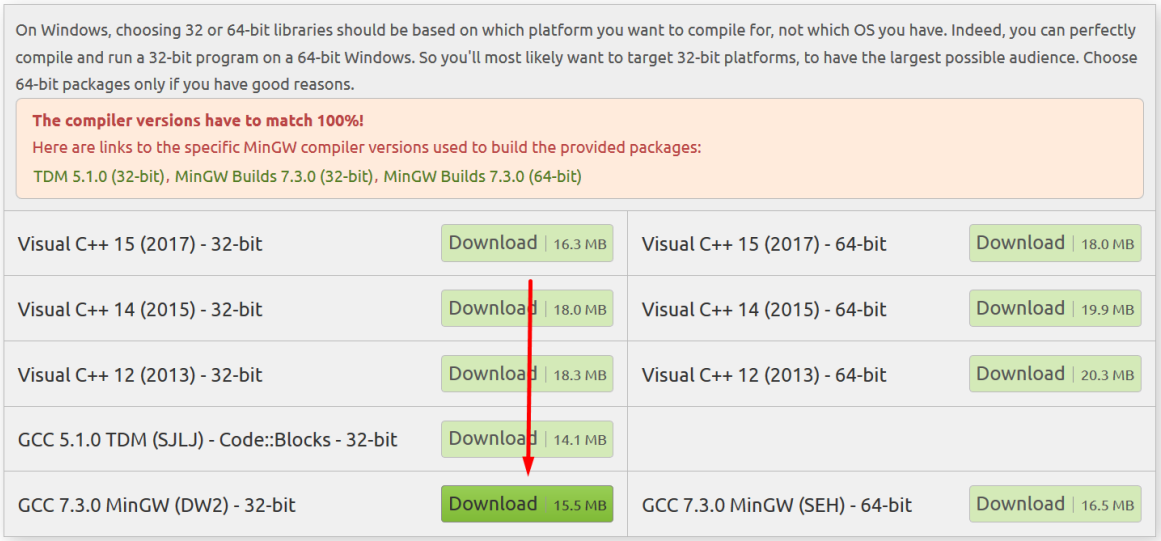
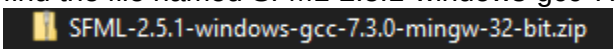
SFML install

ONLY DO THIS IF YOU HAVE ALREADY DOWNLOADED AND SETUP THE AVC FILES, MINGW, AND GEANY

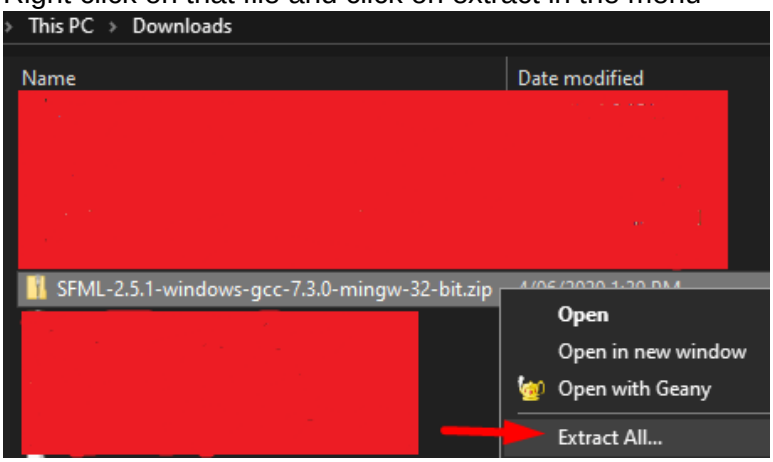
1. Go to the following link (https://www.sfml-dev.org/download/sfml/2.5.1/) and click on the button labelled download to the right of “GCC 7.3.0 MinGW (DW2) - 32-bit”. On the button it should say 15.5MB



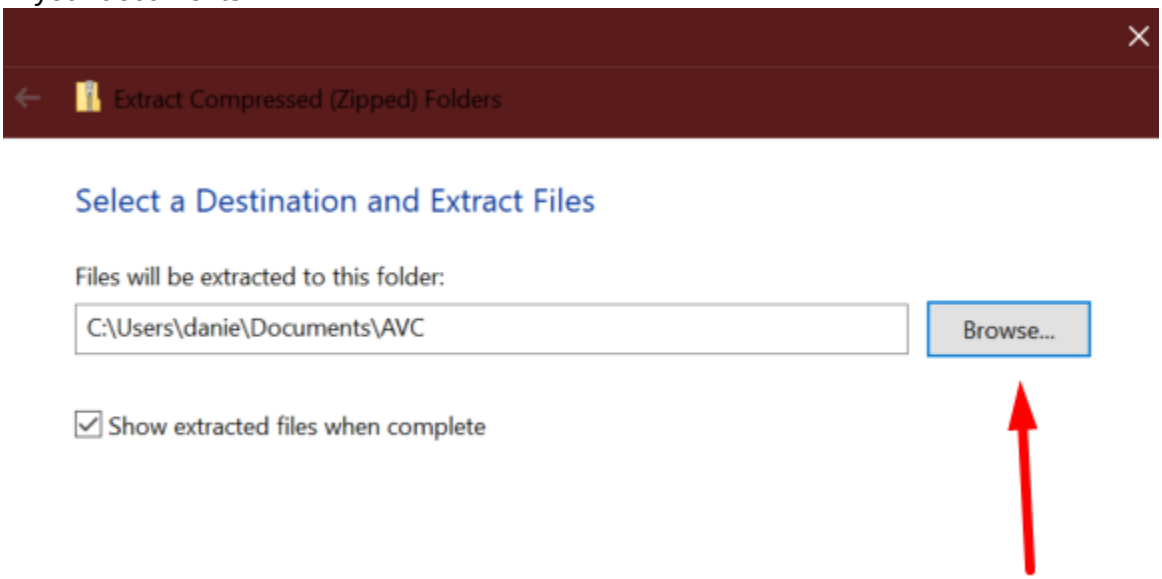
2. Once the file has downloaded open your downloads folder in your file explorer on your computer. And find the file named SFML-2.5.1-windows-gcc-7.3.0-minggw-32-bit.zip



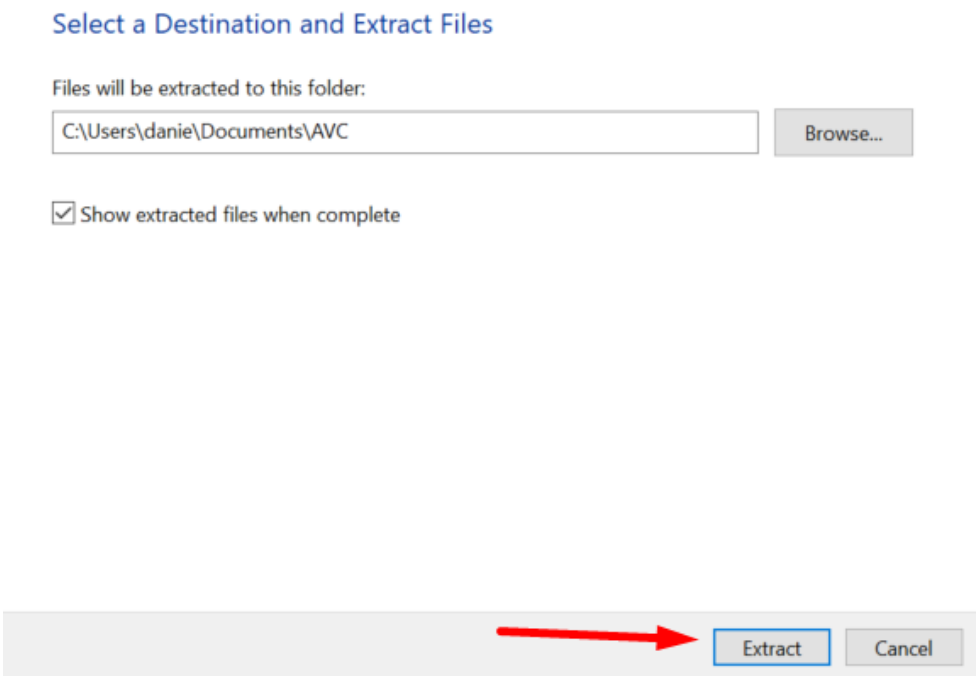
3. Right click on that file and click on extract in the menu



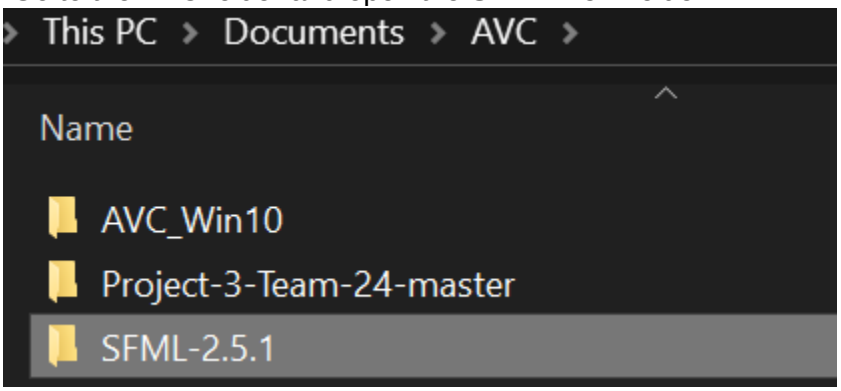
4. This will open a window saying to select a destination. Click on browse and navigate to the AVC folder in your documents.



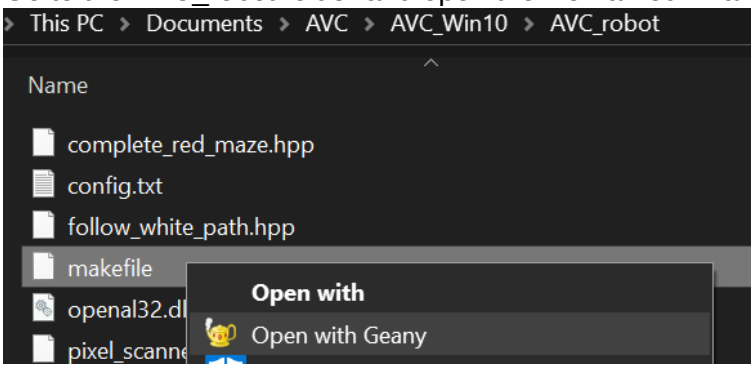
5. Click extract



6. Go to the AVC folder and open the SFML-2.5.1 folder



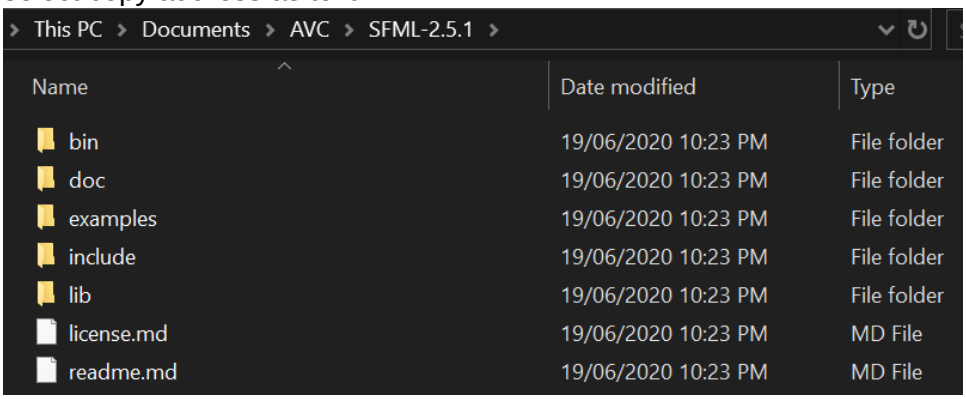
7. Go to the AVC_robot folder and open the file named “makefile” with geany

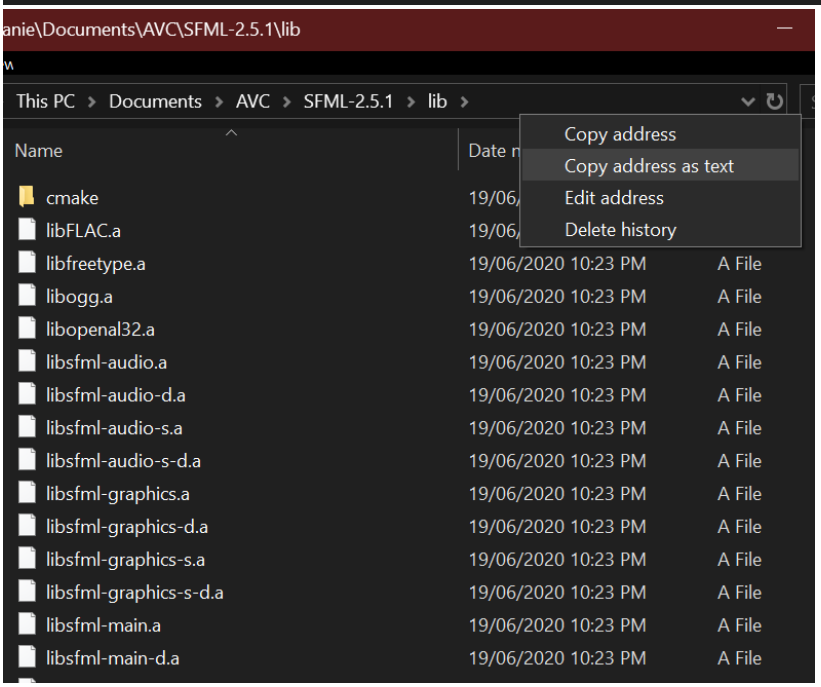


8. Once opened delete all the lines in there and replace it with this code:

```
INCLUDE = -I
LIBS = -L
robot.exe: robot.o
	g++ $(LIBS) -o robot robot.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
robot.o: robot.cpp
	g++  -c $(INCLUDE) robot.cpp
```

9. Inside the SFML folder there is a folder called lib. Open this folder and right click the address bar and select copy address as text.

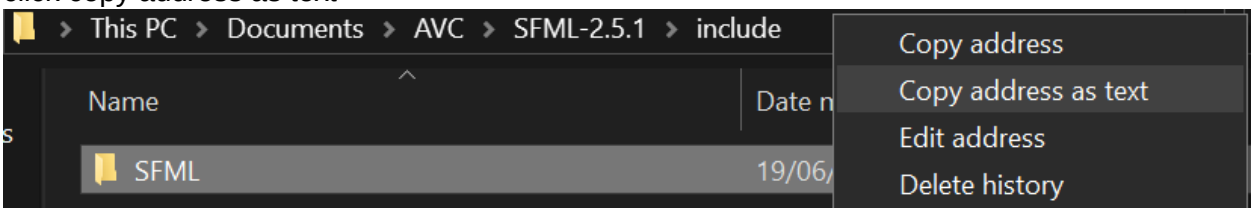




10. Paste the address at the end of the line which says LIBS = -L
    E.g.

```
INCLUDE = -I
LIBS = -L C:\Users\danie\Documents\AVC\SFML-2.5.1\lib
robot.exe: robot.o
    g++ $(LIBS) -o robot robot.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
robot.o: robot.cpp
    g++  -c $(INCLUDE) robot.cpp
```

11. Go back to the SFML folder and open the folder labelled include. Right click on the address bar and click copy address as text



12. Back in the makefile paste that address at the end of the first line
    E.g.

```
INCLUDE = -I C:\Users\danie\Documents\AVC\SFML-2.5.1\include
LIBS = -L C:\Users\danie\Documents\AVC\SFML-2.5.1\lib
robot.exe: robot.o
    g++ $(LIBS) -o robot robot.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
robot.o: robot.cpp
    g++  -c $(INCLUDE) robot.cpp
```

13. In between “C:” and “Users” there will be a \. Add another \ in both address lines
    E.g.

```
INCLUDE = -I C:\\Users\danie\Documents\AVC\SFML-2.5.1\include
LIBS = -L C:\\Users\danie\Documents\AVC\SFML-2.5.1\lib
robot.exe: robot.o
    g++ $(LIBS) -o robot robot.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
robot.o: robot.cpp
    g++  -c $(INCLUDE) robot.cpp
```

14. Save this file by pressing “Control key” and “S” key together. you will know it’s saved because the name at the top of the code will turn black

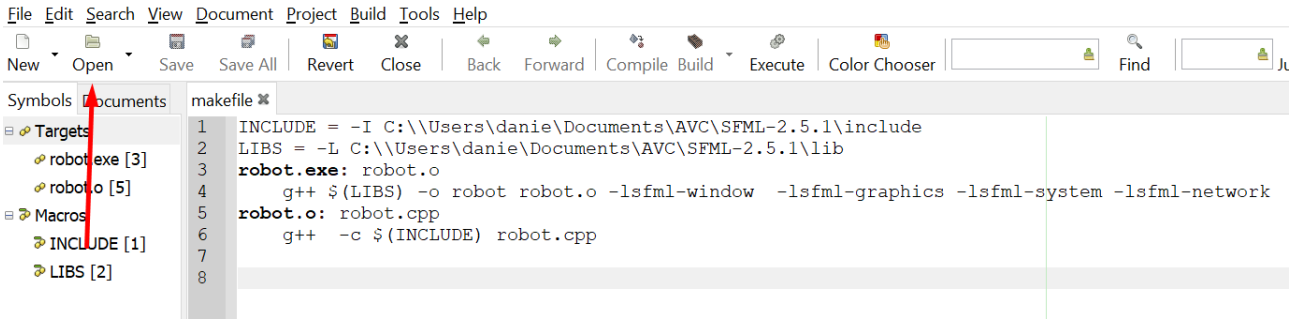
makefile ✖

```
INCLUDE = -I C:\\Users\danie\Documents\AVC\SFML-2.5.1\include
LIBS = -L C:\\Users\danie\Documents\AVC\SFML-2.5.1\lib
robot.exe: robot.o
    g++ $(LIBS) -o robot robot.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
robot.o: robot.cpp
    g++  -c $(INCLUDE) robot.cpp
```

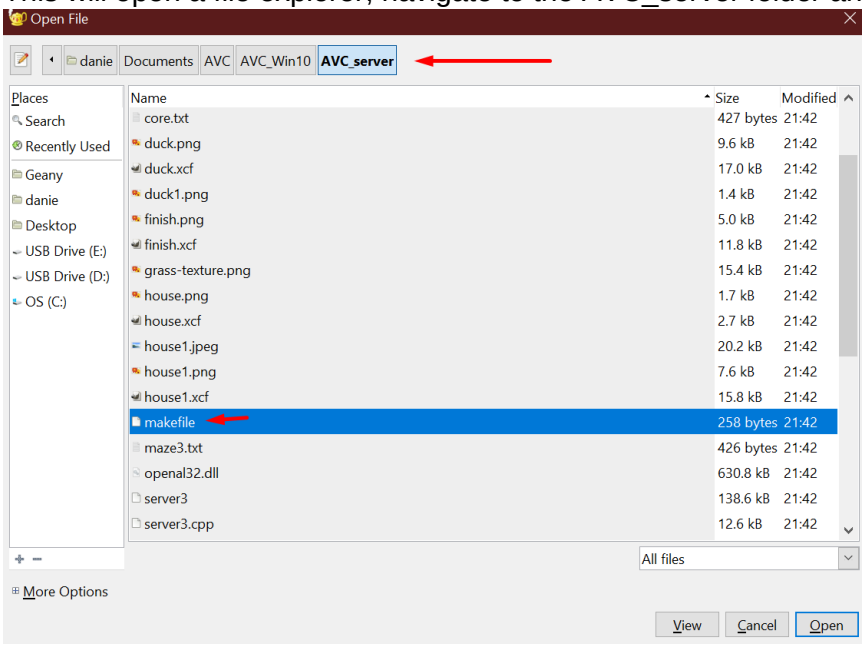
makefile ✖

```
INCLUDE = -I C:\\Users\danie\Documents\AVC\SFML-2.5.1\include
LIBS = -L C:\\Users\danie\Documents\AVC\SFML-2.5.1\lib
robot.exe: robot.o
    g++ $(LIBS) -o robot robot.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
robot.o: robot.cpp
    g++  -c $(INCLUDE) robot.cpp
```

15. Click open in the ribbon bar



16. This will open a file explorer, navigate to the AVC_server folder and open the makefile



17. replace the code in there with this code:

INCLUDE = -I
LIBS = -L
server3.exe: server3.o
g++ $(LIBS) -o server3 server3.o -lsfml-window -lsfml-graphics -lsfml-system -lsfml-network
server3.o: server3.cpp
g++ -c $(INCLUDE) server3.cpp

```
DIR = C:\\SFML
CFLAGS = -I ${DIR}\include
LFLAGS = -L ${DIR}\lib
LIBS = -lsfml-window -lsfml-graphics -lsfml-system -lsfml-network
server3: server3.o
    g++ $(LFLAGS) -o server3 server3.o ${LIBS}
server3.o: server3.cpp
    g++ -c $(CFLAGS) server3.cpp
```

To

```
INCLUDE = -I
LIBS = -L
server3.exe: server3.o
    g++ $(LIBS) -o server3 server3.o -lsfml-window -lsfml-graphics -lsfml-system -lsfml-network
server3.o: server3.cpp
    g++ -c $(INCLUDE) server3.cpp
```

18. Copy the two lines from the robot make file and replace the top two lines in the server make file so that both of the files have the same include statements.

```
INCLUDE = -I C:\\Users\danie\Documents\AVC\SFML-2.5.1\include
LIBS = -L C:\\Users\danie\Documents\AVC\SFML-2.5.1\lib
server3.exe: server3.o
    g++ $(LIBS) -o server3 server3.o -lsfml-window  -lsfml-graphics -lsfml-system -lsfml-network
server3.o: server3.cpp
    g++  -c $(INCLUDE) server3.cpp

```

19. Save the file by pressing Ctrl+S
20. Now you are ready to run the code.