Readme for HRTF code for windows users

Installing the vsCode

<https://code.visualstudio.com/>

In the vsCode install the extensions “code runner” & “c/c++”

Download the mingw-64 C compiler, instructions found on the site for setting up mingw-64

<https://code.visualstudio.com/docs/cpp/config-mingw>

Download the SDL2 source code.

<https://www.libsdl.org/download-2.0.php>

Create a folder “SDL2”, and take the include & src files from the source code and put them in there.

Go into the hrtf.c file, and change line #7,

“ #include <SDL2/SDL.h> ” ⇒ “ #include "SDL2/include/SDL.h" ”

For the syntax problems, replace the variable in the declaration with the number itself.

Specifically lines: 20, 24, & 49.

Download the SDL2 development libraries, and also winRAR to decode .gz files.

Take all the “.a” files and move them into the “.../mingw/include” folder.

Move the SDL2.dll to the hrtf-spatial-audio-master (the folder with hrtf.c in it)

Change the makefile.

“ gcc -g -lSDL2 -Wall -o hrtf -I deps/kiss\_fft130 hrtf.c deps/kiss\_fft130/kiss\_fft.c “

=>

“ gcc -I deps/kiss\_fft130 hrtf.c deps/kiss\_fft130/kiss\_fft.c -lmingw32 -lSDL2main -llibSDL2 “

Running the code:

Copy the command in the makefile to compile.

Run the command “ .\a.exe “ to finally run the program.