Mindluster Platform

About the course SDL 2 Series

While SDL is extremely effective for cross-platform development, it is also an excellent choice for creating a game with just one platform in mind, due to its ease of use and abundance of features. SDL has a large user base and is being actively updated and maintained.

Programming Category's Courses

Course Lesson(12)

Lesson 1 : **SDL 2 Tutorial 1a SETUP Mac and Xcode Setup**

Lesson 2 : **SDL 2 Tutorial 1b SETUP Windows and Visual Studio Setup**

Lesson 3 : **SDL 2 Tutorial 1c SETUP Windows and MinGW Setup**

Lesson 4 : **SDL 2 Tutorial 1d SETUP Windows and CodeBlocks Setup**

Lesson 5 : **SDL 2 Tutorial 2 Hello World Displaying A Window**

Lesson 6 : **SDL 2 Tutorial 3 Drawing A BMP Image**

Lesson 7 : **SDL 2 Tutorial 4a Drawing An Image Using SDL image MAC**

Lesson 8 : **SDL 2 Tutorial 4b Drawing An Image Using SDL image WINDOWS VISUAL STUDIO**

Lesson 9 : **SDL 2 Tutorial Windows and Visual Studio Code Setup | Visual Studio Code Game Dev**

Lesson 10 : **SDL 2 Tutorial Change Background Colour**

Lesson 11 : **SDL 2 Tutorial Keyboard Events**

Lesson 12 : **SDL 2 Tutorial Mouse Events**

Related courses

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Python programming language

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Build a Node js App With Sequelize

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