

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 `demo/` directory.

Let's assume that CodeBlocks is installed in `C:\CodeBlocks`, and that the SDL2 development libraries for MinGW are installed in `C:\SDL2-*`. If you installed the software in different directories, change the following instructions accordingly.

The procedure was tested with CodeBlocks 20.03 and SDL2-devel-2.24.2-mingw.tar.gz.

Links:

<http://codeblocks.org/>

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

Installing SDL_bgi

- copy `bin/CodeBlocks/SDL_bgi.dll` to
`C:\CodeBlocks\MinGW\bin`
- copy `SDL_bgi.h` to
`C:\SDL2-*\x86_64-w64-mingw32\include\SDL2`
- copy `graphics.h` to
`C:\SDL2-*\x86_64-w64-mingw32\include`

How to compile

- start CodeBlocks and click on `Create a new project`
- click on `SDL2 project`, then proceed
- in the wizard, provide a project name (`fern`), pick a folder to store the project, then click on `Next>`
- in the next window (SDL2 location), pick `C:\SDL2-*\x86_64-w64-mingw32`, then click on `Next>`
- in the next window, uncheck `Create "Debug" configuration`, check `Create "Release" configuration`, then click on `Finish`
- in the panel `Projects/Workspace/fern/Sources`, delete `main.cpp` (Remove file from project)
- 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-*\x86_64-w64-mingw32\include`, then 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:\SDL2-*\x86_64-w64-mingw32\bin\SDL2.dll, then select No when asked to Keep this as a relative path?. Click on Ok
- from the menu Build, select Build. The executable fern.exe will be compiled.
- if you don't need to set environment variables, close the Global variable editor window
- 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.