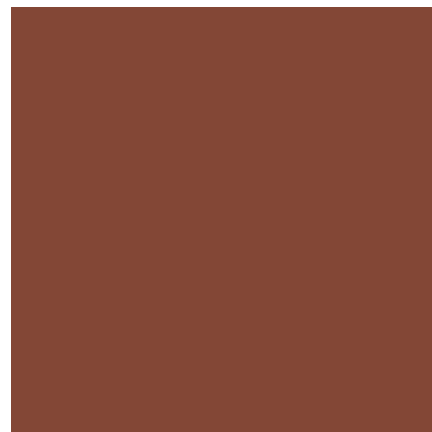




SFML

... para o TP4



INF110 – Programação I

Prof. André Gustavo
DPI/UFV – 2023/1





SFML



- Simple and Fast Multimedia Library
- Biblioteca para desenvolvimento de jogos 2D
- Tutorial baseado em:
 - <https://www.sfml-dev.org/tutorials/2.5>
- Os programas usados no tutorial estão disponíveis no PVANet



Instalação

- Baixe a versão compatível

Download SFML 2.5.1

On Windows, choosing 32 or 64-bit libraries should be based on which platform you want to compile for, not which OS you have. Indeed, you can perfectly compile and run a 32-bit program on a 64-bit Windows. So you'll most likely want to target 32-bit platforms, to have the largest possible audience. Choose 64-bit packages only if you have good reasons.

Unless you are using a newer version of Visual Studio, the compiler versions have to match 100%!

In case you are using Visual Studio 2015 or newer, you can go ahead and use the SFML version compiled for Visual C++ 15 (VS 2017), which is still compatible with newer versions of the toolchain.

Here are links to the specific MinGW compiler versions used to build the provided packages:

TDM 5.1.0 (32-bit), MinGW Builds 7.3.0 (32-bit), MinGW Builds 7.3.0 (64-bit)

Visual C++ 15 (2017) - 32-bit	Download 16.3 MB	Visual C++ 15 (2017) - 64-bit	Download 18.0 MB
Visual C++ 14 (2015) - 32-bit	Download 18.0 MB	Visual C++ 14 (2015) - 64-bit	Download 19.9 MB
Visual C++ 12 (2013) - 32-bit	Download 18.3 MB	Visual C++ 12 (2013) - 64-bit	Download 20.3 MB
GCC 5.1.0 TDM (SJLJ) - Code::Blocks - 32-bit	Download 14.1 MB		
GCC 7.3.0 MinGW (DW2) - 32-bit	Download 15.5 MB	GCC 7.3.0 MinGW (SEH) - 64-bit	Download 16.5 MB

On Linux, if you have a 64-bit OS then you have the 64-bit toolchain installed by default. Compiling for 32-bit is possible, but you have to install specific packages and/or use specific compiler options to do so. So downloading the 64-bit libraries is the easiest solution if you're on a 64-bit Linux. If you require a 32-bit build of SFML you'll have to [build it yourself](#).

It's recommended to use the SFML version from your package manager (if recent enough) or build from source to prevent incompatibilities.

Linux	GCC - 64-bit	Download 2.21 MB
-------	--------------	------------------------------------

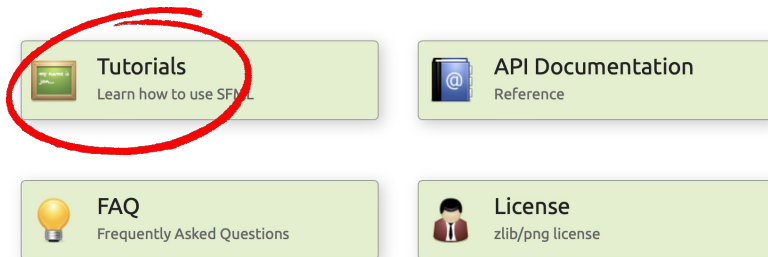
macOS	Clang - 64-bit (OS X 10.7+, compatible with C++11 and libc++)	Download 5.50 MB
	macOS libraries are only compatible with 64-bit systems.	

+ Instalação

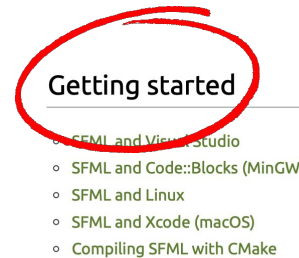
- Instale conforme instruções



Learn



Tutorials for SFML 2.5





Compilação



- SFML contém 5 módulos:
 - system, window, graphics, network e audio
- Existe uma biblioteca para cada um deles
- Para gerar o executável, é preciso linkar as bibliotecas usadas
- Para isso, adicione "-lsfml-xxx" na linha de comando, p.ex.

```
g++ prog.cpp -lsfml-graphics -lsfml-window -lsfml-system
```

- Ou configure a IDE conforme instruções do site

+ Tarefa 0

- Instale a SFML
- Compile o programa **0-teste.cpp**

```
g++ teste.cpp -lsfml-graphics -lsfml-window -lsfml-system
```

- Execute o programa e deverá obter uma janela como abaixo

