

How to compile SDL_bgi programs with CodeBlocks

These instructions show how to compile an SDL_bgi program using CodeBlocks; we will use `fern.c`, provided in the `test/` directory.

Let's assume that CodeBlocks (complete with MinGW and TDM-GCC) is installed in `C:\CodeBlocks`, and that the SDL2 development libraries (MinGW) are installed in `C:\SDL2-2.0.12`. If you installed the software in different directories, change the following instructions accordingly.

The procedure was tested with CodeBlocks 17.12 and SDL2-devel-2.0.12-mingw.

Links:

<http://codeblocks.org/> <https://libsdl.org/download-2.0.php>

- copy `SDL_bgi.dll` to `C:\CodeBlocks\MinGW\bin`
- copy `C:\SDL2-2.0.12\i686-w64-mingw32\bin\SDL2.dll` to `C:\CodeBlocks\MinGW\bin`
- copy `SDL_bgi.h` to `C:\SDL2-2.0.12\i686-w64-mingw32\include\SDL2`
- copy `graphics.h` to `C:\CodeBlocks\MinGW\include`
- start CodeBlocks and click on **Create a new project**
- click on **SDL2 project**
- in the wizard, provide a project name (`fern`), pick a folder to create the project in, then click on **Next>**
- in the next window, pick `C:\SDL2-2.0.12\i686-w64-mingw32`
- in the next window, choose **Create "Release" configuration**, then click on **Finish**
- in the panel `Projects/Workspace/fern/Sources`, delete `main.cpp`
- in the panel `Projects/Workspace/fern`: right click, click on **Add files...**, pick `fern.c`, then click on **Ok**
- from the menu **Project/Build options...** select the **Search directories** tab, click on **Add**, pick the directory `C:\SDL2-2.0.12\i686-w64-mingw32\include`, and select **No** when asked to **Keep this as a relative path?**. Click on **Ok**
- from the menu **Project/Build options...** select the **Linker settings** tab, click on **Add**, pick the files `C:\CodeBlocks\MinGW\bin\SDL_bgi.dll` and `C:\CodeBlocks\MinGW\bin\SDL2.dll`, then click on **Ok**

- from the menu **Build**, select **Build**. The executable **fern.exe** will be compiled.
- run **fern.exe**.

Note 1: if you release your compiled program, you must also provide **SDL2.dll** and **SDL_bgi.dll** in the same directory.

Note 2: if your code uses functions provided by **stdio.h** (e.g. **printf()**, **scanf()**, etc.) you must also run a terminal. From the menu "Project/Set program's arguments...", check the box **Run host in terminal**.