);

    switch (event.type) {
    case SDL_QUIT:
        is_running = false;
        break;
    case SDL_KEYDOWN:
        if (event.key.keysym.sym == SDLK_ESCAPE)
            is_running = false;
        break;
    }
}

void update(void) {

}

void render(void) {
    SDL_SetRenderDrawColor(renderer, 255, 0, 0, 255);
    SDL_RenderClear(renderer);

    SDL_RenderPresent(renderer);
}

int main(void) {

    is_running = initialize_window();

    setup();

    while (is_running) {
        process_input();
        update();
        render();
    }

    return 0;
}
```

Subject: Re: How to configure for SDL2 project?
Posted by mirek on Wed, 19 May 2021 09:40:12 GMT
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flim wrote on Wed, 19 May 2021 06:01I test the nightly build today, I create a new packagew with
SDL in MyApp, the package build successfully.

But when I build this code, the linker failed. Any idea?

(): Linking has failed
(): lld-link: error: undefined symbol: SDL_main
(): >>> referenced by c:\projects\sdl\src\main\windows\sdl_windows_main.c:175
(): >>>   SDL2main.lib(SDL_windows_main.obj):(main_getcmdline)
(): clang-11: error: linker command failed with exit code 1 (use -v to see invocation)

int main(void) {

int main(int, char **)

I think that might be it.

Mirek

Subject: Re: How to configure for SDL2 project?
Posted by flim on Wed, 19 May 2021 12:13:37 GMT
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After changed that line it works now. Thank you.