SFML Installation and Usage on Microsoft Visual Studio

These instructions apply to MS Visual Studio Enterprise 2017. They should also be *close* to some earlier versions of MSVS as well. These instructions are somewhat detailed and apply to particular configurations. They are not very efficient, but hopefully, with a few prayers, they should work.

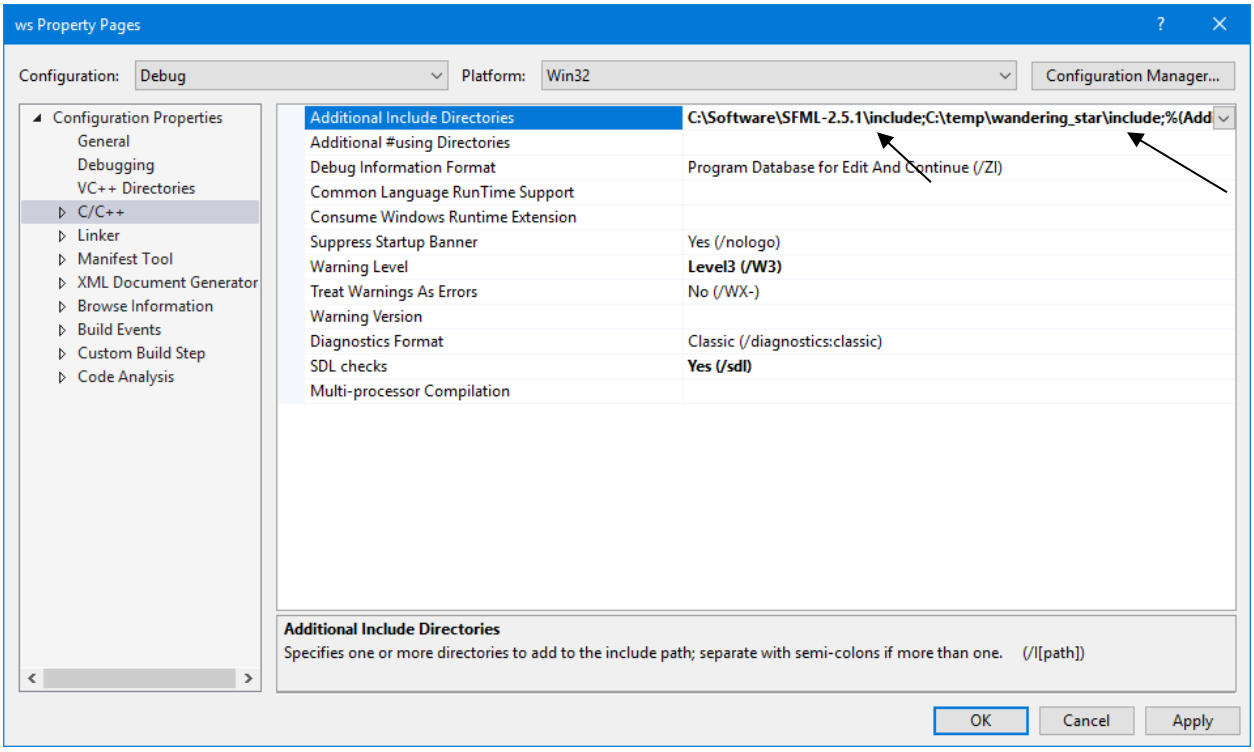
Download and Installation

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

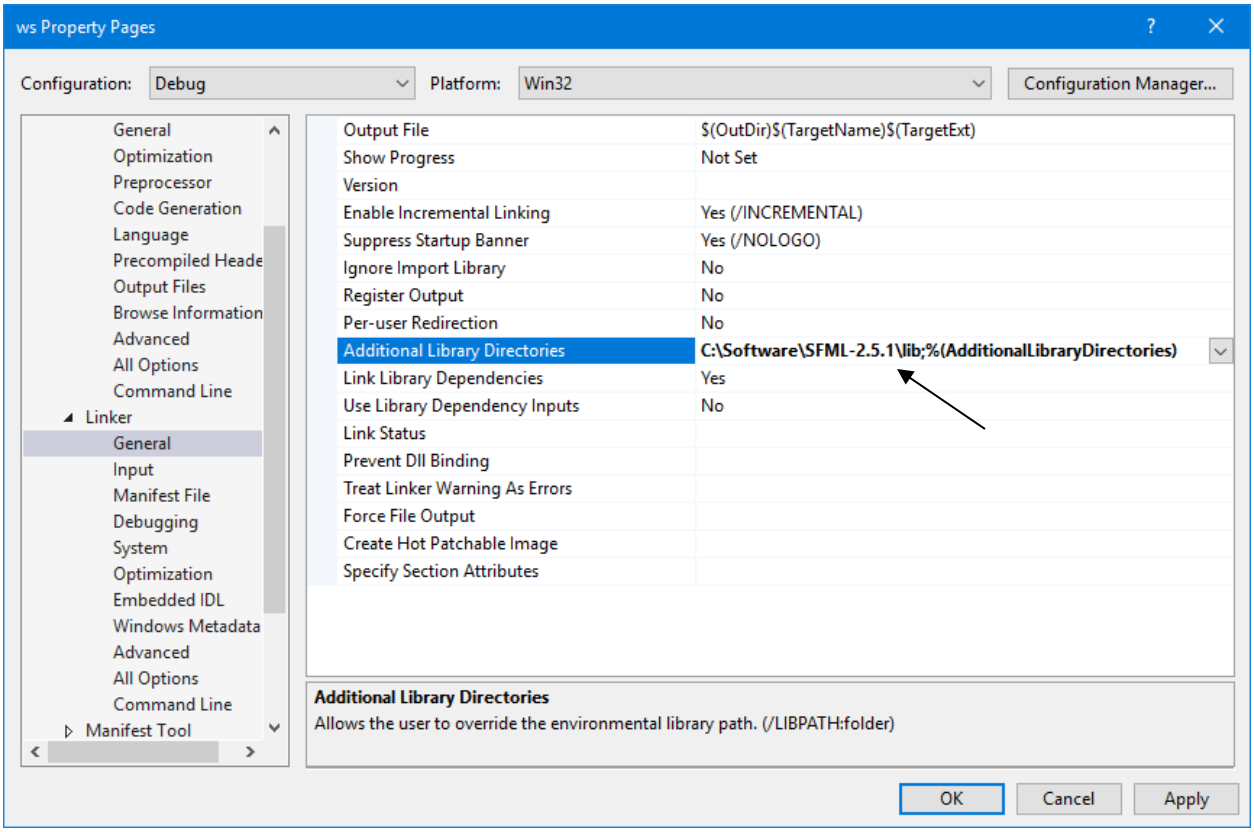
- Visual C++ 15 (2017) – 32 bit (select Download | 16.3 MB)
  File: SFML-2.5.1-windows-vc15-32-bit.zip
- Extract into a directory where you can find it. The extraction directory name will be SFML-2.5.1

Building an SFML Project

- Create an empty project.
- Add in or create new source code for your project
- Identify the include directories

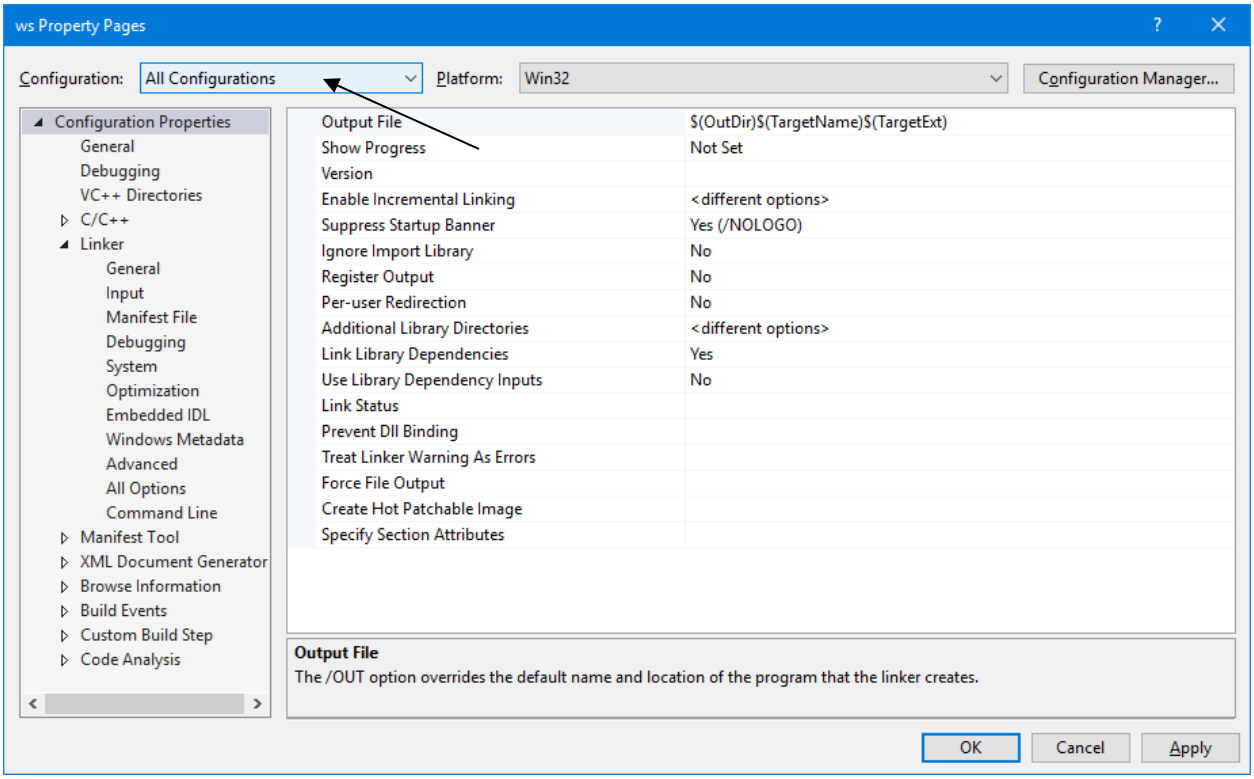


- Add the library directories, including the lib directory in the SFML directory.

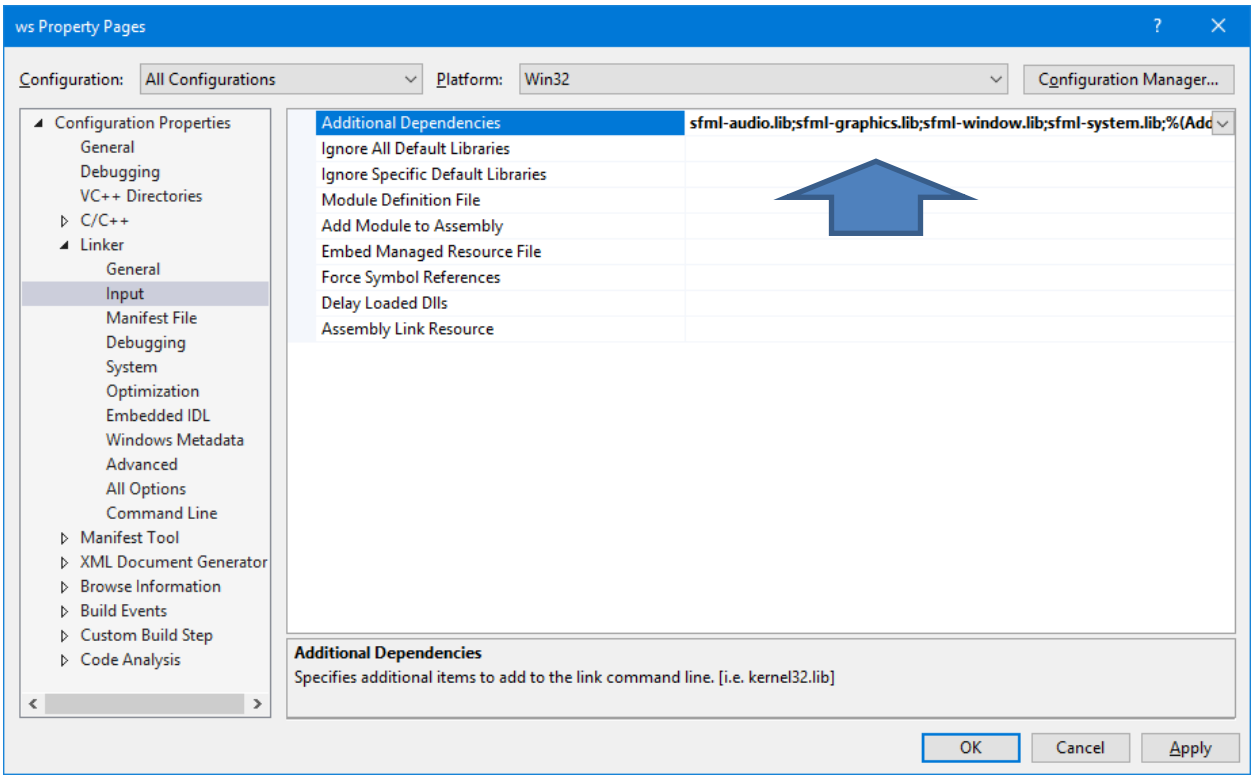


Before you add in the specific libraries you should specify the Configuration type. We will approach it for first, ***All Configurations***, then for ***Debug*** configuration.

- Select ***All Configurations*** at the top of the *Configure Properties* window.

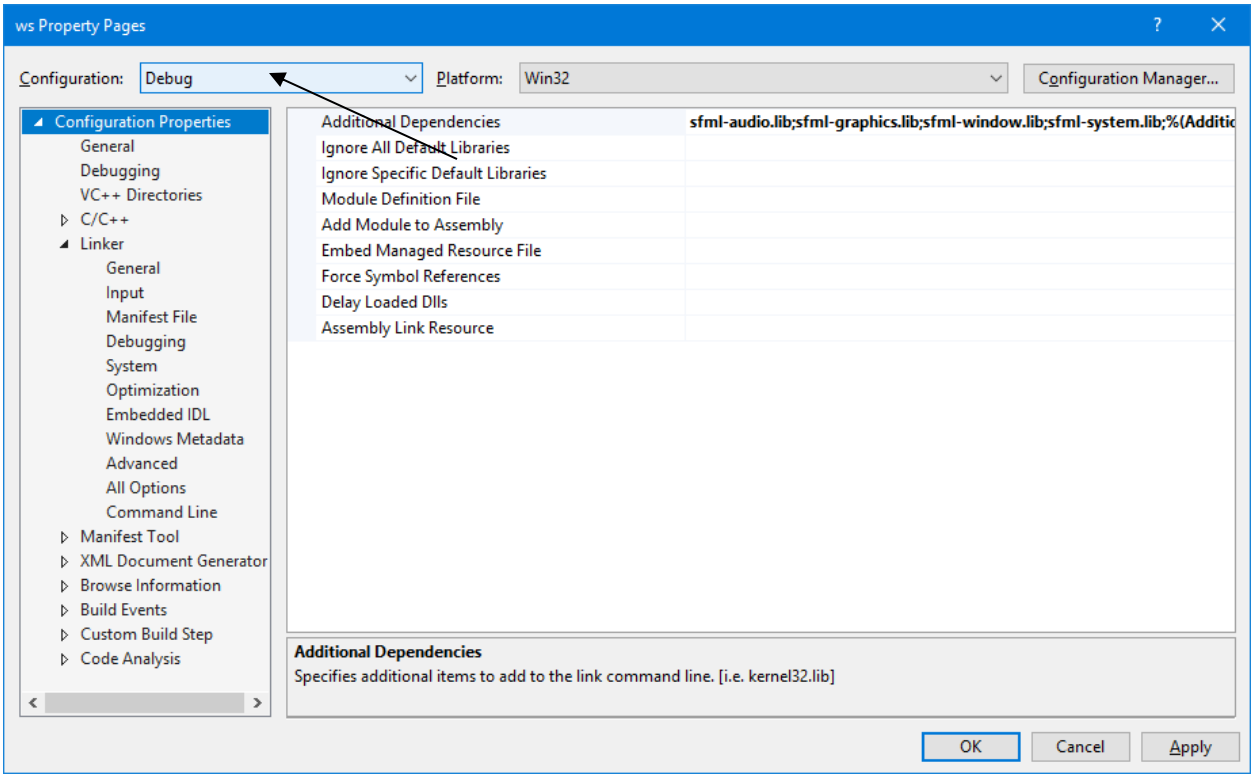


- Now, add the libraries to link in for *All Configurations*, including the sfml libraries.

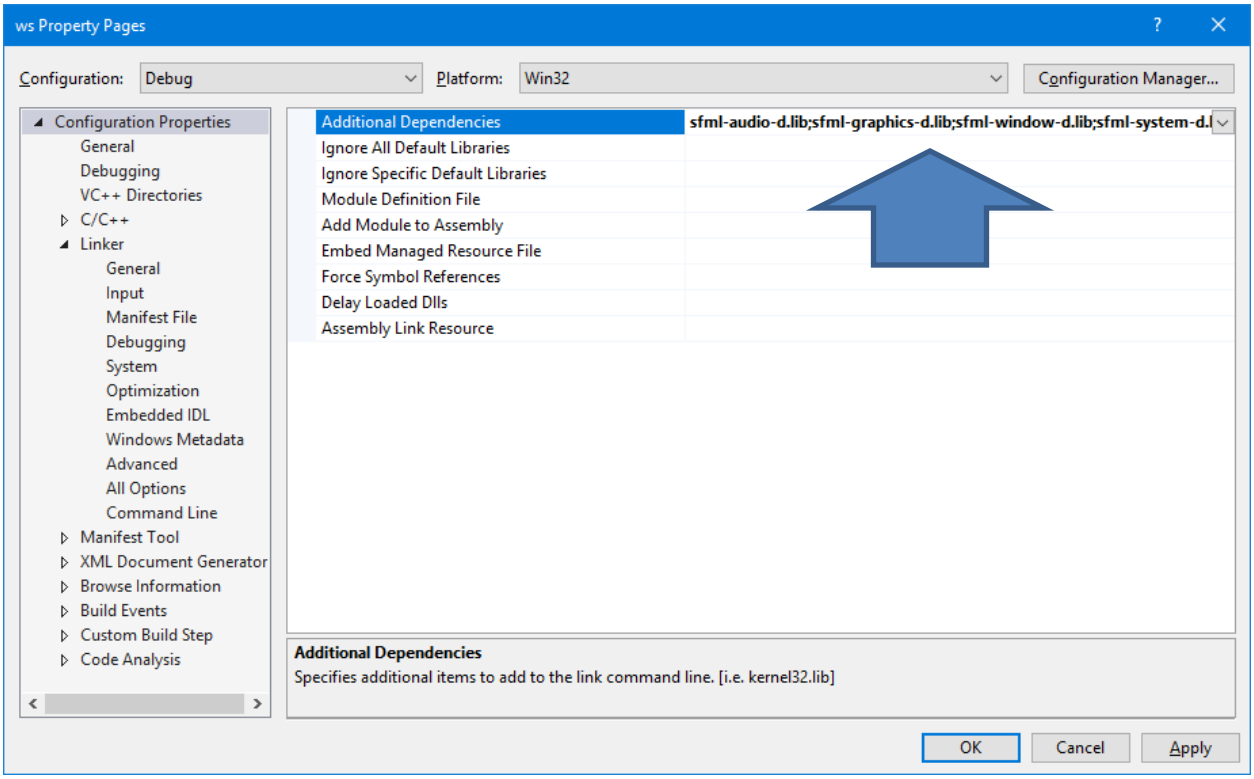


And now, for the *Debug* configuration …

- Select ***Debug*** at the top of the *Configure Properties* window.



- Now, add the libraries to link in for *the **Debug** configuration*



Your project should now compile (and link).

It is important that the location your resource files (fonts, images, sound files, and other input files) be referenced in the source code or that they be placed in the directory where the application executes.

The run-time libraries need to be made available to the application. These libraries are located in the ***bin*** directory of your SFML directory (that may be SFML-2.5.1).

- Copy all of the files in the SFML bin directory into the execution directory of your application. The names of the run-time files are:

  openal32.dll
  sfml-graphics-d-2.dll
  sfml-system-d-2.dll
  sfml-audio-2.dll
  sfml-network-2.dll
  sfml-window-2.dll
  sfml-audio-d-2.dll
  sfml-network-d-2.dll
  sfml-window-d-2.dll
  sfml-graphics-2.dll
  sfml-system-2.dll

  The execution directory should be located in the same folder where you created your project. Look for a Debug fold containing files *projectname*.exe, *projectname*.ilk, and *projectname*.pdb.

If you’re lucky, your application will run now.