

Hi there.

This is what I did to code hurkalumo in Visual Studio 2022. (2023-02)

My visual studio:

About Microsoft Visual Studio

Visual Studio

Microsoft Visual Studio Community 2022 (64-bit) - Current

Version 17.3.5

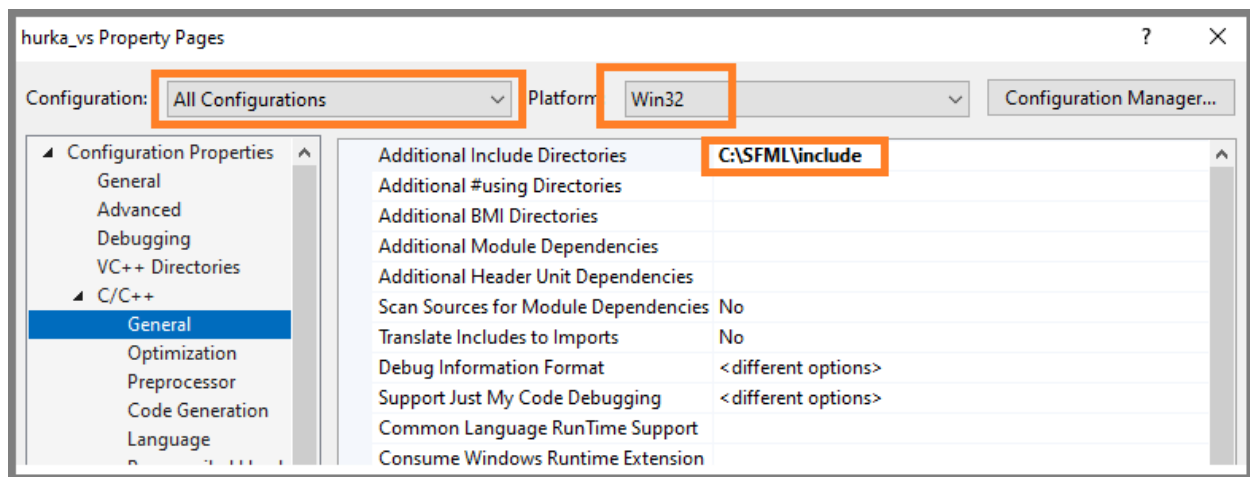
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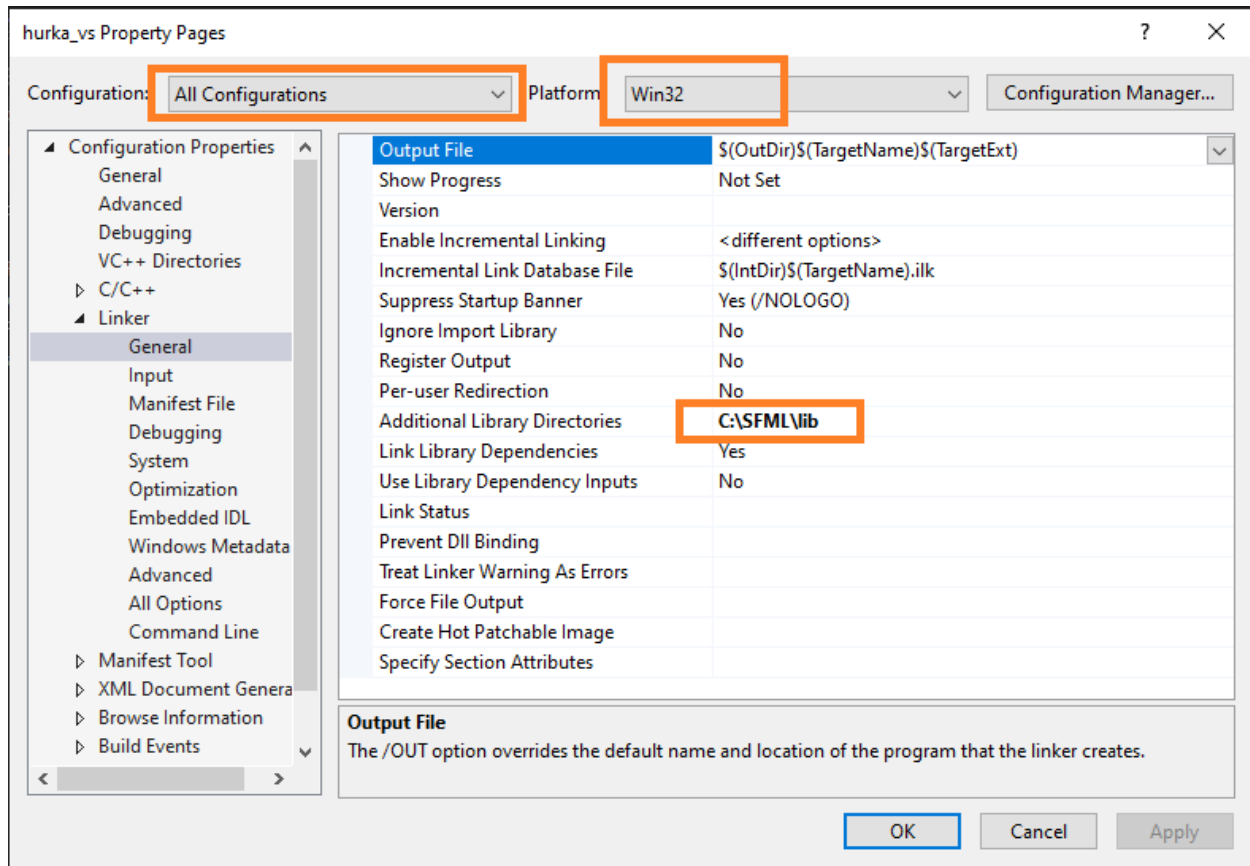
Installed products:

Its a C++ Console Application, so just open up the VS Solution.

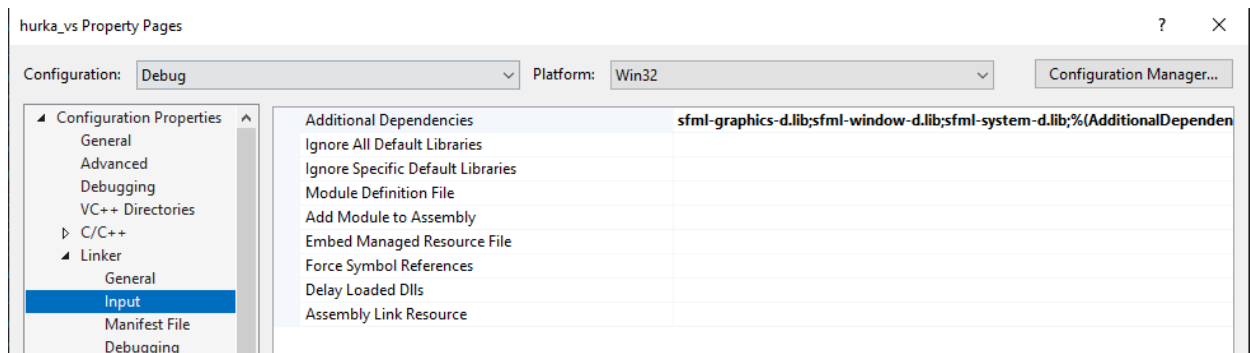
I went to properties for the Project:



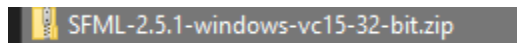
and:



Added these to the input of link:

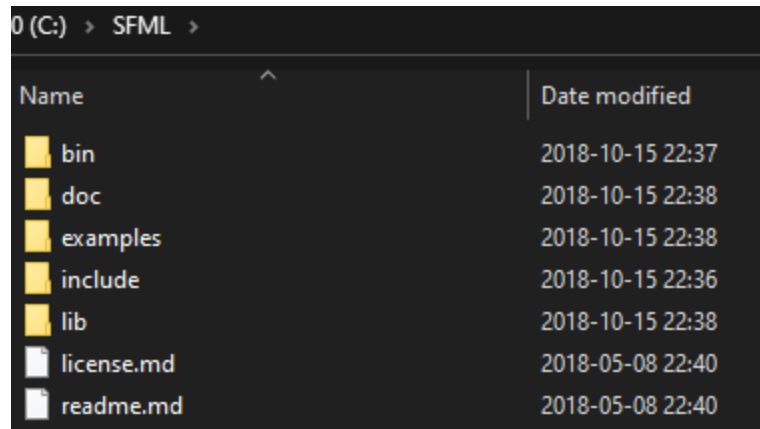


I downloaded the x86 (32-bit) SFML library from the SFML website



And unzipped it into C:\SFML

Looking like this:



A screenshot of a Windows File Explorer window. The address bar shows the path 'C:\SFML'. The main area displays a list of files and folders. The columns are 'Name' and 'Date modified'. The files are: 'bin' (folder, 2018-10-15 22:37), 'doc' (folder, 2018-10-15 22:38), 'examples' (folder, 2018-10-15 22:38), 'include' (folder, 2018-10-15 22:36), 'lib' (folder, 2018-10-15 22:38), 'license.md' (file, 2018-05-08 22:40), and 'readme.md' (file, 2018-05-08 22:40).

Name	Date modified
bin	2018-10-15 22:37
doc	2018-10-15 22:38
examples	2018-10-15 22:38
include	2018-10-15 22:36
lib	2018-10-15 22:38
license.md	2018-05-08 22:40
readme.md	2018-05-08 22:40

Now it should compile and run in Visual Studio: