

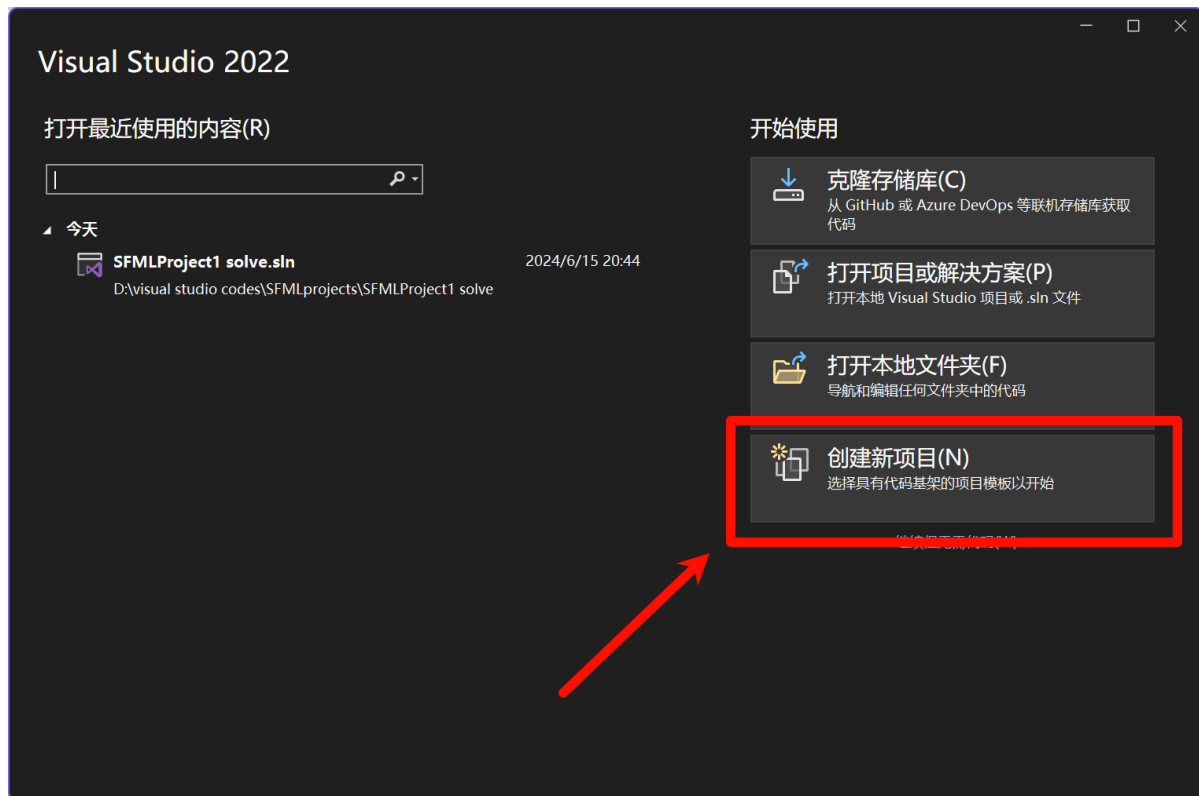
1. 下载SFML以及Visual Studio 2022

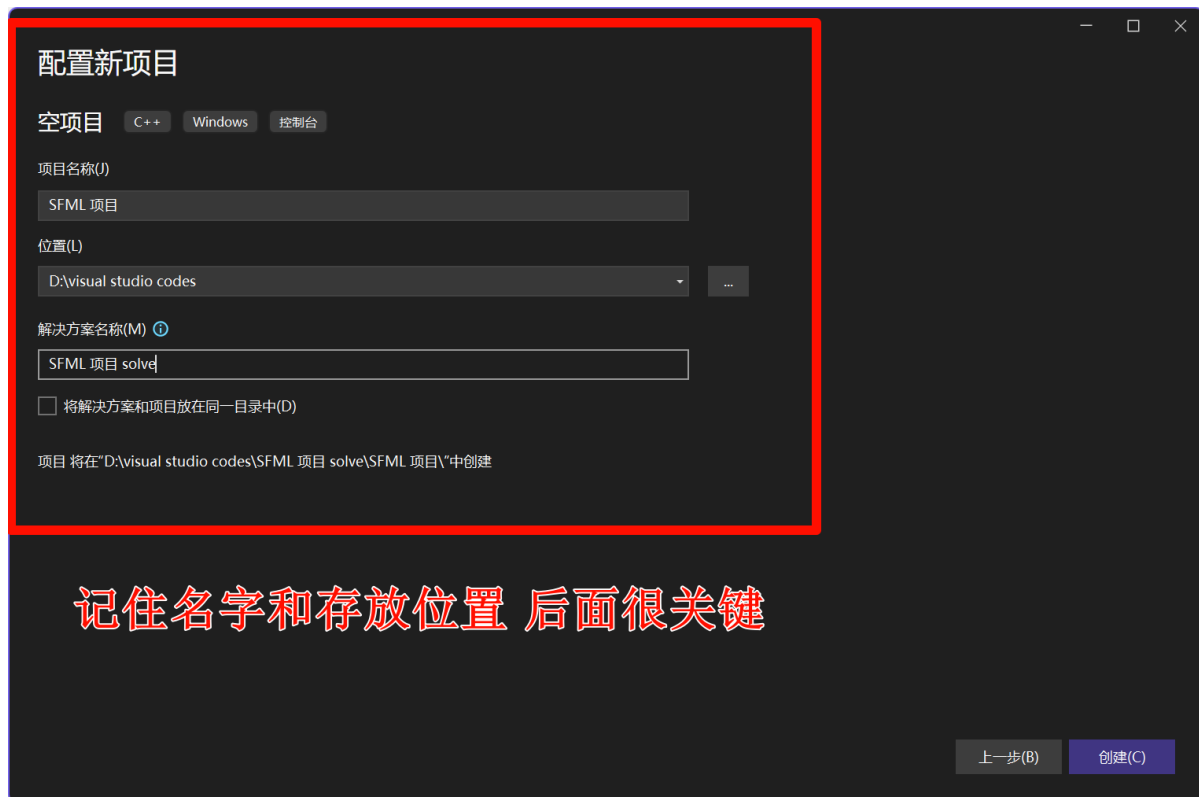
(这个不教)

SFML官网链接:<https://sfml-dev.org/index.php>

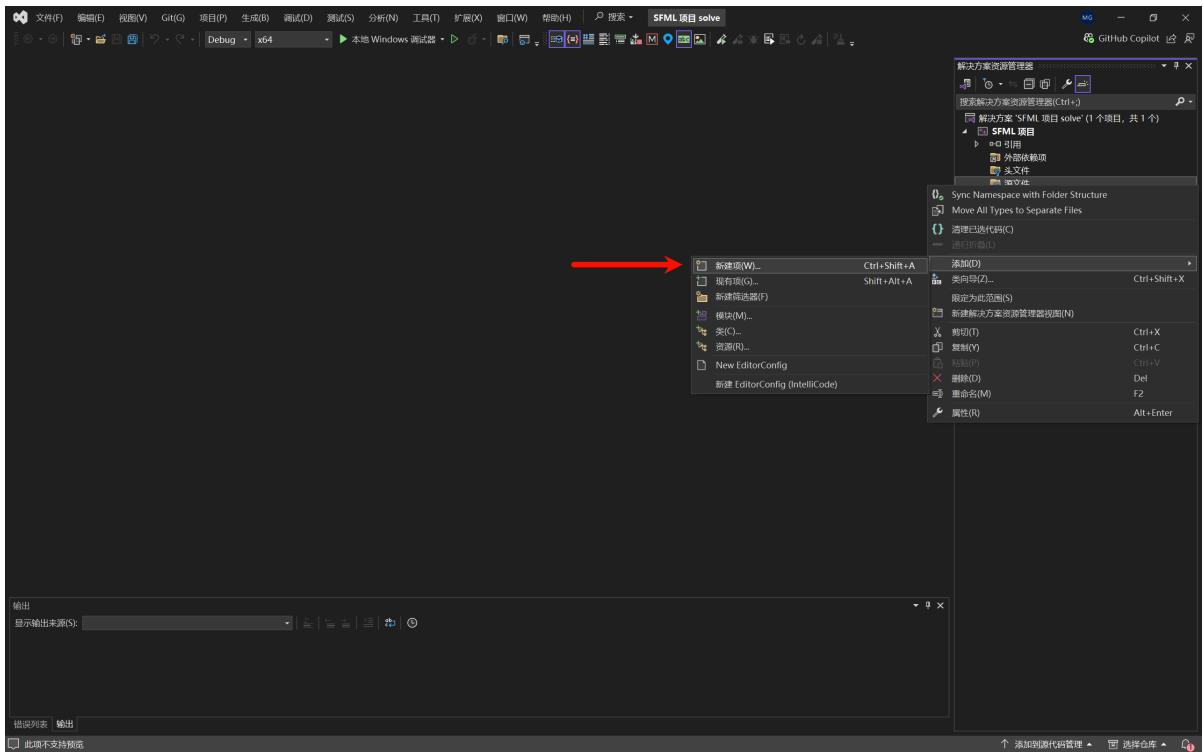
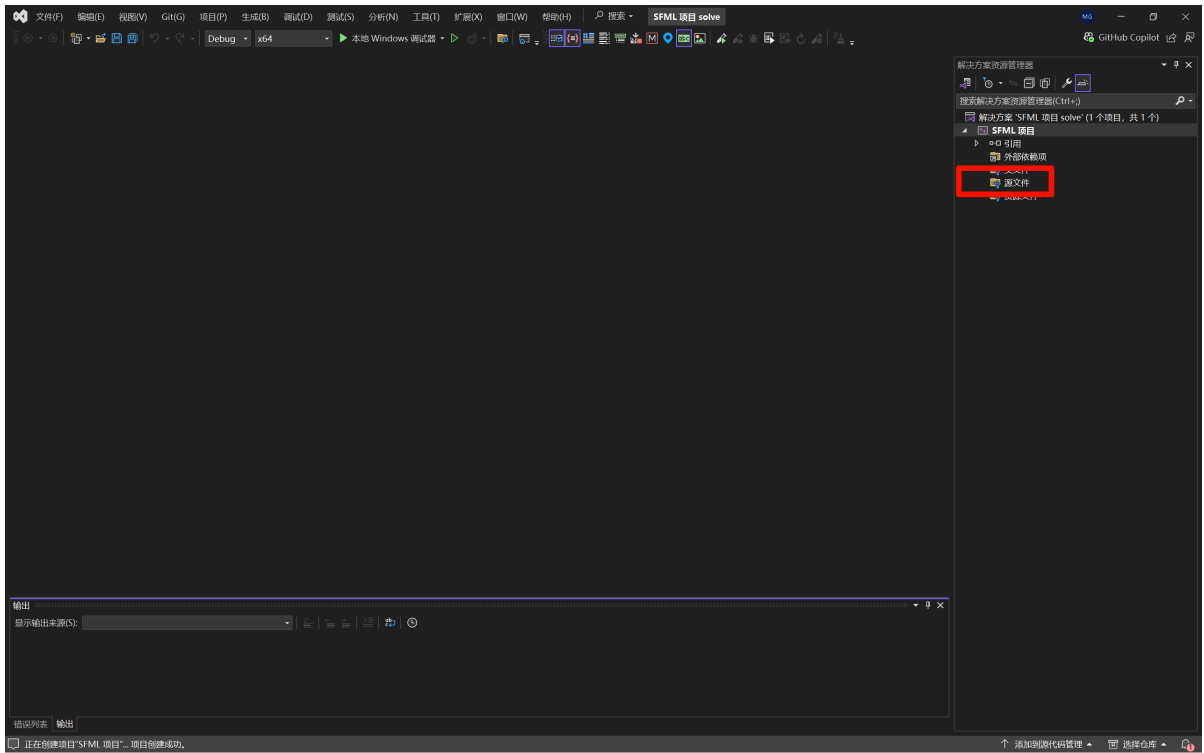
Visual Studio 2022:<https://visualstudio.microsoft.com/zh-hans/vs/>

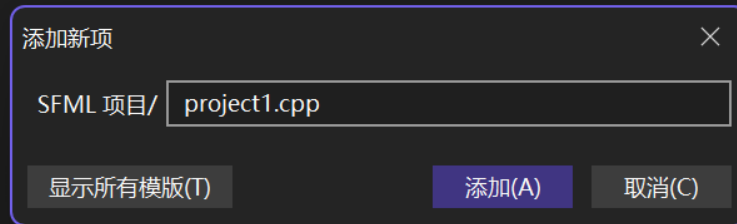
2. 创建项目





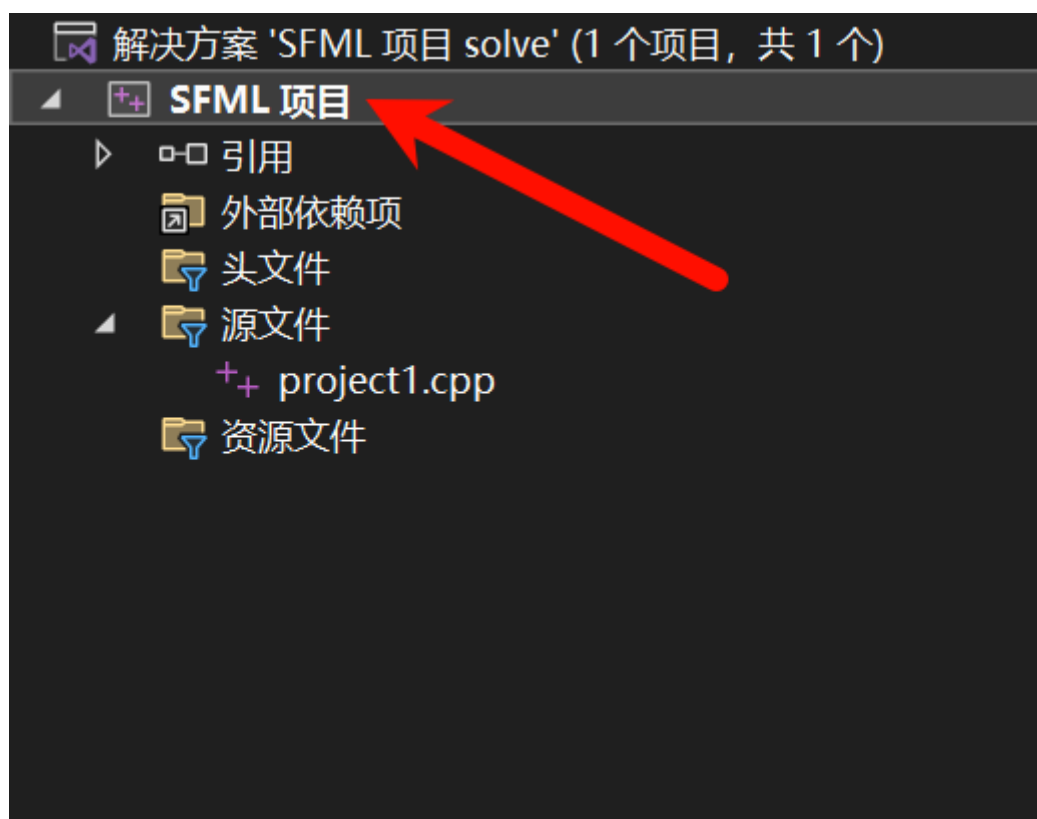
在新建的项目中，右键源文件添加一个项



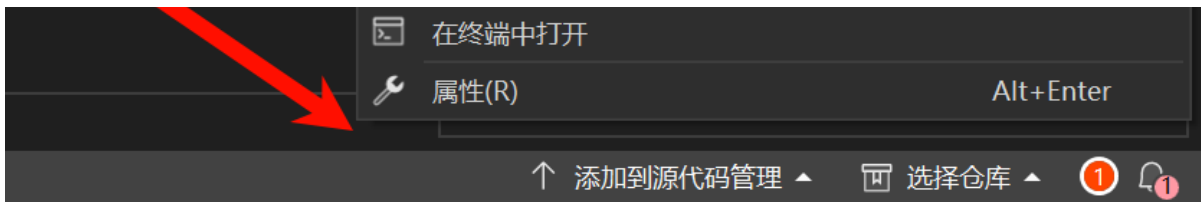


3.为项目添加库

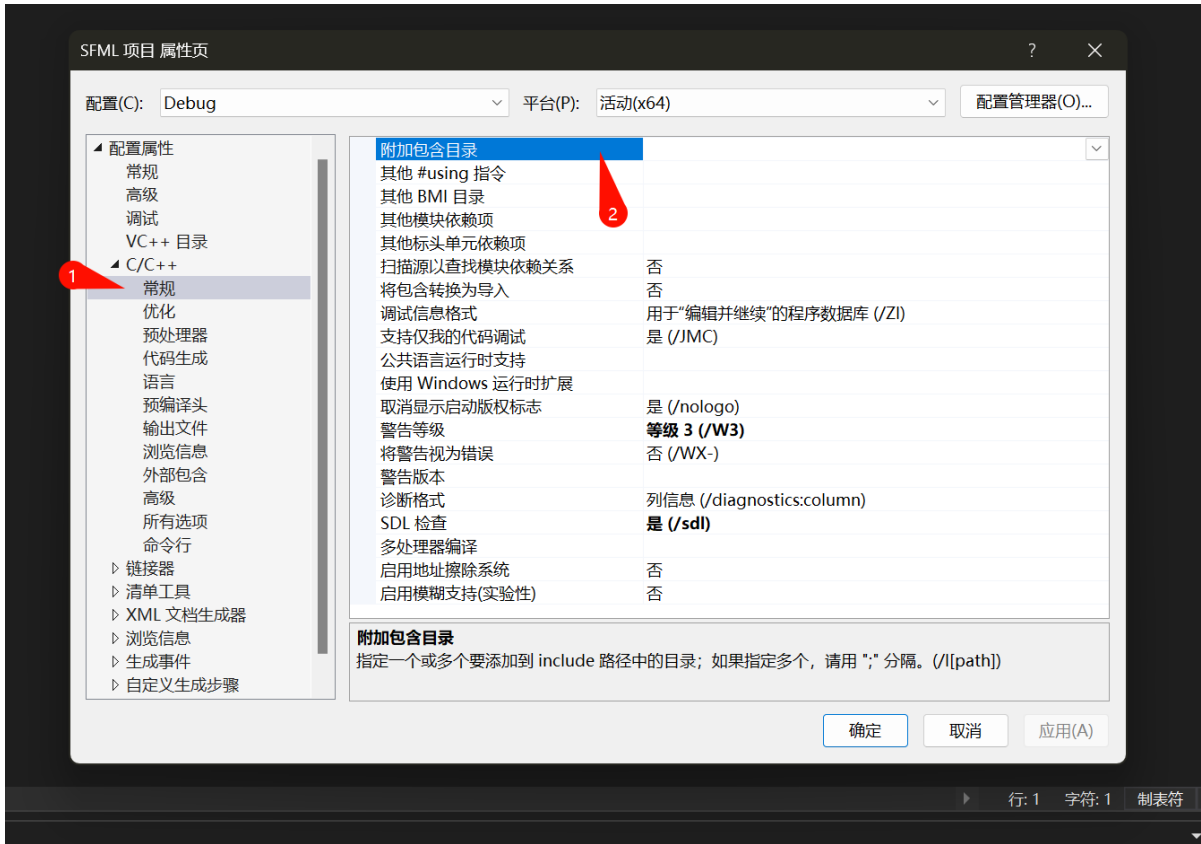
右键项目名称，配置项目的属性



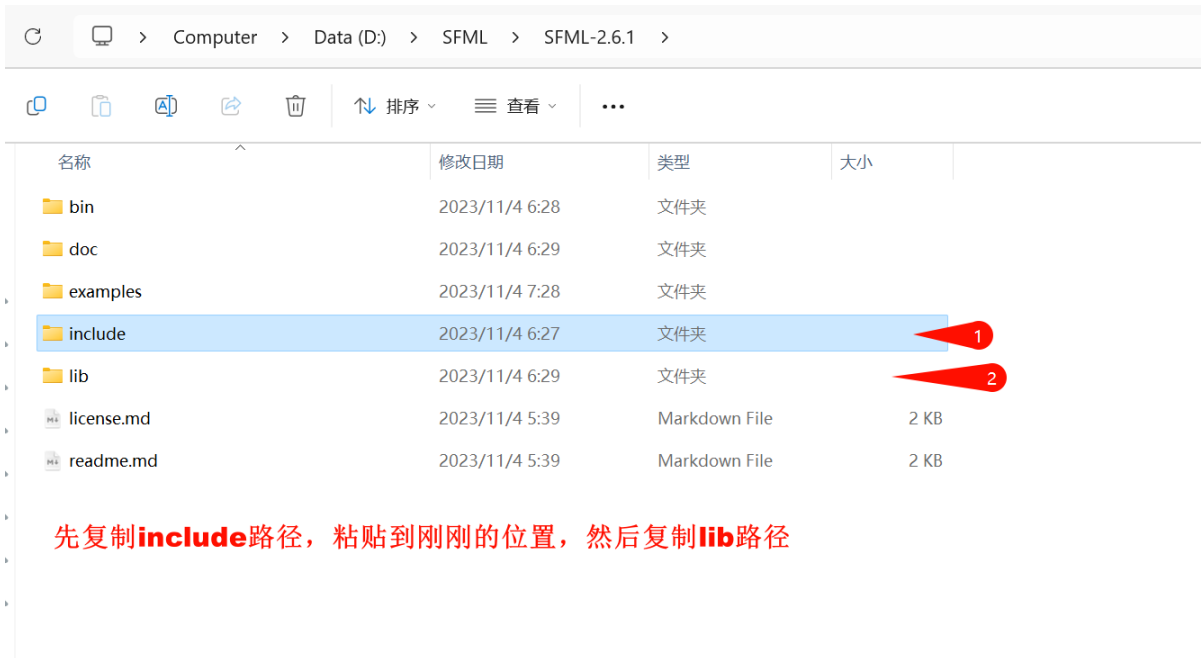


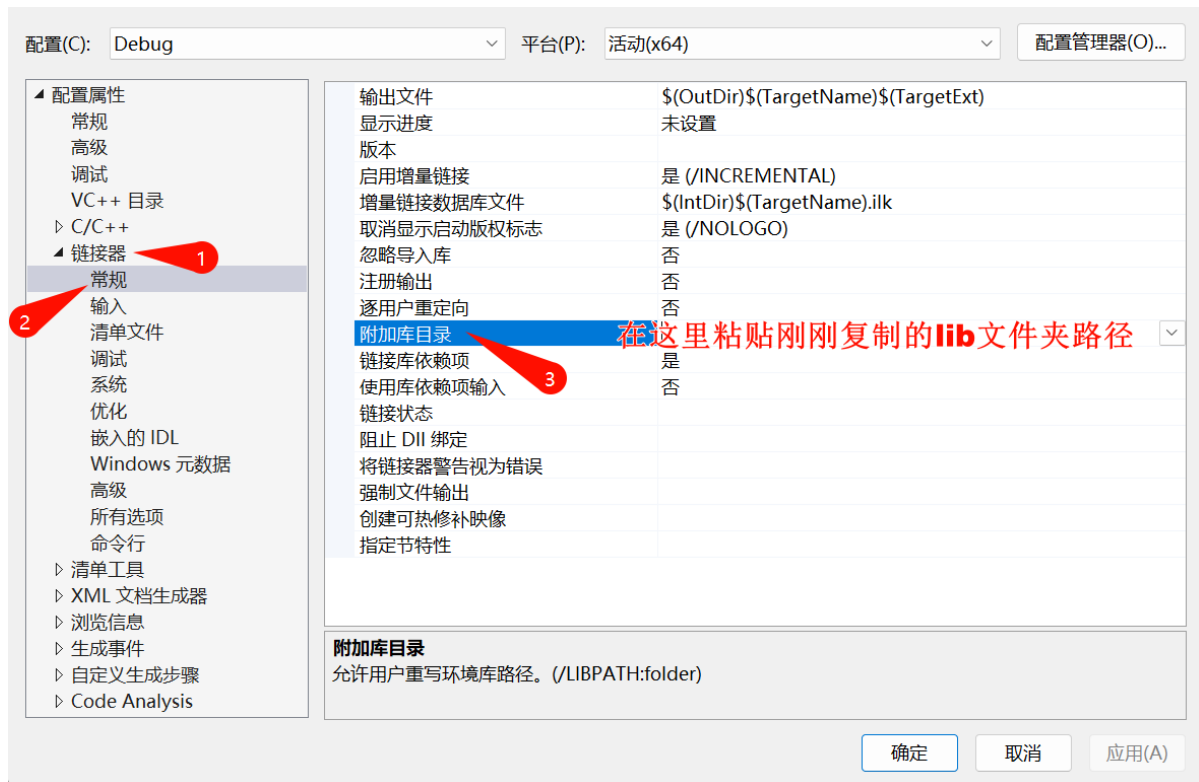
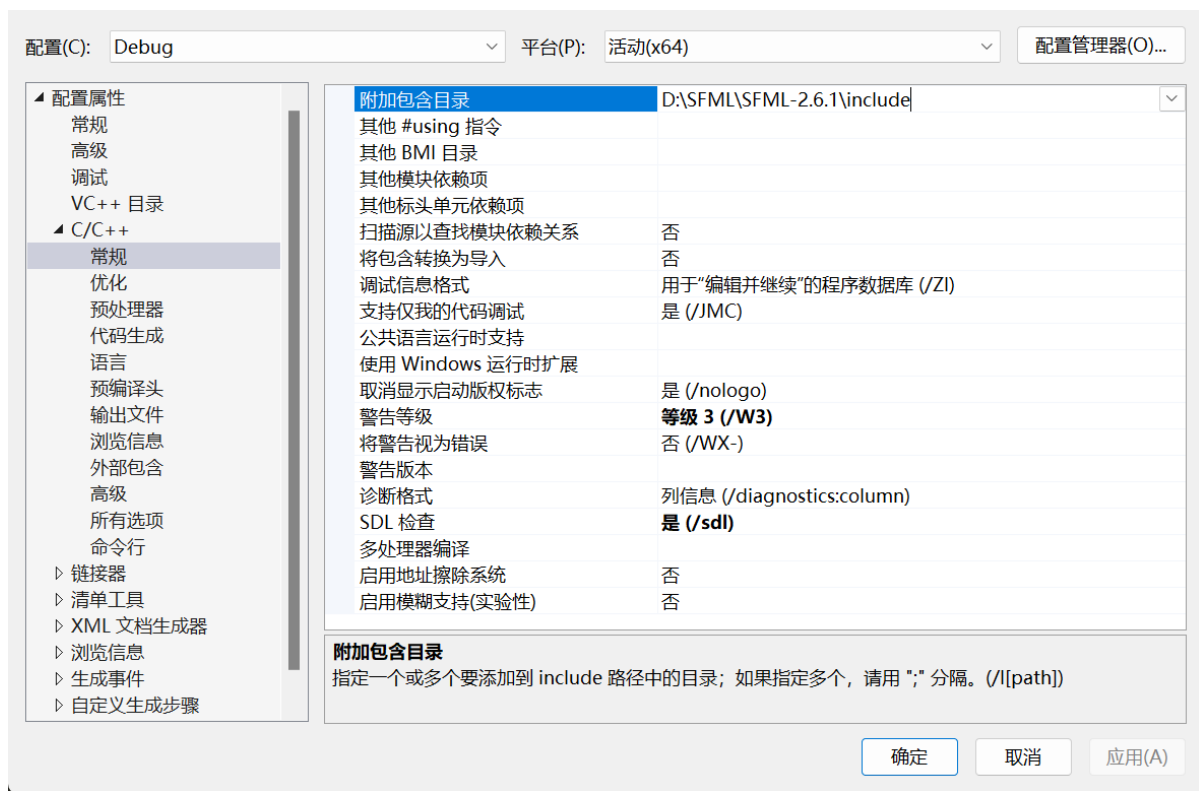


注意此时上方的配置和平台不要修改，初始状态就好



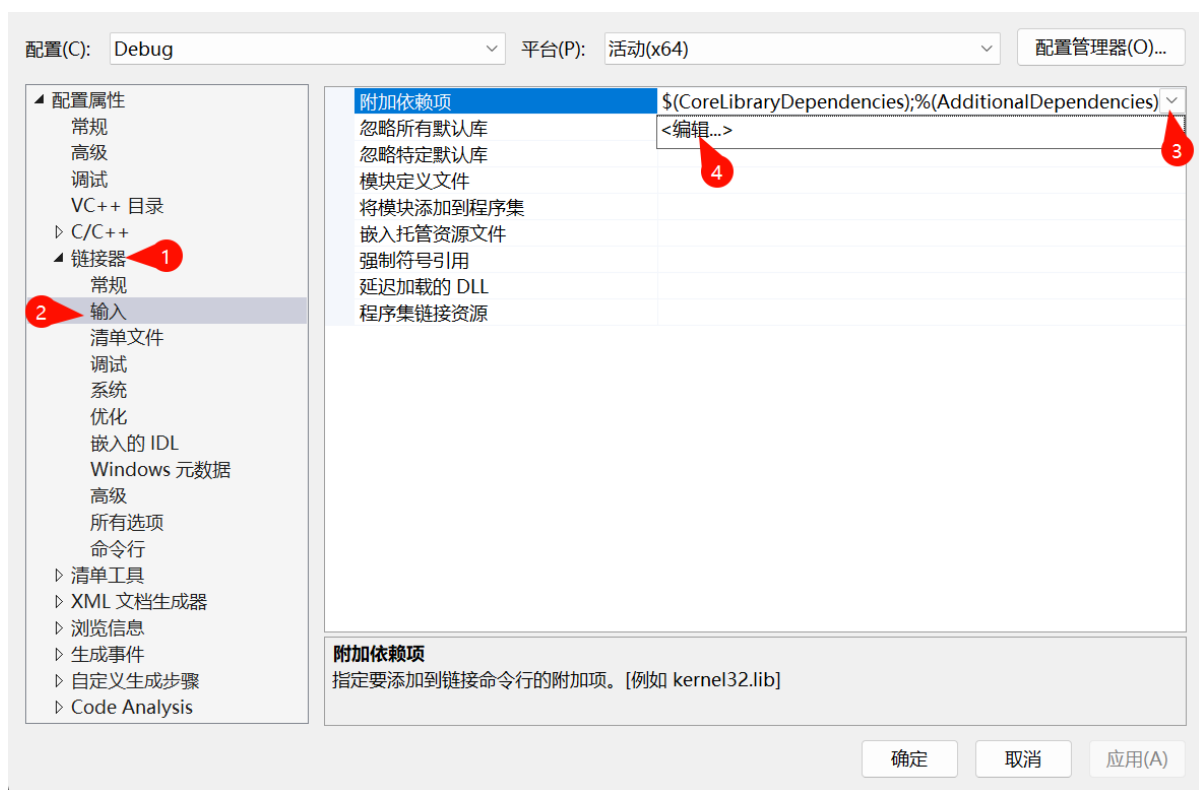
在下载了的SFML文件夹中找到include文件和lib文件





4.配置项目的Debug和Release

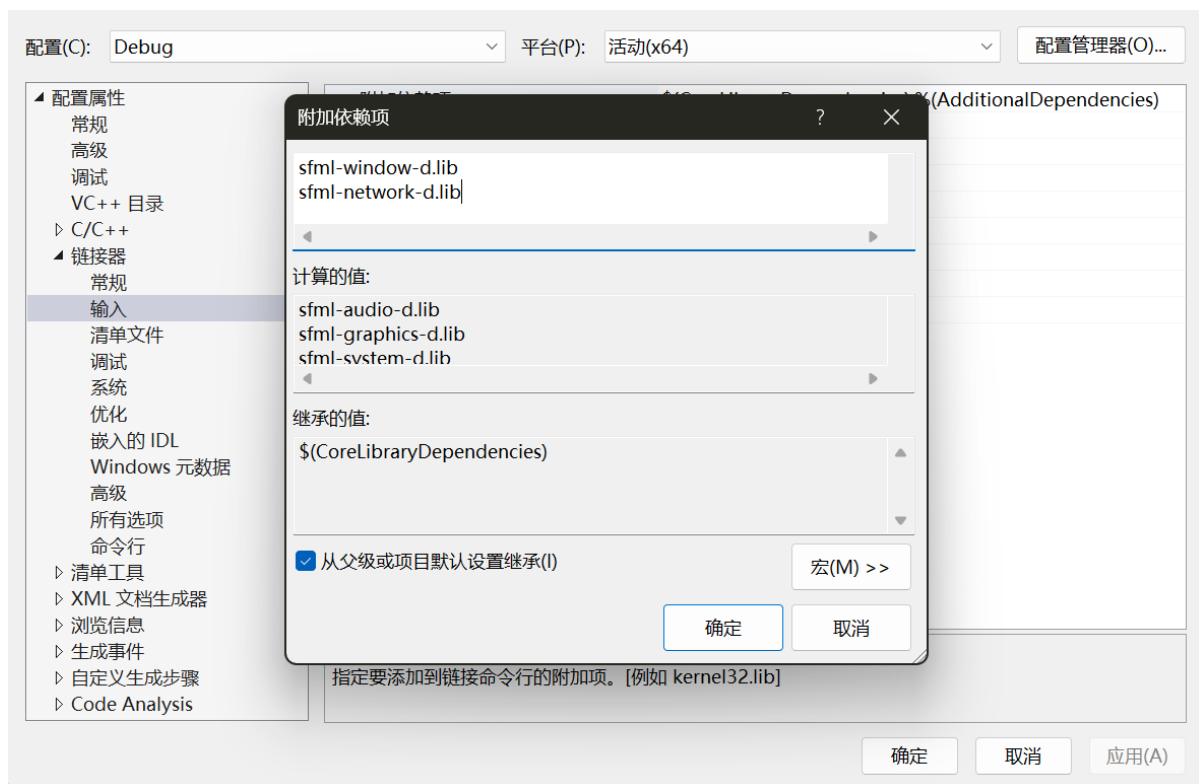
先配置Debug，右边的下箭头是隐藏的，鼠标放上面就会显示了



将下面的内容粘贴进去

Debug:

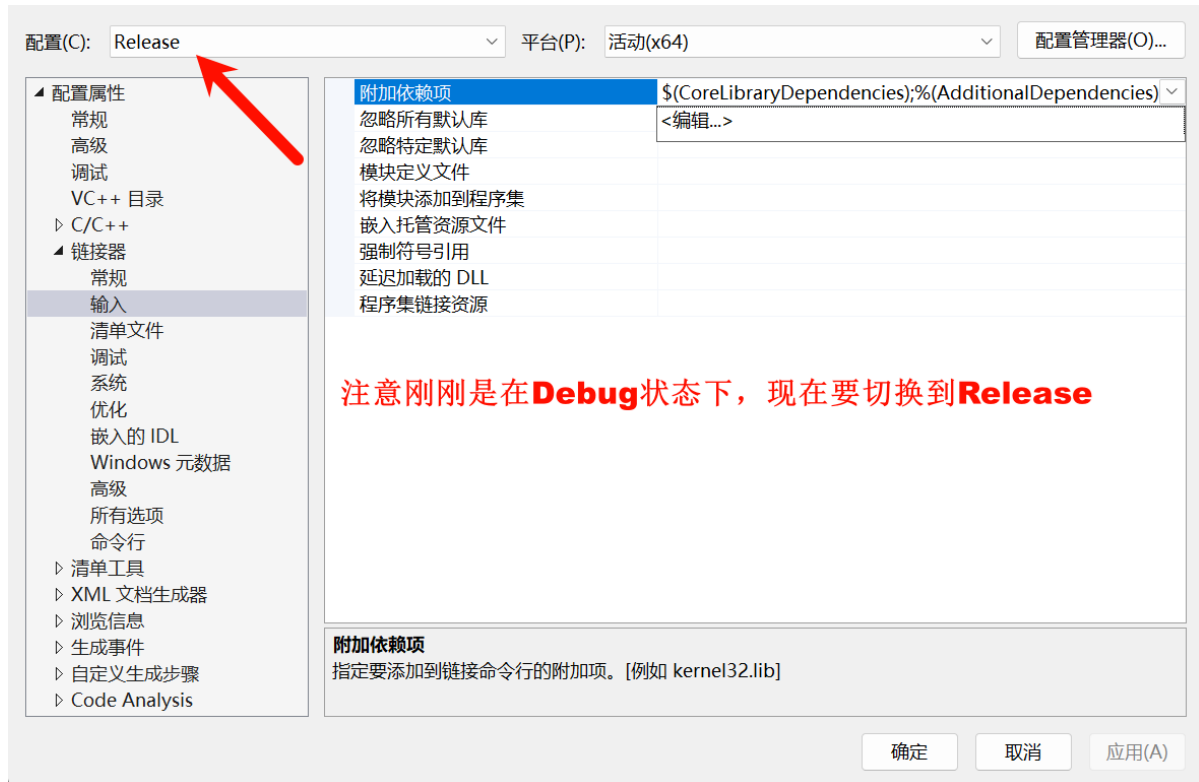
```
sfml-audio-d.lib  
sfml-graphics-d.lib  
sfml-system-d.lib  
sfml-window-d.lib  
sfml-network-d.lib
```



将配置切换到Release，然后将下面的内容粘贴进去

Release:


```
sfml-audio.lib
sfml-graphics.lib
sfml-system.lib
sfml-window.lib
sfml-network.lib
```

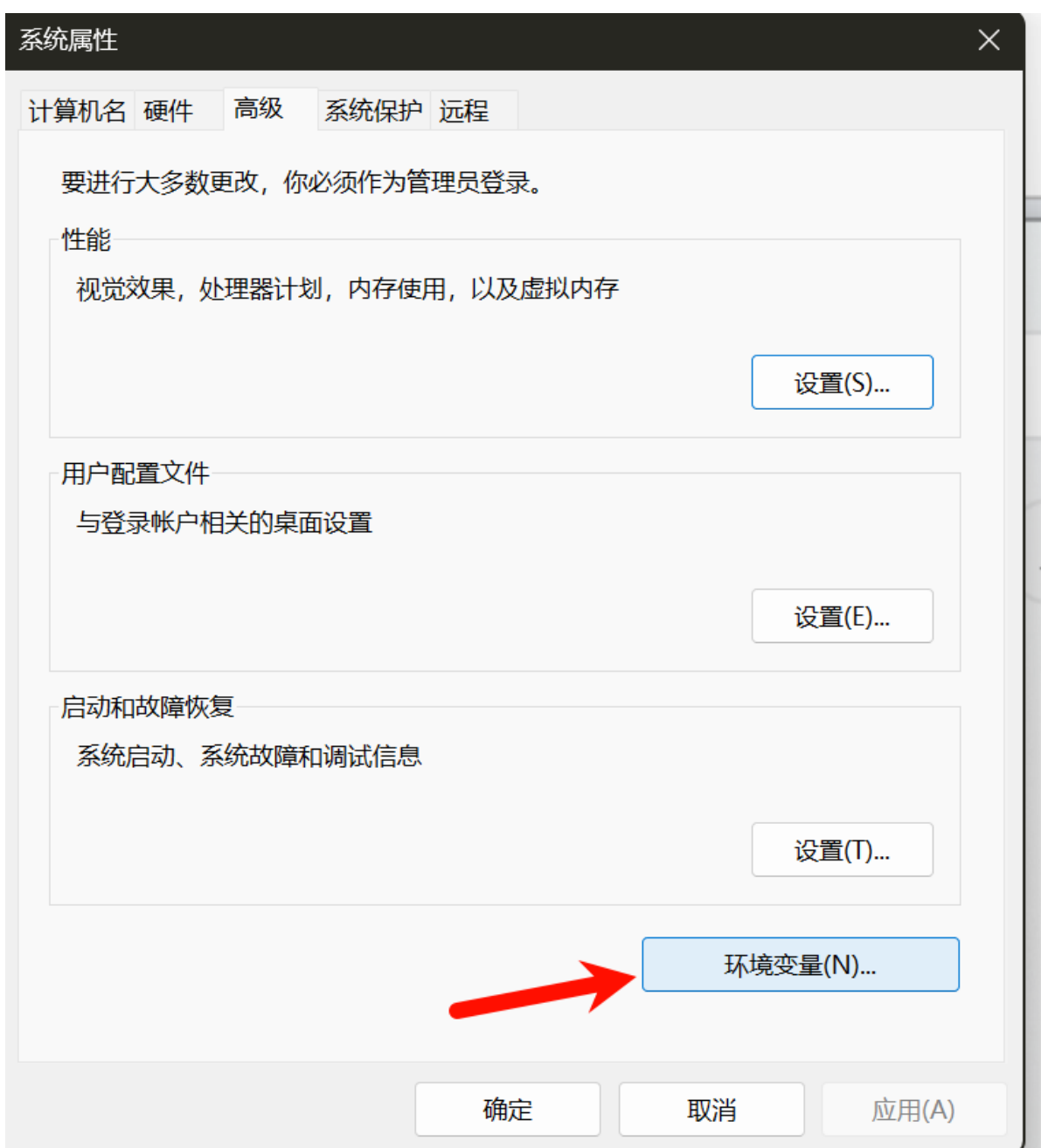


5.配置环境变量

(部分人这一步之后就可以运行了)

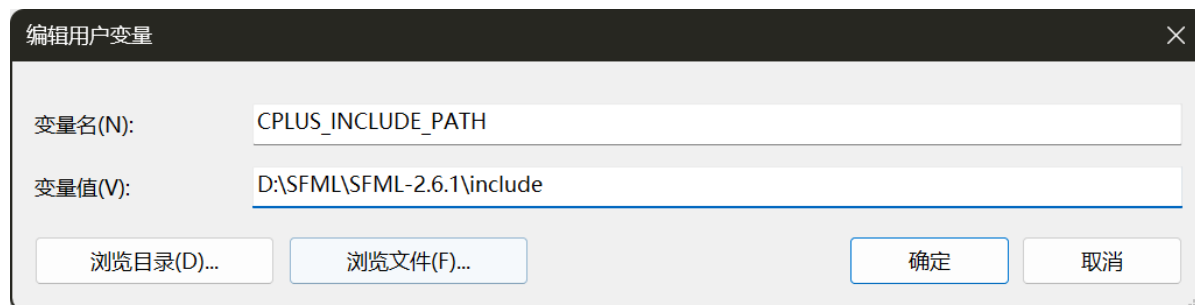
(不能运行也不用慌，后面有解决办法)

找到系统环境变量

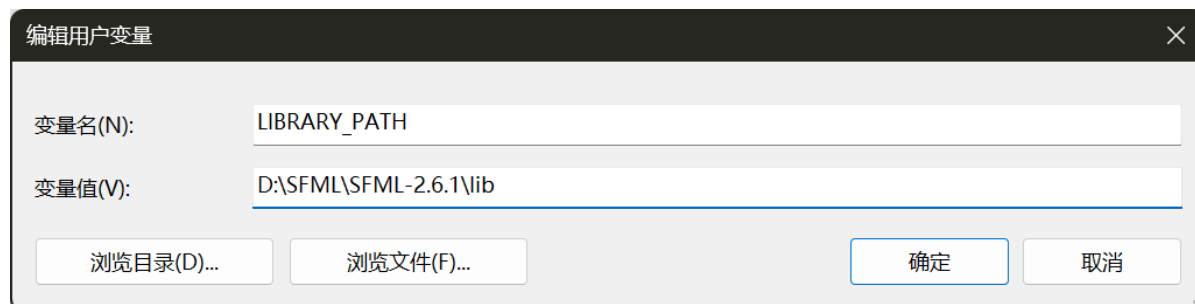


新建 用户变量

照着下图内容填就好



The screenshot shows a Windows 'Edit User Variable' dialog box. The title bar is '编辑用户变量' (Edit User Variable). The 'Variable name (N):' field contains 'CPLUS_INCLUDE_PATH'. The 'Variable value (V):' field contains 'D:\SFML\SFML-2.6.1\include'. At the bottom, there are three buttons: '浏览目录(D)...' (Browse directory...), '浏览文件(F)...' (Browse file...), and '确定' (OK). The '取消' (Cancel) button is also present.



The screenshot shows another 'Edit User Variable' dialog box. The title bar is '编辑用户变量' (Edit User Variable). The 'Variable name (N):' field contains 'LIBRARY_PATH'. The 'Variable value (V):' field contains 'D:\SFML\SFML-2.6.1\lib'. At the bottom, there are three buttons: '浏览目录(D)...' (Browse directory...), '浏览文件(F)...' (Browse file...), and '确定' (OK). The '取消' (Cancel) button is also present.

到这一步部分人就已经可以运行了

下面是一个示例代码：

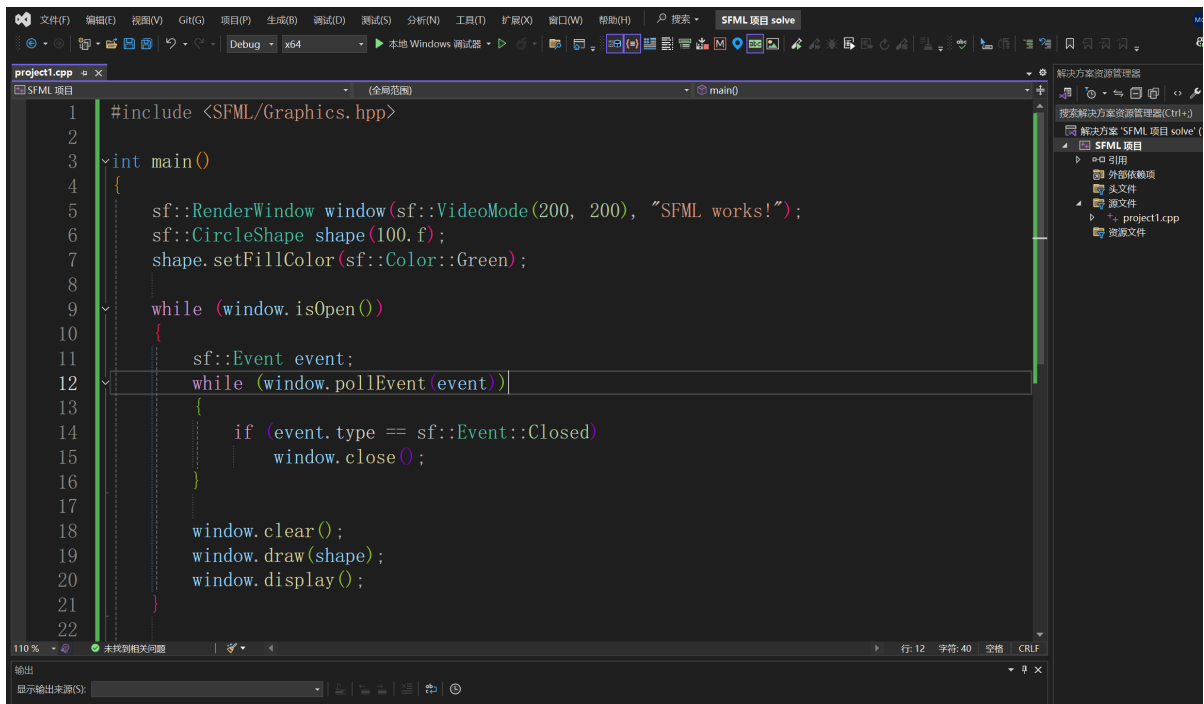
```
#include <SFML/Graphics.hpp>

int main()
{
    sf::RenderWindow window(sf::VideoMode(200, 200), "SFML works!");
    sf::CircleShape shape(100.f);
    shape.setFillColor(sf::Color::Green);

    while (window.isOpen())
    {
        sf::Event event;
        while (window.pollEvent(event))
        {
            if (event.type == sf::Event::Closed)
                window.close();
        }

        window.clear();
        window.draw(shape);
        window.display();
    }

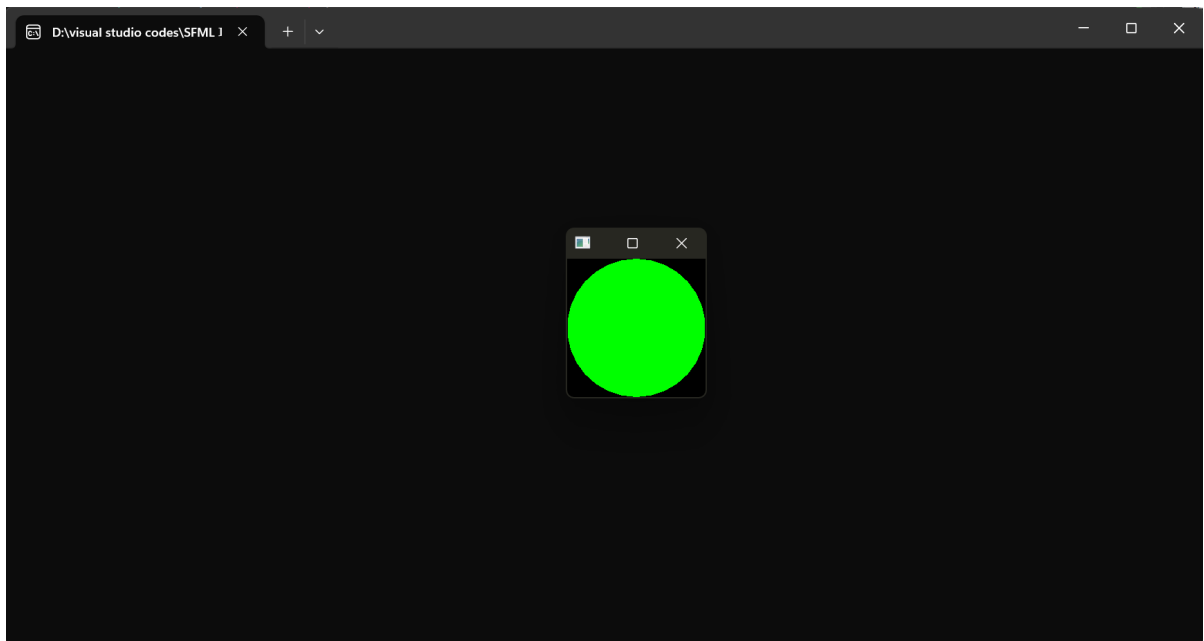
    return 0;
}
```



```
1 #include <SFML/Graphics.hpp>
2
3 int main()
4 {
5     sf::RenderWindow window(sf::VideoMode(200, 200), "SFML works!");
6     sf::CircleShape shape(100.f);
7     shape.setFillColor(sf::Color::Green);
8
9     while (window.isOpen())
10    {
11        sf::Event event;
12        while (window.pollEvent(event))
13        {
14            if (event.type == sf::Event::Closed)
15                window.close();
16        }
17
18        window.clear();
19        window.draw(shape);
20        window.display();
21    }
22 }
```

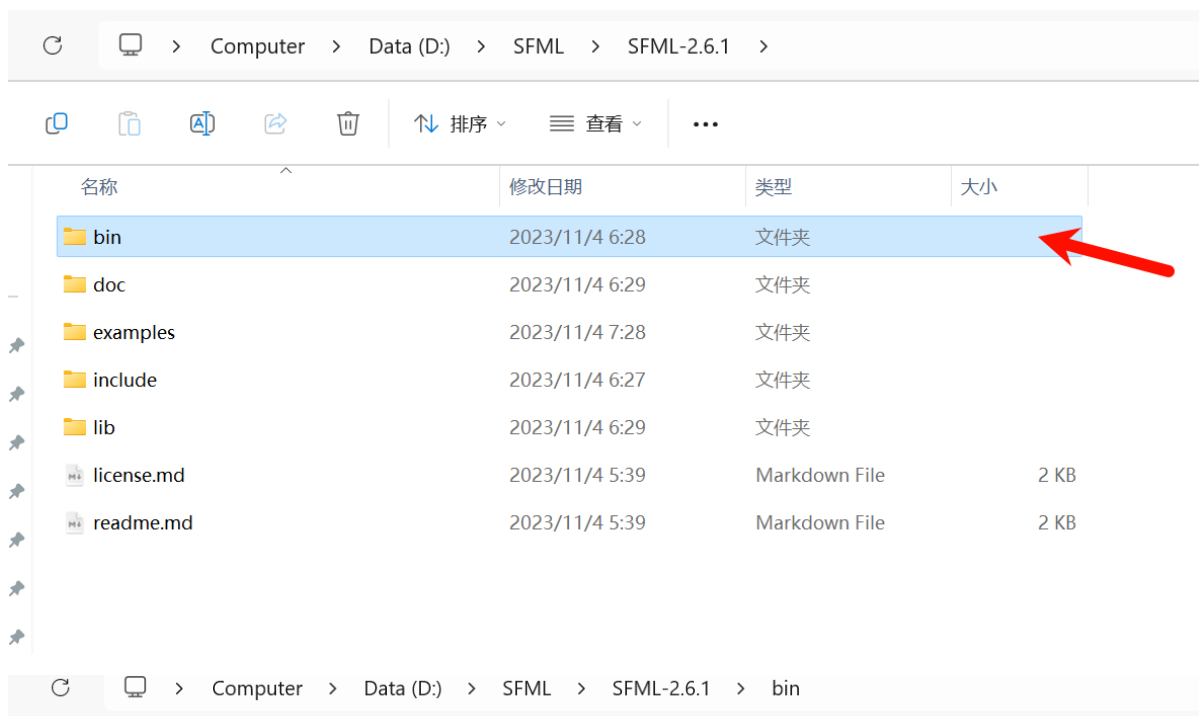
(比较丑，没配置过)

运行成功的样子：



6.添加运行文件(若5成功运行，略过即可)

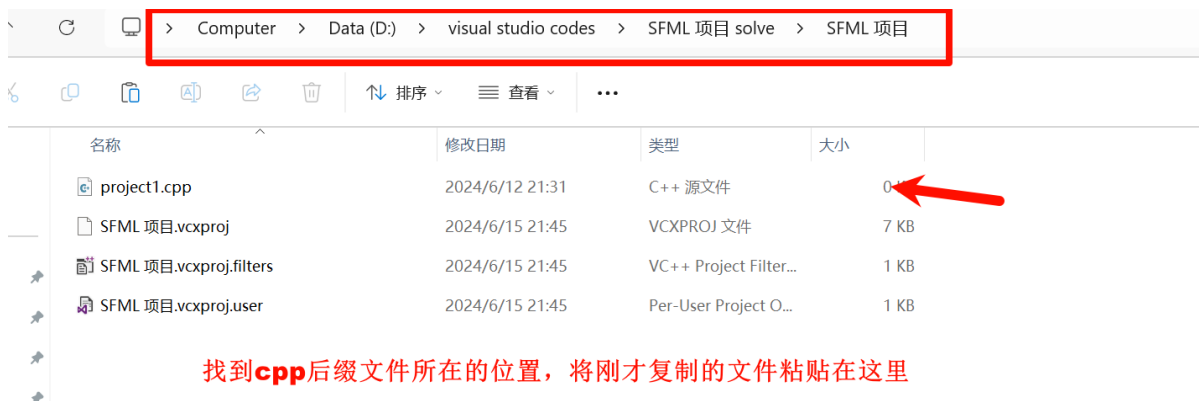
找到SFML文件中的bin文件夹，复制其中所有的文件到项目中



全选复制，不要直接移动走了

(这里不直接移动是因为后面如果有用的话方便找)

沿着创建项目的路径找到cpp后缀文件所在的位置



然后就可以运行了

附：

在项目中做游戏需要引入加载素材，素材文件夹放置的位置：

在 SFMLProject1 中			
名称	修改日期	类型	
fonts	2024/6/14 19:57	文件夹	
graphics	2024/6/14 22:01	文件夹	
sound	2024/6/14 9:35	文件夹	
x64	2024/6/14 10:49	文件夹	
main.cpp	2024/6/15 20:45	C++ 源文件	
opengl32.dll	2022/1/19 2:01	应用程序扩展	
sfml-audio-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-audio-d-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-graphics-2.dll	2023/11/4 6:28	应用程序扩展	
sfml-graphics-d-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-network-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-network-d-2.dll	2023/11/4 6:27	应用程序扩展	
SFMLProject1.vcxproj	2024/6/14 10:28	VCXPROJ 文件	
SFMLProject1.vcxproj.filters	2024/6/14 10:28	VC++ Project Filter.	
SFMLProject1.vcxproj.user	2024/6/14 10:22	Per-User Project O...	
sfml-system-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-system-d-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-window-2.dll	2023/11/4 6:27	应用程序扩展	
sfml-window-d-2.dll	2023/11/4 6:27	应用程序扩展	

上图fonts、graphics和sound文件夹就是我存放素材的位置，可以看到就是粘贴运行文件的位置

结尾：

本文所用到的教程：<https://blog.csdn.net/Hsianus/article/details/130727463>