For the [A]lihanEngine Resource Management

Put all the .dll files from …\SFML-2.4.2-windows-vc14-32-bit\SFML-2.4.2\bin into the same folder as the .exe files

Go to properties

C/C++

General:

Additional Include directories:

Debug:

…\SFML-2.4.2-windows-vc14-32-bit\SFML-2.4.2\include

Release:

…\SFML-2.4.2-windows-vc14-32-bit\SFML-2.4.2\lib

Preprocessor:

Preprocessor Definitions:

Debug:

SFML\_DYNAMIC;%(PreprocessorDefinitions)

Linker

General:

Additional library directories:

…\SFML-2.4.2-windows-vc14-32-bit\SFML-2.4.2\lib

Input:

Debug: //must be in this order

sfml-graphics-d.lib

sfml-window-d.lib

sfml-audio-d.lib

sfml-network-d.lib

sfml-system-d.lib

Release: //must be in this order

sfml-graphics-2.lib

sfml-window-2.lib

sfml-audio-2.lib

sfml-network-2.lib

sfml-system-2.lib