Installing SFEngine

Installing the resources necessary to run the engine is simple – just download it! There are no extra DLLs that are necessary – all the dependencies are compiled into the engine's executable.

To install the resources necessary to compile the engine code, do the following:

1. Download the pre-compiled resources here: <https://www.dropbox.com/s/6gwgmbxgt21wxgd/WINDOWS_2_4_1.zip?dl=0>
2. Extract the folder "WINDOWS\_2\_4\_1" to the following directory: C:\SFML\_FILES\"
   1. The following directory should exist C:\SFML\_FILES\WINDOWS\_2\_4\_1\..."
   2. Inside the WINDOWS\_2\_4\_1 folder should be various folders, "include", "lib", etc. There should not be an extra WINDOWS\_2\_4\_1 folder
3. Download the engine source code anywhere you'd like. If you clone from the engine repo, you should not need to do anything else. Try to compile the source code and run the engine.
4. If you run into issues, ensure the following are set up:
   1. In Project -> Properties -> C++ -> General, add "C:\SFML\_FILES\WINDOWS\_2\_4\_1\include" to "Additional include directories.
   2. In Project -> Properties -> C++ -> Preprocessor, add "SFML\_STATIC" to "Preprocessor Definitions"
   3. In Project -> Properties -> C++ -> Optimization, set "Optimization" to "Maximize Speed (/O2)"
   4. In Project -> Properties -> C++ -> Code Generation, set "Basic Runtime Checks" to "Default", set "Runtime Library" to "Multi-threaded Debug"
   5. In Project -> Properties -> C++ -> All Options -> set "Warning Level" to "Level3 (/W3)"
   6. In Project -> Properties -> Linker -> General, add "C:\SFML\_FILES\WINDOWS\_2\_4\_1\lib\Debug" to "Additional Library Dependencies"
   7. In Project -> Properties -> Linker -> Input, ensure the following dependencies are being added:
      1. sfml-graphics-s-d.lib
      2. sfml-window-s-d.lib
      3. sfml-audio-s-d.lib
      4. sfml-system-s-d.lib
      5. flac.lib
      6. freetype.lib
      7. jpeg.lib
      8. ogg.lib
      9. openal32.lib
      10. vorbis.lib
      11. vorbisenc.lib
      12. vorbisfile.lib
      13. opengl32.lib
      14. winmm.lib
          1. Do not include this if you are not on Windows
      15. sfml-main-d.lib
   8. In Project -> Properties -> Linker -> Debugging, set "Generate Debug Info" to "Optimize for Debugging"
   9. Hit OK.
   10. Make sure that the build target is "Debug" and "x86" (the engine is meant for 32 and 64bit machines, not just 64 bit machines).
   11. With all of that in place, the engine should build.