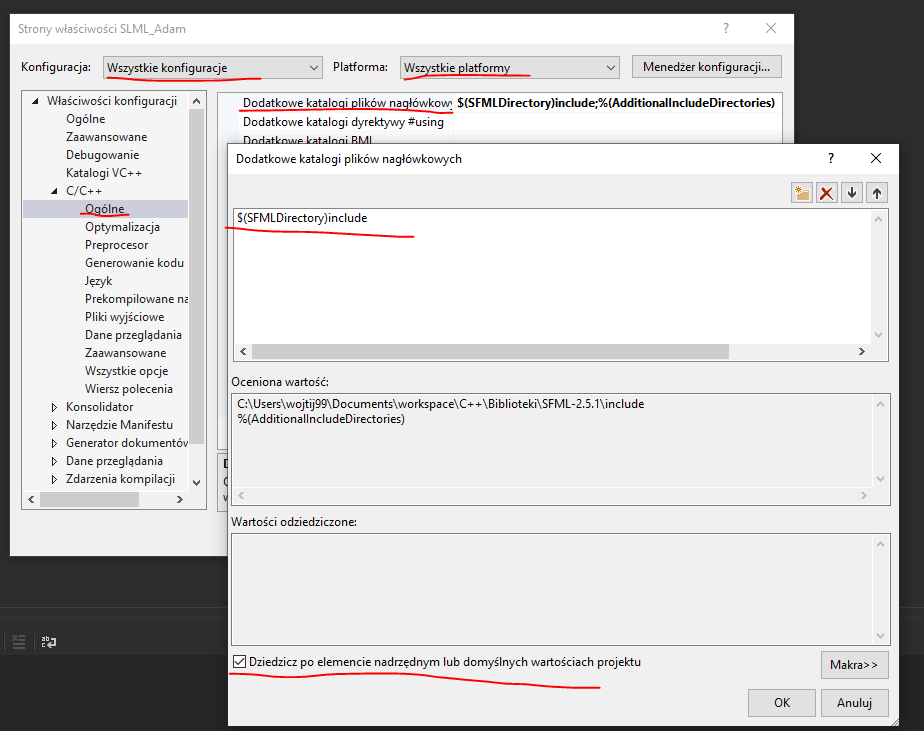
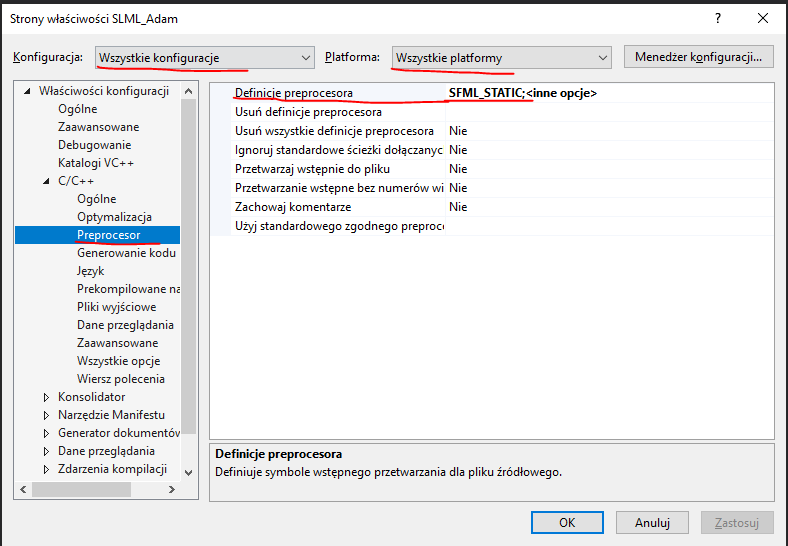


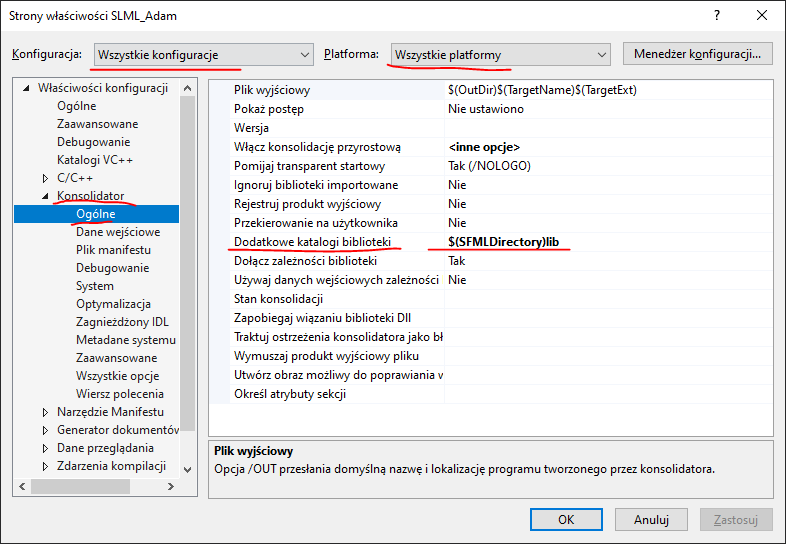
W pole wartość wpisz ścieżkę do folderu SFML’a pamiętaj o ‘\’na końcu



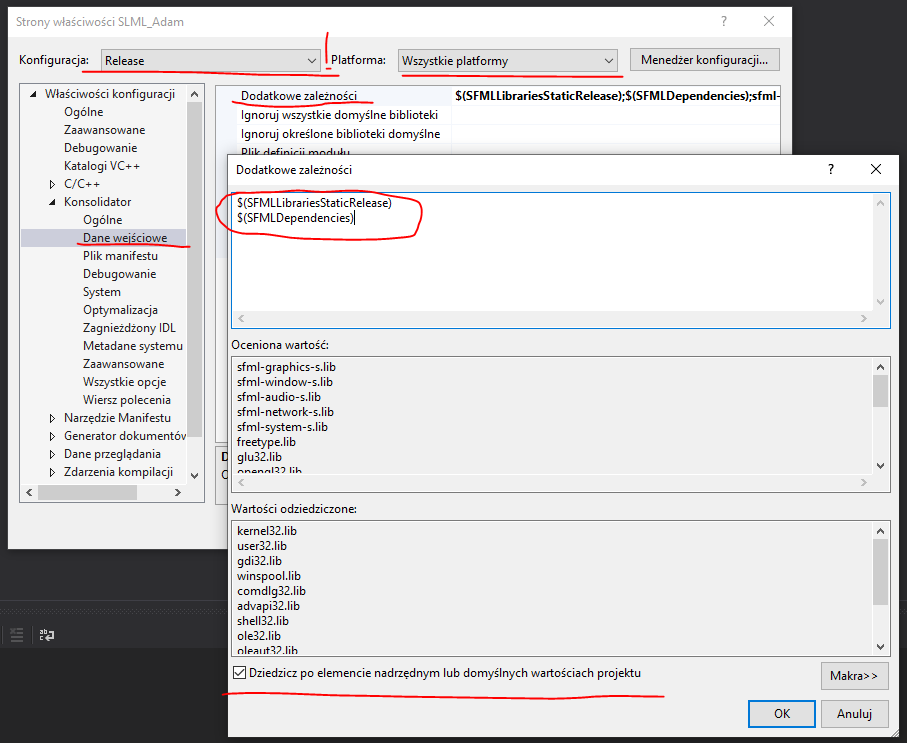
$(SFMLDirectory)include



SFML\_STATIC;

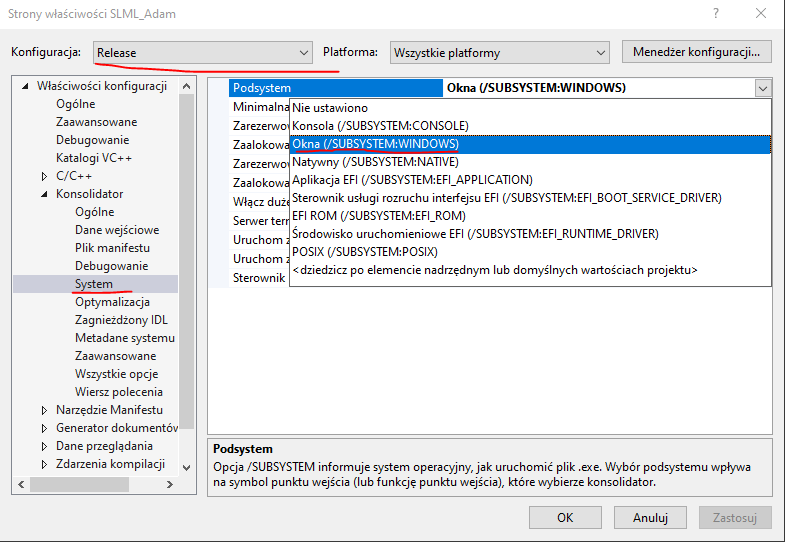


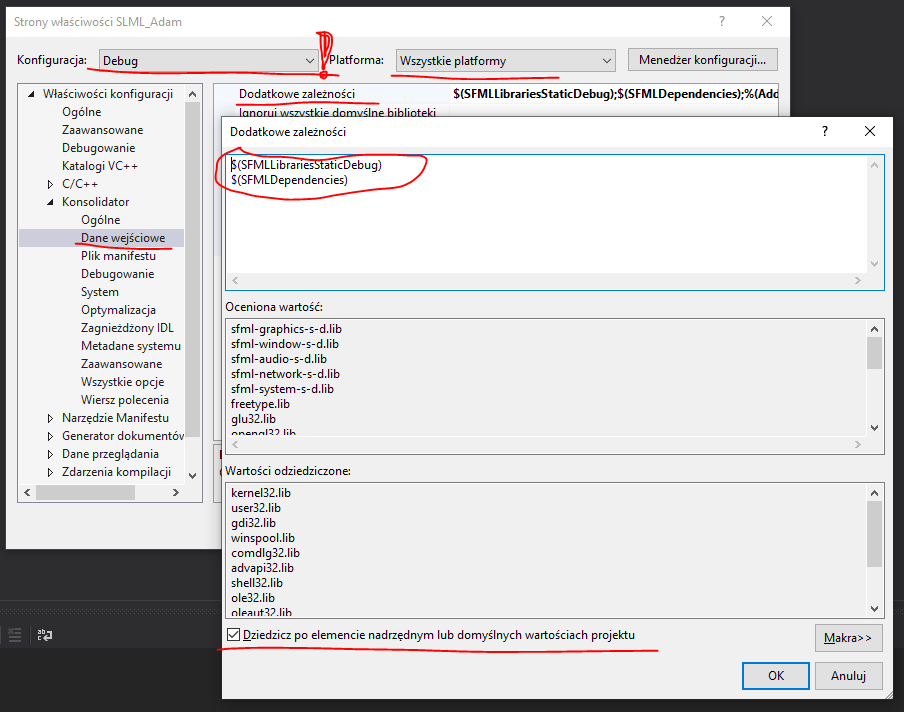
$(SFMLDirectory)lib



$(SFMLLibrariesStaticRelease)

$(SFMLDependencies)





$(SFMLLibrariesStaticDebug)

$(SFMLDependencies)