

# Compiler Configuration for SFML

# Command Line Compilation

- -I path to SFML include files
- -L path to SFML library files
- -l for each required library file
- e.g.

```
c++ -I /usr/local/include/ main.cc -L /usr/local/lib/ -l sfml-graphics  
-l sfml-window -l sfml-system
```

# IDE Compilation

- Put the path to SFML include files in "Additional Include Directories"
- Put the path to SFML library files in "Additional Library Directories"
- Add the library files as "Additional Dependencies"

# Visual Studio

- Create empty C++ project
- Add source files and headers
- In Project->Properties
  - Add ...\SFML-2.5.1\include to Additional Include Directories in C/C++ General
  - Add ...\SFML-2.5.1\lib to Additional Library Directories in Linker General

# Visual Studio

- In Project->Properties Linker->Input
  - For Release Configuration, add "sfml-graphics.lib;sfml-window.lib;sfml-main.lib;sfml-system.lib" in "Additional Dependencies"
  - For Debug Configuration, add "sfml-graphics-d.lib;sfml-window-d.lib; sfml-main-d.lib;sfml-system-d.lib" in "Additional Dependencies"
  - DO NOT MIX UP RELEASE AND DEBUG DLL'S!
- Copy the DLL's from ...\\SFML-2.5.1\\bin to the Debug directory in ...\\repos\\..\\x64
- In Project->Properties Linker->System
  - Change SubSystem to "Windows"

# Visual Studio Troubleshooting

- Error LNK1112 module machine type 'x64' conflicts with target machine type 'x86'
  - Change the target platform to x64
- Program crashes when starting
  - DLL's not copied into target directory
  - Debug version trying to load release DLL (or vice versa)
  - lib file name incorrectly spelt
- "Failed to load image ..."
  - The image file is not in the target directory