SFML install and setup

Simple and Fast Multimedia Library

Download SFML

1. [download SFML](#) get the **"Visual C++ 15 (2017) - 32-bit"** image.
2. exapand and copy to c:\SFML

Project settings

C/C++

Additional Include Directories

`C:\SFML\include`

Linker

General

Additional Libratry Directories

`C:\SFML\lib`

linker

Input

Additional Dependencies

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

note: `-d.lib` for debug libraries, `-s.lib` for static link libraries, and no suffix `.lib` for production

libraries. We will always be using the dynamicaly linked debug libraries.

Path Environment Variable

Type **environment** in the windows start menu and select **Edit the system environment variables** Click on the **Environmnet Variables** button, and then select and edit the **Path** environment variable. Add `C:\SFML\bin` to the **Path** environment variable.