

SFML Installation and Usage on Code::Blocks for Windows

Prerequisite: Code::Blocks 20.03 is installed and works properly

Recommended Global Compiler Settings:

- Have C++ follow the C++17 ISO C++ language standard [-std=c++17]
- Enable all common compiler warnings (overrides many other settings) [-Wall]
- Enable extra compiler warnings [-Wextra]
- Enable warnings demanded by strict ISO C and ISO C++ [-pedantic]

Download and Installation

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

GCC 7.3.0 MinGW (SEH) - 64-bit (select Download | 16.5 MB)

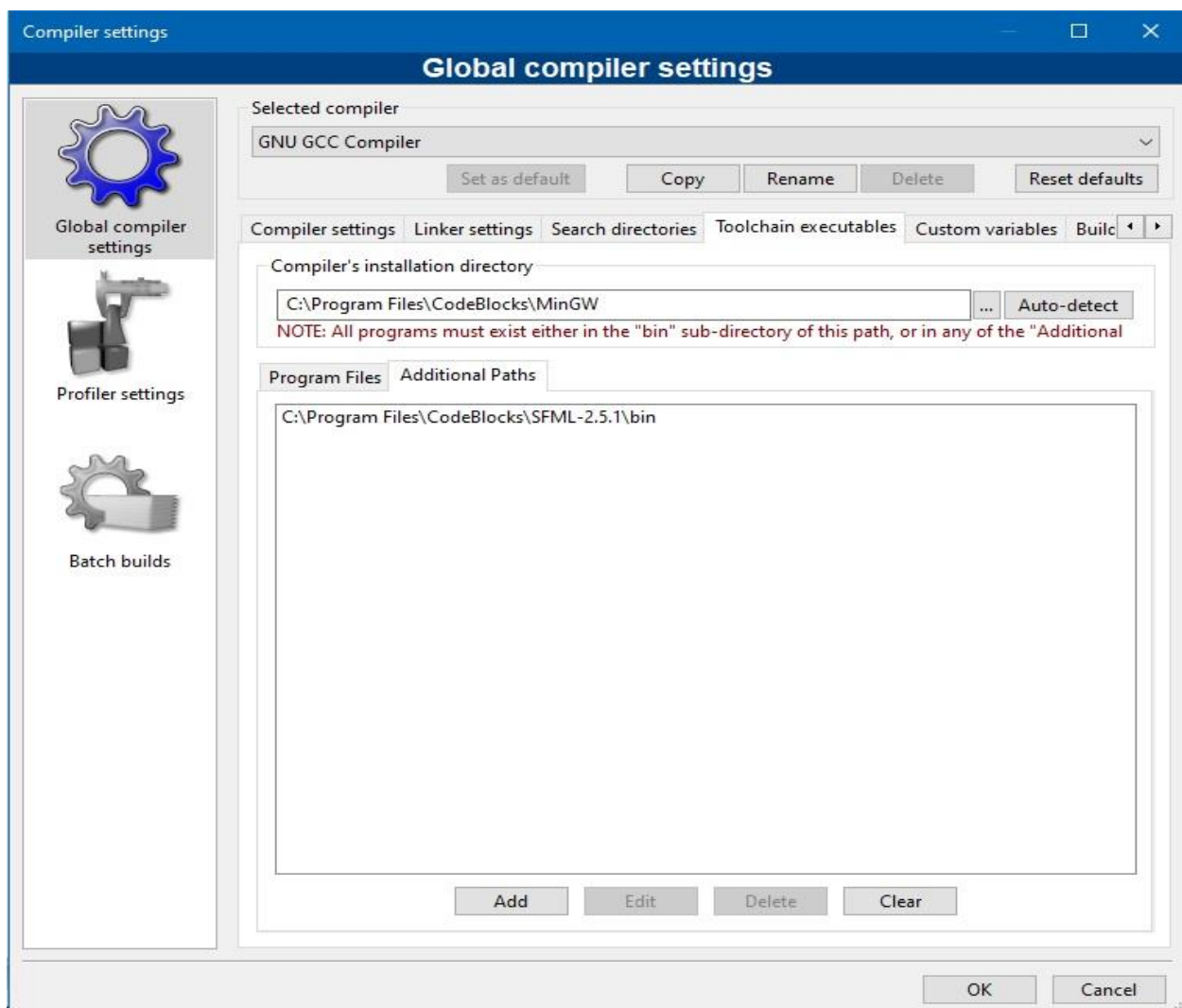
File: SFML-2.5.1-windows-gcc-7.3.0-mingw-64-bit.zip

Extract into the Code::Blocks directory (default is C:\Program Files\CodeBlocks)

You should have three directories in the Code::Blocks directory: SFML-2-5-1, MinGW, and share.

Add the SFML-2.5.1/bin directory as an Additional Path to the Toolchain executables.

Settings -> Compiler ... -> Global compiler settings -> Toolchain executables -> Additional Paths -> Add



Building an SFML Project

Create a **Console Application** project.

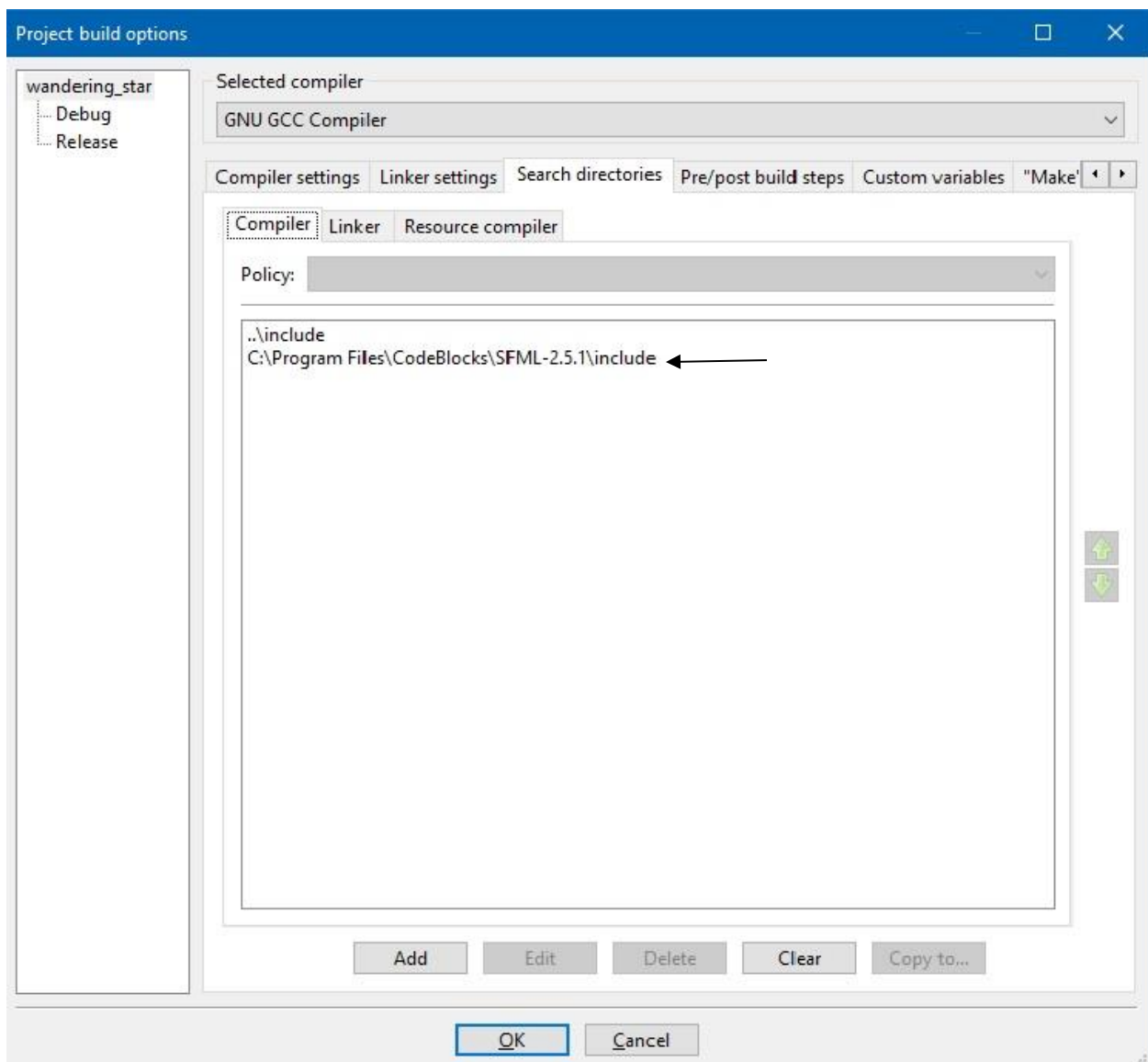
Add in or create new source code for your project

Add the include directories

Properties -> Project's build options... -> Search directories -> Compiler -> Add

Make sure you add the include directory in the SFML directory

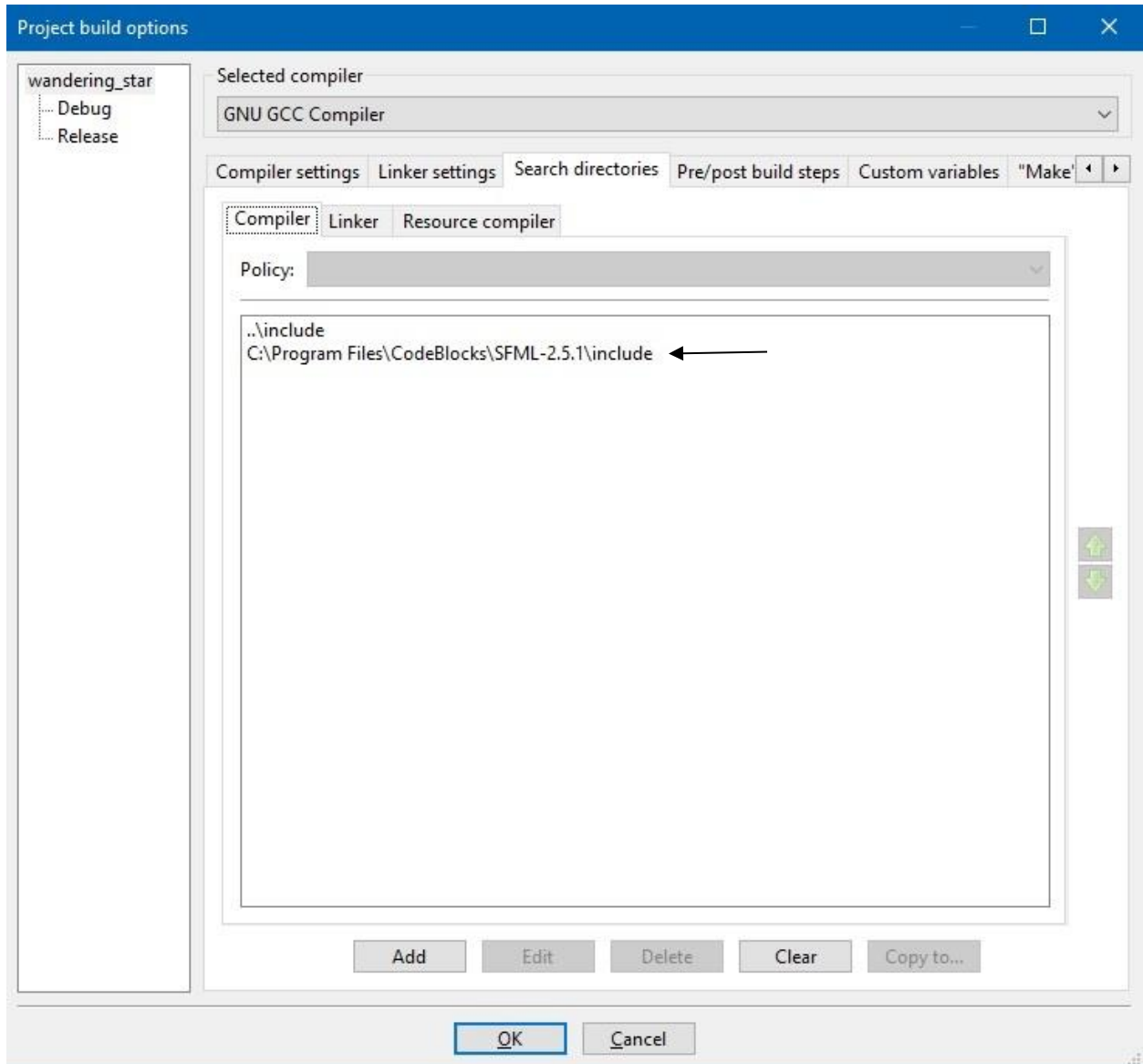
It may look like this:



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

Properties -> Project's build options... -> Search directories -> Linker -> Add

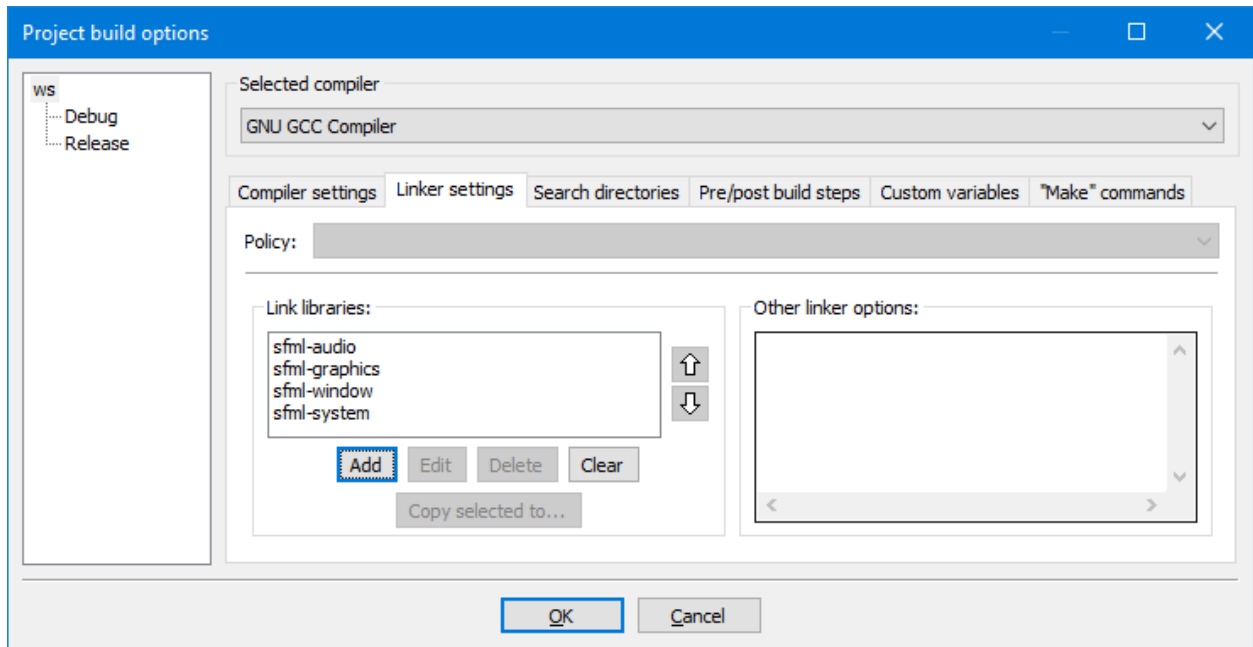
It may look like this:



Add the libraries to link in, including the sfml libraries.

Properties -> Project's build options... -> Linker Settings -> Add

It may look like this:



Your project should now compile (and link).

To run your applications, you may have to specify the location of your resource files (font, music, images, etc) or move the executable into a directory that references the resource files. To move the executable (or binary), ...

Properties -> Build targets -> Execution working dir:

It may look like this:

