



Universiteit Antwerpen  
| Faculteit Wetenschappen

# SFML Installation

Hitchhikers Guide to CS

# Installation instructions

## Linux

- `sudo apt install libsFML-dev`

## MacOS

- `brew install sfml`

## Windows

- Go to : <https://www.sfml-dev.org/download/sfml/2.6.2/>
- Depending on the compiler, choose between "GCC 13.1.0 MinGW (DW2) - 32-bit" or "GCC 13.1.0 MinGW (SEH) - 64-bit"
  - To know whether your compiler is 32-bits or 64-bits:
    - Open CLion
      - Go to "File" --> "Settings" --> "Build, Execution, Deployment" --> "Toolchains"
      - Under "Toolset" staat ...w32 of ...w64
- Extract the file

# Linking SFML

## Linux

- `find_package(SFML 2.5 REQUIRED COMPONENTS graphics window system)`
  - Look for the Sfm1 library

## MacOS

- `set(SFML_DIR "/opt/homebrew/Cellar/sfml/2.6.2/lib/cmake/SFML")`
  - Help CMake to find the Sfm1 CMake files
- `find_package(SFML 2.5 REQUIRED COMPONENTS graphics window system)`
  - Look for the Sfm1 library

## Windows

- `set(SFML_DIR "{path_to_sfml}..\\sfml\\2.6.2\\lib\\cmake\\SFML")`
  - Help CMake to find the Sfm1 CMake files
- `find_package(SFML 2.5 REQUIRED COMPONENTS graphics window system)`
  - Look for the Sfm1 library
- Go to `"{path_to_sfml}..\\sfml\\2.6.2\\bin"` and copy all the dll files to the file "cmake-build-debug" in you project

# Running an Sfm1 project

1. Press "Reload CMake project"
2. Set working directory
3. Run your program

