

```
#ifndef MAIN
#define MAIN

// make sure to add $(SFML_SDK)\lib to the project properties under
// Linker/additional library directories

#ifdef _DEBUG
#pragma comment(lib,"sfml-graphics-d.lib")
#pragma comment(lib,"sfml-audio-d.lib")
#pragma comment(lib,"sfml-system-d.lib")
#pragma comment(lib,"sfml-window-d.lib")
#pragma comment(lib,"sfml-main-d.lib")
#pragma comment(lib,"sfml-network-d.lib")
#define NO_RANDOM
#else
#pragma comment(lib,"sfml-main.lib")
#pragma comment(lib,"sfml-system.lib")
#pragma comment(lib,"sfml-window.lib")
#pragma comment(lib,"sfml-graphics.lib")
#pragma comment(lib,"sfml-audio.lib")
#pragma comment(lib,"sfml-network.lib")

#endif // _DEBUG

#endif // MAIN
```