

SFML Installation and Usage on Mac

These instructions demonstrate one approach to SFML installation and usage on a Mac using the terminal app. The instructions assume that you are familiar with linux commands.

Download and Installation

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

- macOS Clang - 64-bit (OS X 10.7+, compatible with C++11 and libc++) (select Download | 5.50 MB)
File: SFML-2.5.1-macOS-clang.tar.gz

Verify each command as you proceed

- In the Downloads folder, using the terminal app, unzip and untar the downloaded file.

```
gunzip SFML-2.5.1-macOS-clang.tar.gz  
tar xvf SFML-2.5.1-macOS-clang.tar
```
- Copy the include and lib directories of the unzipped/untarred downloaded file into the corresponding /usr/local directories. You may be prompted for your password.

```
sudo cp -r SFML-2.5.1-macos-clang/include /usr/local/include  
sudo cp -r SFML-2.5.1-macos-clang/lib /usr/local/lib
```

Note: lib folder will look like this:

```
libsfml-audio.2.5.1.dylib  
libsfml-graphics.2.5.dylib  
libsfml-network.dylib  
libsfml-window.2.5.1.dylib  
libsfml-audio.2.5.dylib  
libsfml-graphics.dylib  
libsfml-system.2.5.1.dylib  
libsfml-window.2.5.dylib  
libsfml-audio.dylib  
libsfml-network.2.5.1.dylib  
libsfml-system.2.5.dylib  
libsfml-window.dylib  
libsfml-graphics.2.5.1.dylib  
libsfml-network.2.5.dylib  
libsfml-system.dylib
```

Building an SFML Project

Here are commands that might be used to compile, link and run the application.

```
cd ~/temp/wandering_star/
```

```
g++ -Wall -std=c++11 src/*.cpp -Iinclude -I/usr/local/include -  
L/usr/local/lib -lsfml-audio -lsfml-graphics -lsfml-window -lsfml-system -  
o wandering_star
```

Run the app

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.

```
./wandering_star
```