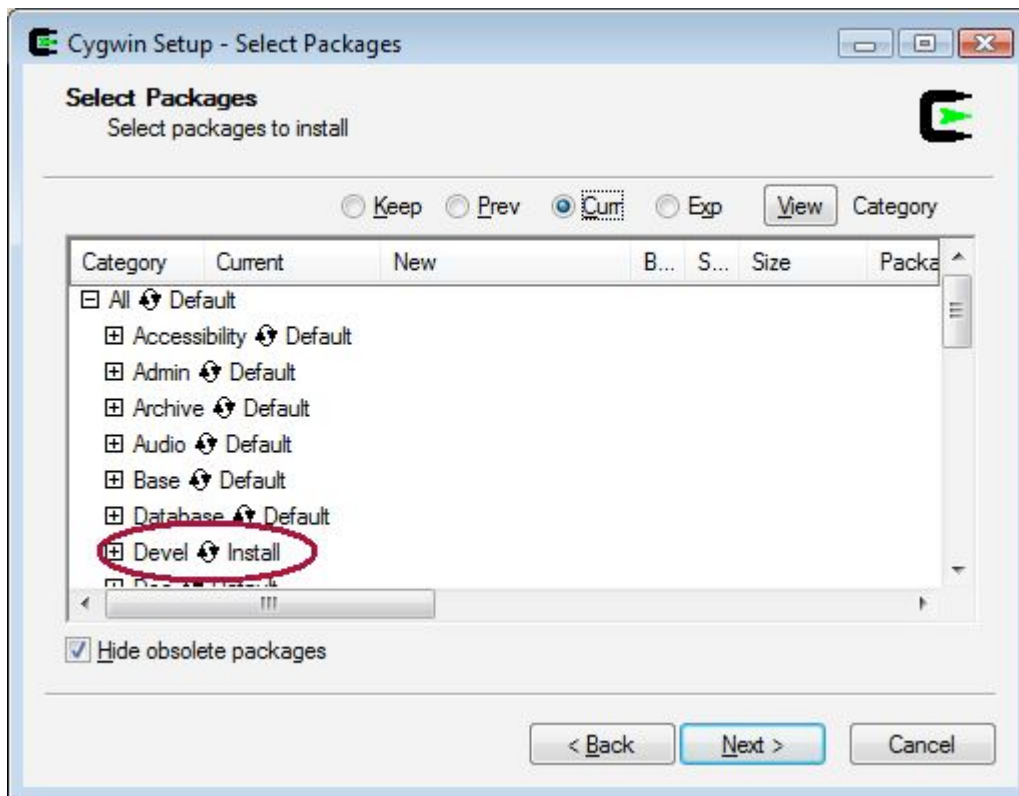


Setting up MX on Windows with Cygwin

MX is a collection of classes and templates that encapsulate SDL and other libraries to make writing a multi-media application in C++ for Windows/Linux/Mac OS X even easier. Through using abstract classes you can easily create a application in minutes.

First thing you need to do is download Cygwin you can get it from: <http://cygwin.com>. You are going to want to download the setup.exe from the front page. If you are running Windows Vista you will need to right click on the exe and select "Run as Administrator". Go through the initial setup and select install for the Devel component option, and you can leave all other options as default or download other optional components that you wish. This should take a little while so wait until it is finished, and then open the Cygwin terminal by clicking on the icon in the start menu or on the desktop.



Setting up SDL

To setup SDL you need to download the source code compile it and install it. It is very simple. You can get SDL from <http://libsdl.org> or download from <http://libsdl.org/release/SDL-1.2.13.tar.gz>.


```
~/MXDL/libmx
/usr/bin/install -c -m 644 'mx_tok.h' '/usr/local/include/mx/mx_tok.h'
/usr/bin/install -c -m 644 'mxvector.h' '/usr/local/include/mx/mxvector.h'
/usr/bin/install -c -m 644 'mxtimer.h' '/usr/local/include/mx/mxtimer.h'
/usr/bin/install -c -m 644 'mx_font.h' '/usr/local/include/mx/mx_font.h'
/usr/bin/install -c -m 644 'mxscreen.h' '/usr/local/include/mx/mxscreen.h'
/usr/bin/install -c -m 644 'mxfunction.h' '/usr/local/include/mx/mxfunction.h'
/usr/bin/install -c -m 644 'mxsemaphore.h' '/usr/local/include/mx/mxsemaphore.h'
/usr/bin/install -c -m 644 'mxpixel.h' '/usr/local/include/mx/mxpixel.h'
/usr/bin/install -c -m 644 'mxeternal.h' '/usr/local/include/mx/mxeternal.h'
/usr/bin/install -c -m 644 'mxtree.h' '/usr/local/include/mx/mxtree.h'
/usr/bin/install -c -m 644 'mxsocket.h' '/usr/local/include/mx/mxsocket.h'
/usr/bin/install -c -m 644 'mxttype.h' '/usr/local/include/mx/mxttype.h'
/usr/bin/install -c -m 644 'mxmemory.h' '/usr/local/include/mx/mxmemory.h'
/usr/bin/install -c -m 644 'mxjpeg.h' '/usr/local/include/mx/mxjpeg.h'
/usr/bin/install -c -m 644 'mximage.h' '/usr/local/include/mx/mximage.h'
/usr/bin/install -c -m 644 'mximg.h' '/usr/local/include/mx/mximg.h'
test -z "/usr/local/lib/pkgconfig" || /usr/bin/mkdir -p "/usr/local/lib/pkgconfig"
/usr/bin/install -c -m 644 './mx.pc' '/usr/local/lib/pkgconfig/mx.pc'
make[2]: Leaving directory '/home/Jared/MXDL/libmx/mx'
make[1]: Leaving directory '/home/Jared/MXDL/libmx/mx'
make[1]: Entering directory '/home/Jared/MXDL/libmx'
make[2]: Entering directory '/home/Jared/MXDL/libmx'
make[2]: Nothing to be done for 'install-exec-am'.
make[2]: Nothing to be done for 'install-data-am'.
make[2]: Leaving directory '/home/Jared/MXDL/libmx'
make[1]: Leaving directory '/home/Jared/MXDL/libmx'

Jared@Vista ~/MXDL/libmx
$
```

After this you will have all the necessary header files and libraries to compile and link MX applications.

For example, to compile a application as a static binary (no SDL.dll or libmx.dll) you would issue the following commands.

```
$ g++ `sdl-config --cflags` -I/usr/local/include -c test.cc
```

```
$ g++ test.o -o test -static -lmx `sdl-config --static-libs` -luser32 -lgdi32 -lwinmm -lopengl32 -lglu32
```

-Jared Bruni (<http://lostsidead.com>)