Subject: SDL libs
Posted by g6b0r on Fri, 27 Jul 2012 12:26:27 GMT
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hilo,

I want to build this:
http://www.webkinesia.com/games/tictactoe.php
on my windows installed U++.
now I have some difficulties with the SDL_mixer and SDL_image.
namely when the app wants to start it is crashing. Actually the build seems to be successful but I get a nice message:
"The application was unable to start correctly (<a nice hex address>). Click OK to close the application."

now I don't know how to debug the source of this error. compilation succeeds, build succeeds and then it crashes.

could you guys please give me some "pointer" where to start reading/searching for this (probably) misconfiguration?
I have had difficulties finding SDL_mixer/_image.lib files. so, the version I have maybe not the perfect ones (but I don't know how to crosscheck that...)
also my problem is that I don't know how to use the DLLs in U++ that are available at the http://jcatki.no-ip.org:8080/SDL_image/ and http://jcatki.no-ip.org:8080/SDL_mixer/. I mean the build configuration in the U++ one needs libs and not DLL....

regards,

g6b0r

Subject: Re: SDL libs
Posted by g6b0r on Fri, 27 Jul 2012 14:29:10 GMT
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sorry folks, I figured it out. I was using wrong SDL image and mixer libs...
I changed to use these:
http://www.libsdl.org/projects/SDL_mixer/release/SDL_mixer-d evel-1.2.12-VC.zip
http://www.libsdl.org/projects/SDL_image/release/SDL_image-d evel-1.2.12-VC.zip
and it successfully builds and starts now:)
g6b0r