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The cool thing about SDL is that if you use standard ANSI C/C++ along with it, you can port your games and applications to other platforms in a matter of hours or a day at most. This is the real power of SDL—portability. Focus On SDL will get you up and running with the SDL system almost immediately.

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Focus on SDL (eBook, 2003) [WorldCat.org]
Game Programming with DirectX 7.0 (Premier Press, Inc. 0-7615-3089-4, 2001), the Game Developers Guide to the Cybiko (Wordware Publishing, 2001), and Focus On 2D in Direct3D (Premier Press, Inc., 2002).

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Simple DirectMedia Layer (SDL) is a cross-platform software development library designed to provide a hardware abstraction layer for computer multimedia hardware components. Software developers can use it to write high-performance computer games and other multimedia applications that can run on many operating systems such as Android, iOS, Linux, macOS, and Windows.

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Books - SDL Wiki!
Premier Press: ISBN: 978-1-59200-030-2. Available at Amazon. ... this book covers everything you need to know from setting up a system for SDL to creating a sample game in SDL. ... Within the first ten pages of Focus On Sdl, you will have ...

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SDL 2.0 is the latest release of the popular Simple DirectMedia Layer API, which is designed to make life easier for C++ developers, allowing you simple low-level access to various multiplatform audio, graphics, and input devices. SDL Game Development guides you through creating your first 2D game using SDL and C++.

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SDL allows you to pack up your code and go if you have a basic knowledge of C++, you're ready to roll. Dive into advanced topics such as alpha blending and overlays, or intensify your game audio with the SDL_mixer add-on libra Focus On Sdl is your key to writing programs faster and with greater ease.

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