

SFML Setup in Visual Studio 2019

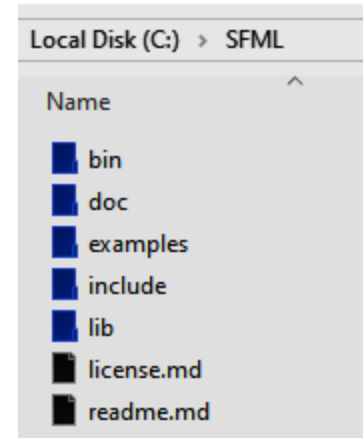
Download the sfml library at this site:

<https://www.sfml-dev.org/download/sfml/2.5.1/>

and extract to C:\SFML

Create an empty VS project, and name it HelloSFML (or sfml19, as I have.)

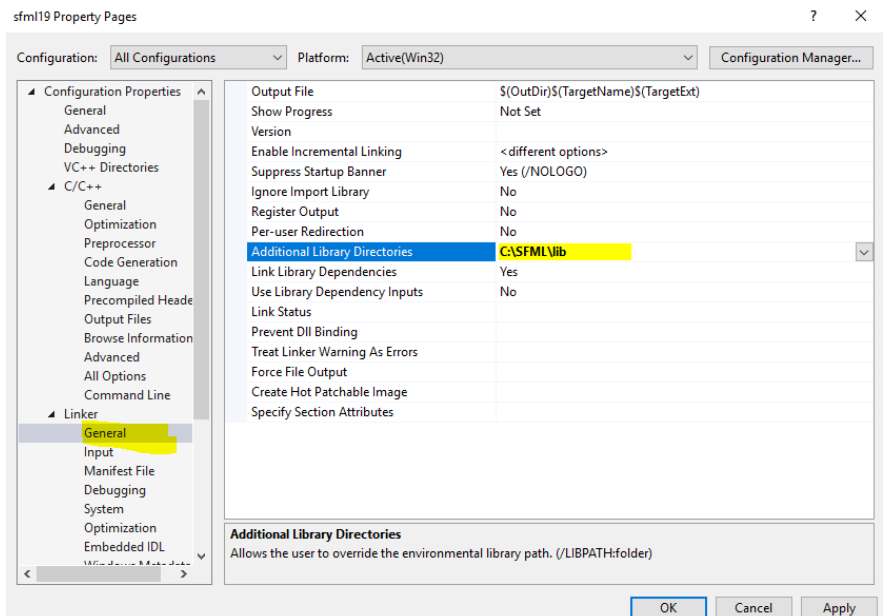
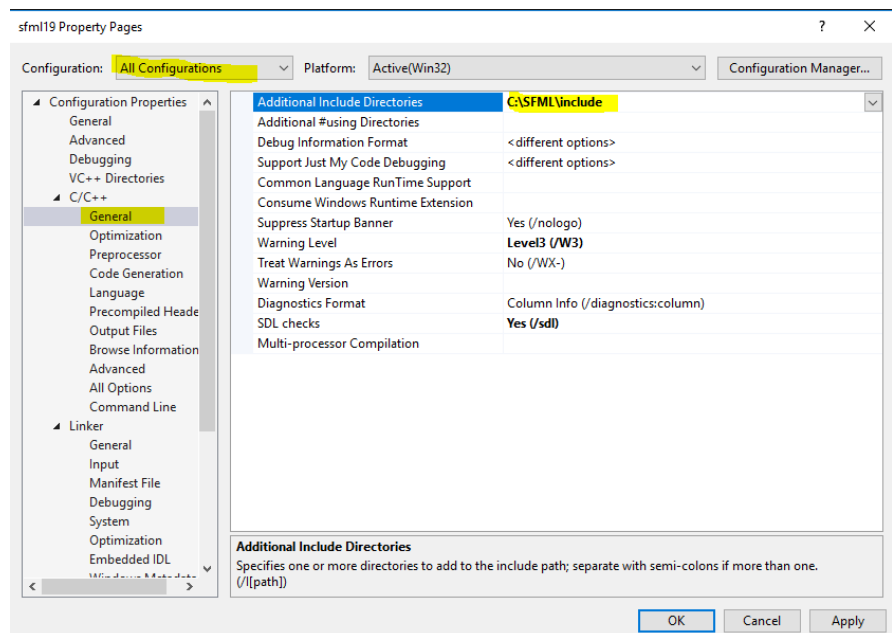
From the Visual Studio main menu select **Project | HelloSFML properties**. (or right click on the project name in the Solution Explorer and choose “properties” from the context menu.) In the resulting **HelloSFML Property Pages** window take the following steps which are numbered and can be referred to in the next image.



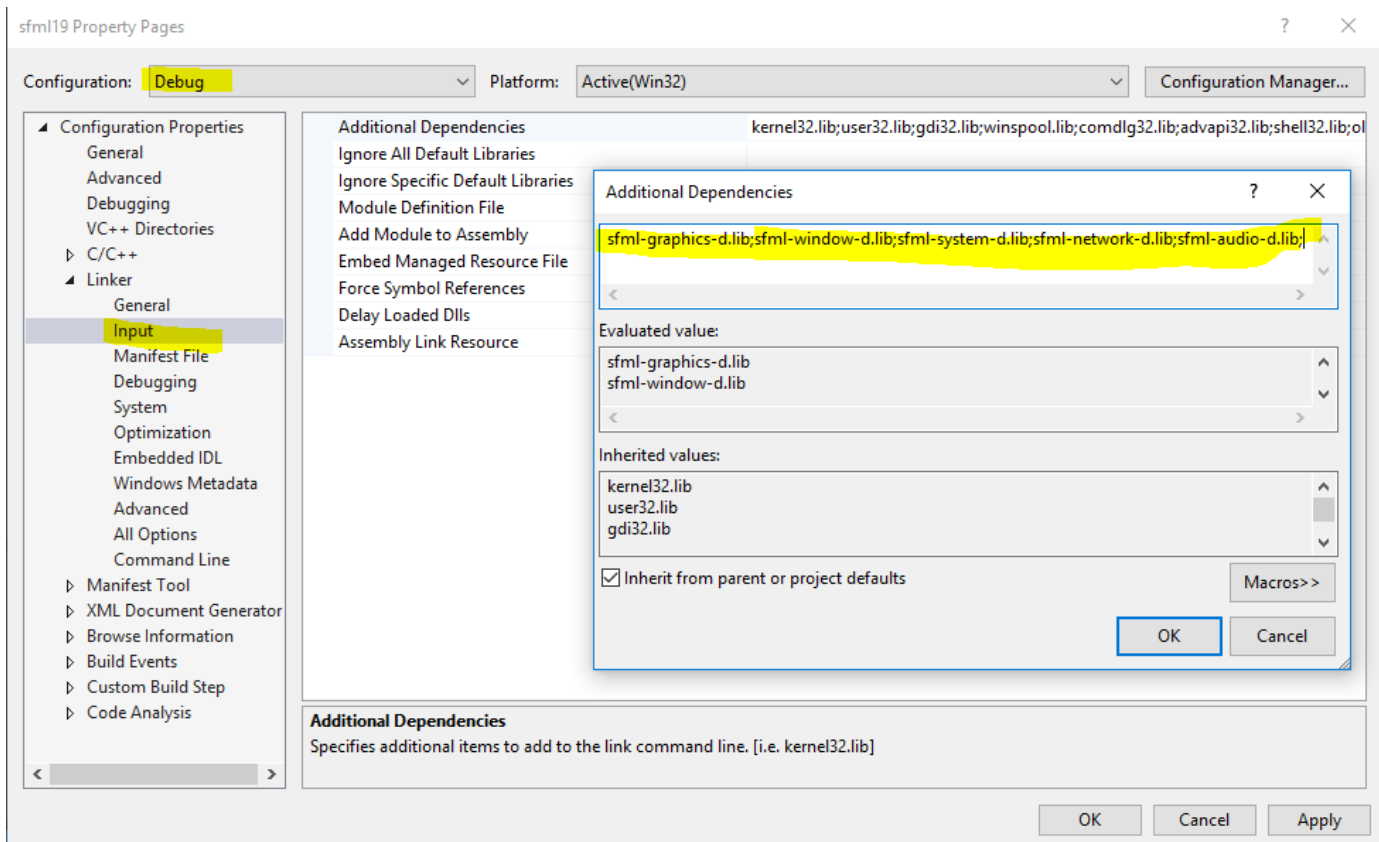
1. Make sure you choose “All Configurations” in the box on the upper left.
2. Choose the “General” option under C/C++ in the panel on the left.
3. Add the directory where the SFML/include files are in the “Additional Include Directories” field on the upper right.

In the same window perform these next numbered steps which refer to the next image.

1. Select **Linker** then **General**.
2. Find the **Additional Library Directories** edit box and type the drive letter where your **SFML** folder is followed by `\SFML\lib`. So the full path to type if you located your **SFML** folder on your C drive is, as shown in the screen-shot is `C:\SFML\lib`.

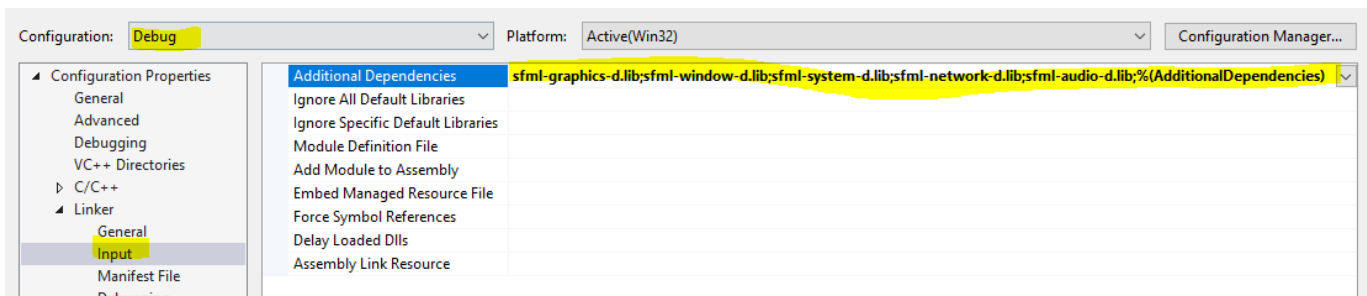


Finally for this stage, still in the same “Properties” window, perform these numbered steps which refer to the next image.



1. Switch the **Configuration:** drop down to **Debug** as we will be running and testing our games in debug mode for now.
2. Select **Linker** then **Input**.
3. Find the **Additional Dependencies** edit box and click it at the far left. Now copy & paste the following: **sfml-graphics-d.lib;sfml-window-d.lib;sfml-system-d.lib;sfml-network-d.lib;sfml-audio-d.lib;** at the beginning of that field (at right, the edit window was used). Be **REALLY** careful to place these dependencies first in the list and not to overwrite any of the text that is already there.

The result should look like this:



4. Click **OK**.

Creating a reusable project template

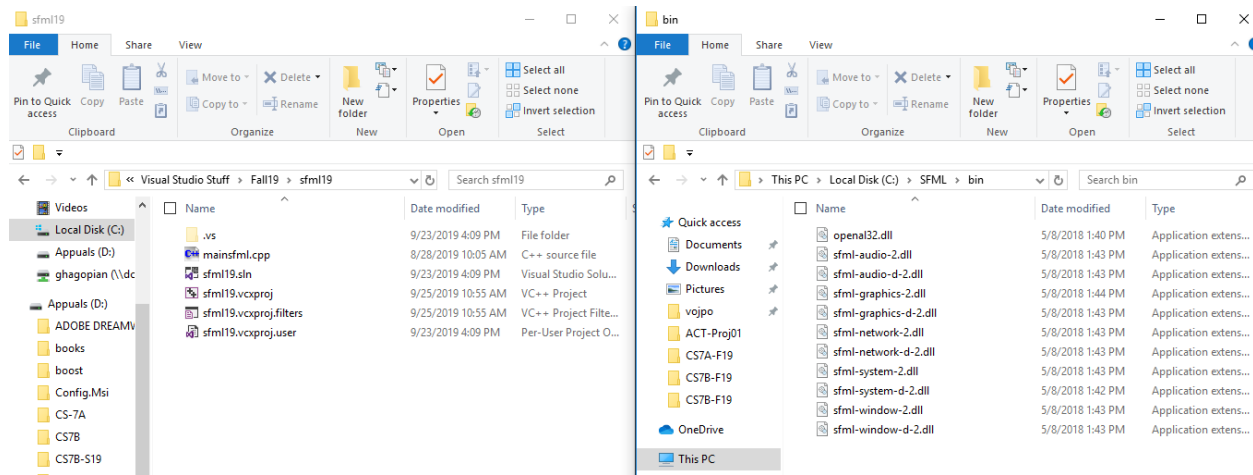
In Visual Studio select **Project | Export Template....** Then in the **Export Template Wizard** window make sure the **Project template** option is selected and the **sfml19** project (or whatever you called it) is selected for the **From**

which project do you want to create a template option. Click **Next** and then **Finish**. That's it. Next time you create a project you can use this template.

Copying the .dll files to the project folder

The only other step is to copy the .dll files into the project folder which we will step through now.

My project folder is **C:\Visual Studio Stuff\Fall19\sfm19**. The files we need to copy into there are located at **C:\SFML\bin**. Of course, if you installed Visual Studio and the **Visual Studio Stuff** folder on a different drive then replace **C:** from the previous paths with your appropriate drive letter. Open a window for each location and highlight the required files as shown in the next screenshot.



Copy & paste the files in the **YOUR_DRIVE:\SFML\bin** to **YOUR_DRIVE:\Visual Studio Stuff\Projects\HelloSFML\sfm19**.