# Using SFML in Eclipse

## Step 1: Obtaining SFML

1. In Eclipse, go to **File -> Import**, pick **Existing Projects into Workspace**, click **Next**, select the **Student Work\Computer Programming 3\SFML-2.0** directory, make sure that **Copy projects into workspace** is checked, and click **Finish**

**OR IF YOU’RE AT HOME**

1. Go to <http://www.sfml-dev.org/download.php>
2. Click the **latest stable version**
3. Download the **GCC 4.7 MinGW (DW2) - 32 bits** file
4. Extract the contents of the zip file to a location of your choice
5. Go to **File -> Import**, pick **File System** underneath **General**, click **Next**, select the location of your extracted **SFML-2.0** directory, check the box next to the directory on the left, type in **SFML-2.0** in the **Into Directory** box, and click **Finish**

## Step 2: Setting up your project

1. **Create the Eclipse project** you want to use SFML in
2. Right click on the project and select **Properties**
3. Under **C/C++ Build**, select **Settings**
4. In the **Tool Settings** tab, under **GCC C++ Compiler**, pick **Preprocessor**
5. Click the **Add** button in **Defined Symbols**, and in the window that pops up, type in **SFML\_STATIC** and press **OK.**
6. Go to the **Includes** section under **GCC C++ Compiler**, click the **Add** button in **Include paths**, click **Workspace**, pick **SFML-2.0/include**, and click **OK** then **OK**.
7. Go to the **Libraries** section under **MinGW C++ Linker**, click the **Add** button, type in **sfml-graphics-s-d**, and click **OK**. Repeat this for the text **sfml-audio-s-d**, **sfml-window-s-d**, and **sfml-system-s-d**.
8. In the **Library search path** (still in the **Libraries** section), click the **Add** button, click **Workspace**, and select **SFML-2.0/lib**. Press **OK** then **OK**, and then **OK** in the properties menu.
9. If you want to use sounds in your project, copy the **SFML-2.0\bin\libsndfile-1.dll** and **SFML-2.0\bin\openal32.dll** files, as well as any sound files you’re going to use, to your **Debug** folder in your project (after building the first time). In addition, you’ll need to manually run the exe when testing, because when Eclipse launches it, it’s launched in the wrong directory, meaning it won’t be able to find the files correctly.
10. You’re ready to use the SFML libraries in your project. For a very simple example program, import the **Student Work\Computer Programming 3\SFML\SFMLTest** directory like you did the SFML library.

# SFML Documentation

The SFML website (<http://www.sfml-dev.org/>) has great documentation on just about every aspect of the library. The API documentation is at <http://www.sfml-dev.org/documentation.php>, and there are tutorials at <http://www.sfml-dev.org/tutorials.php>.