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Focus On SDL Author: Ernest Pazera
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SDL might sound like an overly
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(Premier Press, Inc. 0-7615-3089-4, 2001), the Game Developer's Guide to the Cybiko (Wordware Publishing, 2001), and Focus On 2D in Direct3D (Premier Press, Inc., 2002).

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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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