# Guide: Installing SFML on Windows

This document guides you through the installation of SFML on Windows.

## Step 1: Download SFML

1. Visit the SFML official website: https://www.sfml-dev.org/download.php.  
2. Download the appropriate version for your compiler. For example, if you're using Visual Studio, download the Visual C++ version.

## Step 2: Extract the Files

1. Extract the downloaded SFML `.zip` file to a folder on your computer, e.g., `C:\SFML`.  
2. Ensure the folder contains subdirectories like `include` and `lib`.

## Step 3: Configure Your IDE

Depending on your IDE, configure the include and library paths for SFML:  
- For Visual Studio:  
 1. Go to Project Properties.  
 2. Add `C:\SFML\include` to the include directories.  
 3. Add `C:\SFML\lib` to the library directories.  
 4. Link the following libraries in both Debug and Release configurations:  
 - sfml-graphics.lib  
 - sfml-window.lib  
 - sfml-system.lib  
 - Add `-d` versions (e.g., `sfml-graphics-d.lib`) for debug mode.  
- For Code::Blocks:  
 1. Go to Settings > Compiler.  
 2. Add `C:\SFML\include` to the search directories for the compiler.  
 3. Add `C:\SFML\lib` to the linker settings.

## Step 4: Copy SFML DLLs

1. Copy the `.dll` files from `C:\SFML\bin` to the folder where your executable will be created.  
2. This step ensures that your program can dynamically link to SFML.

## Step 5: Test the Installation

Try compiling a basic SFML program to confirm the setup. Use the following minimal example:  
#include <SFML/Graphics.hpp>  
int main() {  
 sf::RenderWindow window(sf::VideoMode(800, 600), "SFML Test");  
 while (window.isOpen()) {  
 sf::Event event;  
 while (window.pollEvent(event)) {  
 if (event.type == sf::Event::Closed)  
 window.close();  
 }  
 window.clear(sf::Color::Black);  
 window.display();  
 }  
 return 0;  
}

If the window displays correctly, your setup is complete!