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

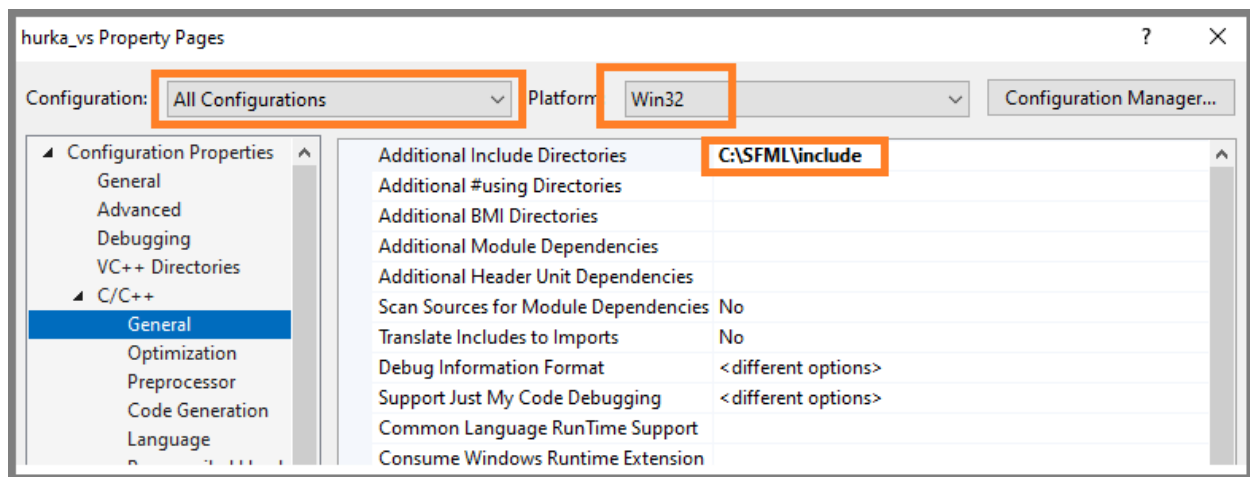Microsoft Visual Studio Community 2022 (64-bit) - Current
Version 17.3.5
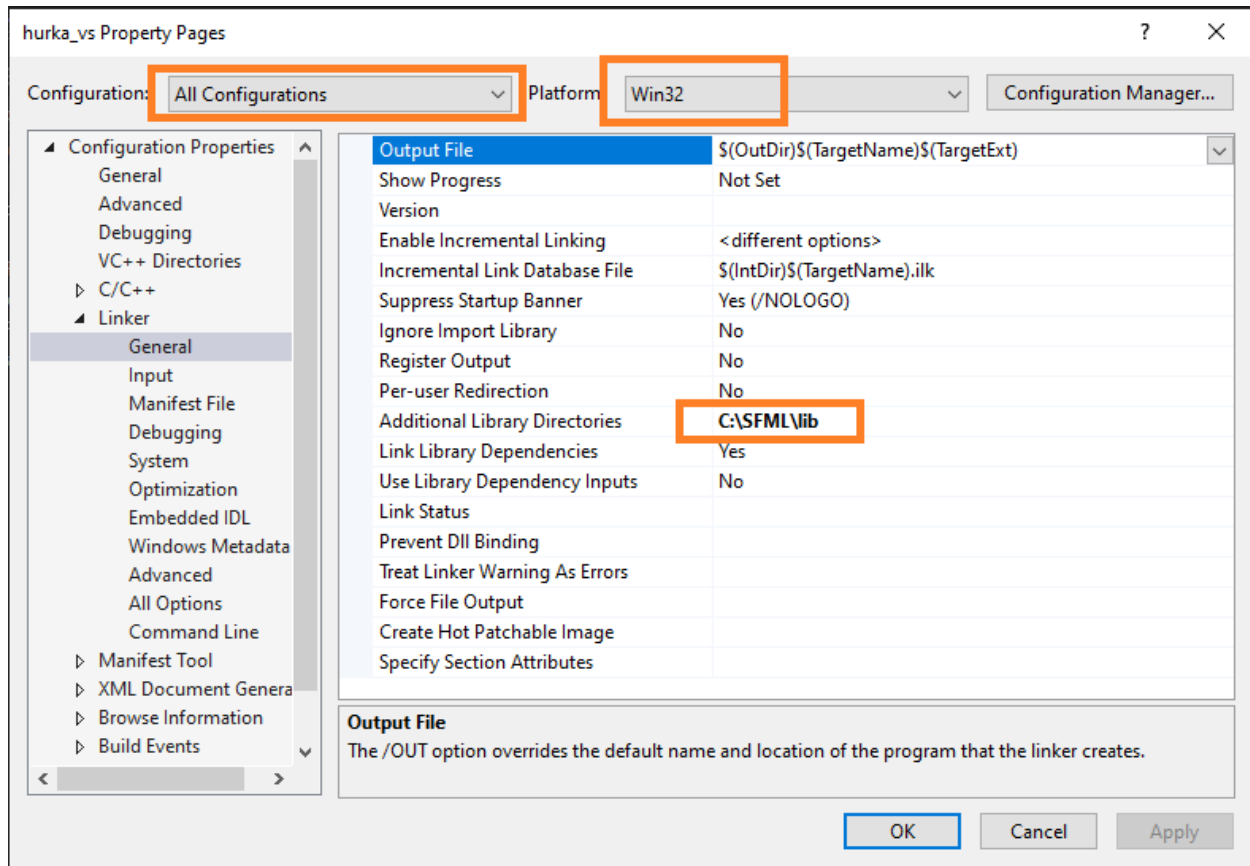© 2022 Microsoft Corporation.
All rights reserved.

Installed products:

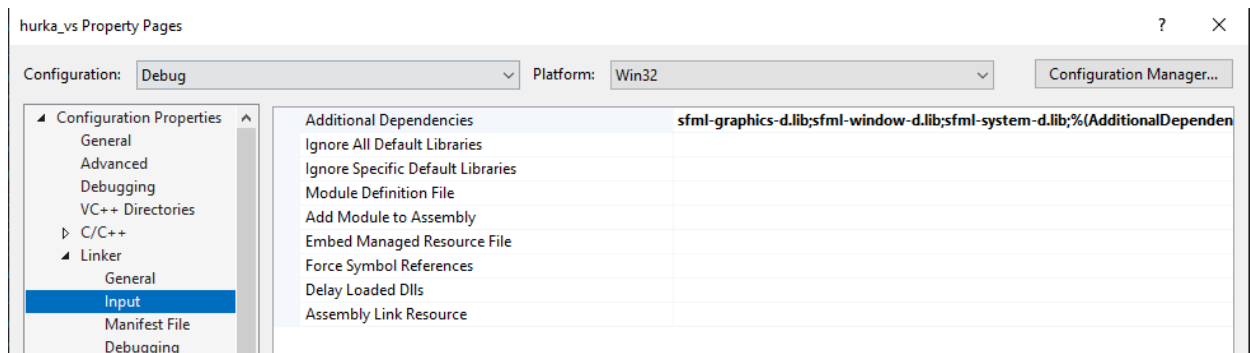Its a C++ Console Application, so just open up the VS Solution.
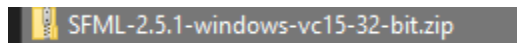
I went to properties for the Project:
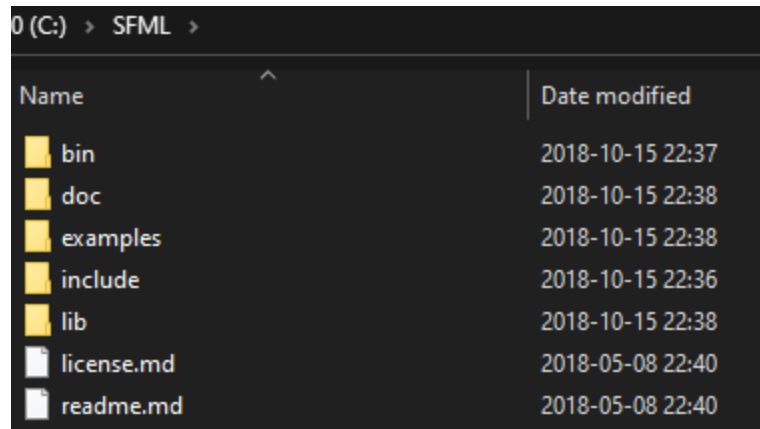

and:

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:

Now it should compile and run in Visual Studio: