

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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