

Stvaranje SFML projekta u Visual Studiu

Objektno programiranje - 8. vježbe (2. dodatak)

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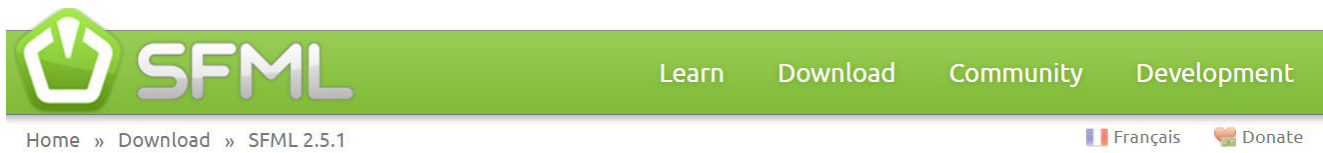


Preuzimanje SFML-a

www.sfml-dev.org/download.php

The screenshot shows the SFML website's download page. At the top, there is a green navigation bar with the SFML logo and links for 'Learn', 'Download', 'Community', and 'Development'. Below the navigation bar, the page title is 'Download'. A large red arrow points down towards the 'Download' section. In this section, there are two main buttons: 'SFML 2.5.1 Latest stable version' and 'Snapshots In development versions'. The 'SFML 2.5.1' button is highlighted with a red rectangular box. Below these buttons, there are partially visible buttons for 'Bindings' and 'Git repository'.

Preuzimanje SFML-a



Download SFML 2.5.1

On Windows, choosing 32 or 64-bit libraries should be based on which platform you want to compile for, not which OS you have. Indeed, you can perfectly compile and run a 32-bit program on a 64-bit Windows. So you'll most likely want to target 32-bit platforms, to have the largest possible audience. Choose 64-bit packages only if you have good reasons.

Unless you are using a newer version of Visual Studio, the compiler versions have to match 100%!

In case you are using Visual Studio 2015 or newer, you can go ahead and use the SFML version compiled for Visual C++ 15 (VS 2017), which is still compatible with newer versions of the toolchain.

Here are links to the specific MinGW compiler versions used to build the provided packages:

TDM 5.1.0 (32-bit), MinGW Builds 7.3.0 (32-bit), MinGW Builds 7.3.0 (64-bit)

Visual C++ 15 (2017) - 32-bit

Download | 16.3 MB

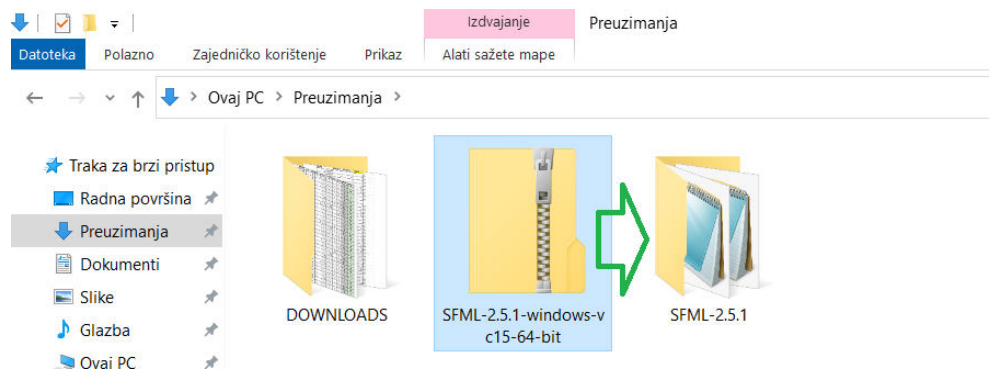
Visual C++ 15 (2017) - 64-bit

Download | 18.0 MB

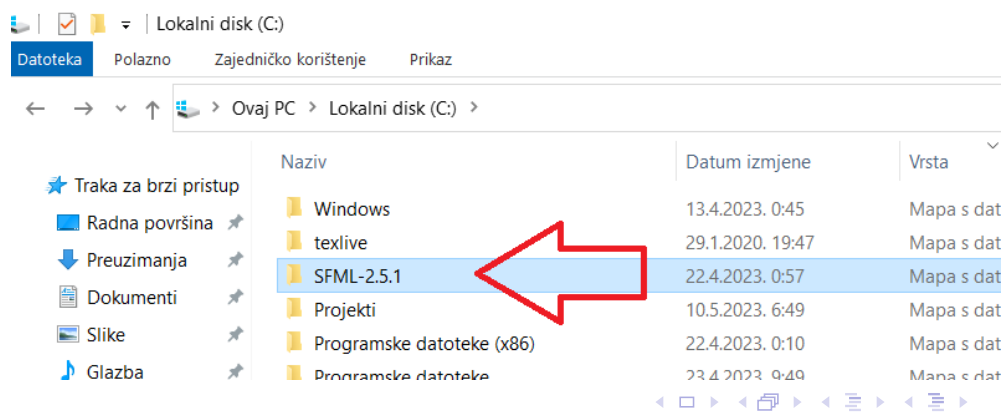
Visual C++ 14 (2015) - 64-bit



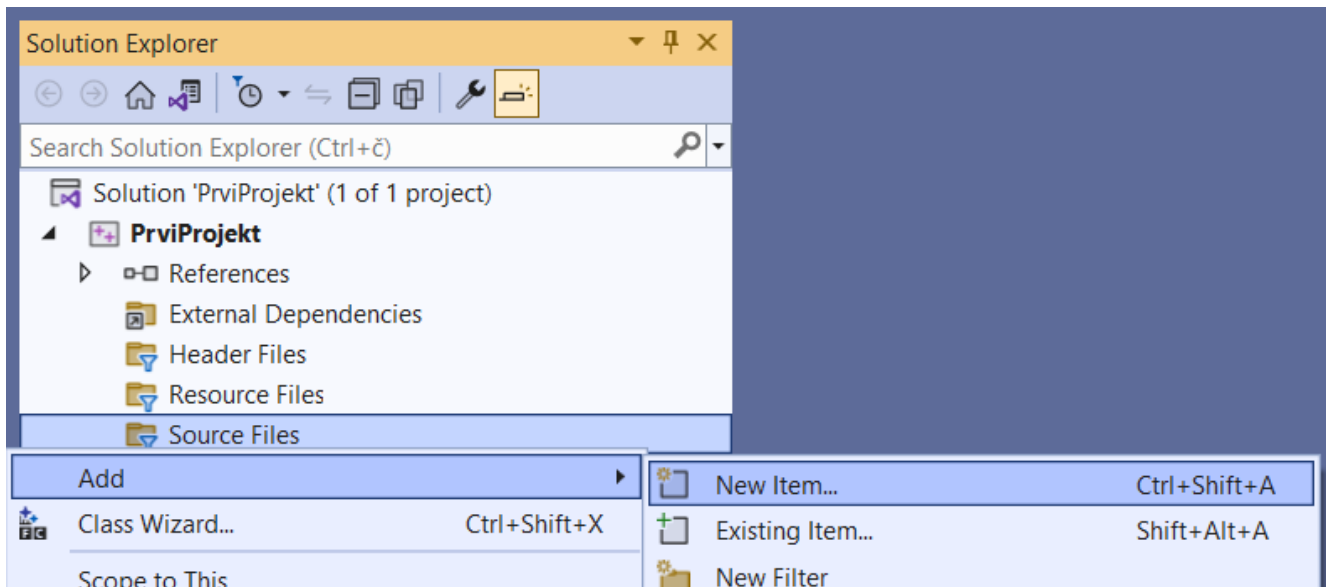
Unzipati i spremiti mapu



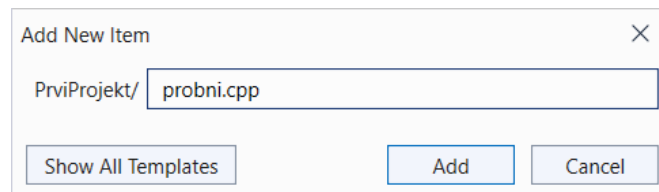
- ▶ mapu spremiti tamo gdje ćemo ju kasnije lako naći!
(ako je kao na slici, adresa je: **C:\SFML-2.5.1**)



Dodavanje koda u projekt (Visual Studio 2022)



- ▶ gornja slika: desni klik na *Source Files* (→ *Add* → *New Item...*)



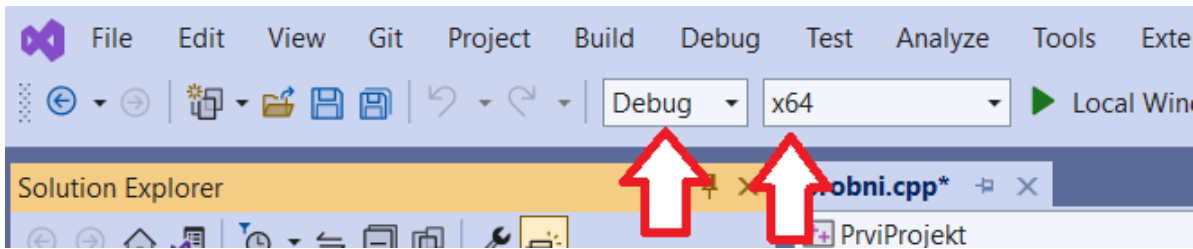
Kod za testiranje (može se preuzeti na stranici kolegija)

```
1  #include <SFML/Graphics.hpp>
2
3  int main() {
4      sf::RenderWindow window(sf::VideoMode(640, 480), "Prvi prozor!");
5      sf::CircleShape shape(150.f);
6      shape.setFillColor(sf::Color::Blue);
7      while (window.isOpen()) {
8          sf::Event event;
9          while (window.pollEvent(event)) {
10             if (event.type == sf::Event::Closed)
11                 window.close();
12         }
13         window.clear();
14         window.draw(shape);
15         window.display();
16     }
17     return 0;
18 }
```

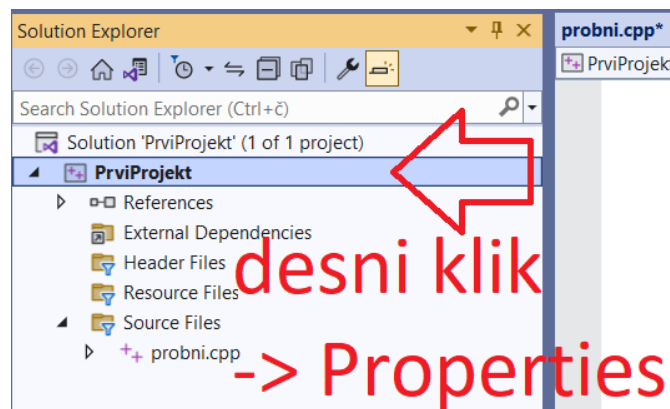


Postavljanje svojstava projekta

- ▶ mora biti odabrano *Debug* i *x64* (kao na slici dolje)



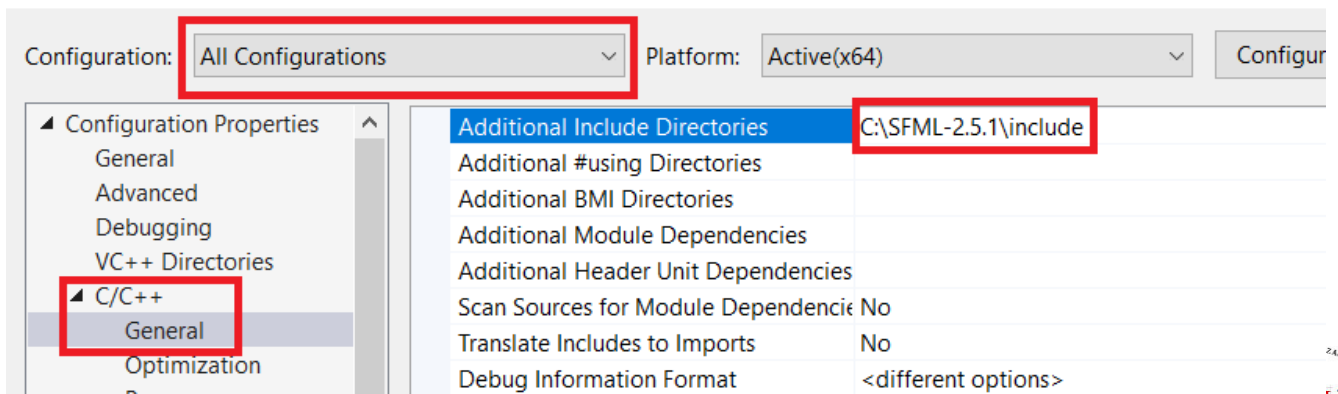
- ▶ desni klik na naziv projekta (kao na slici dolje) → *Properties*



Postavljanje svojstava projekta

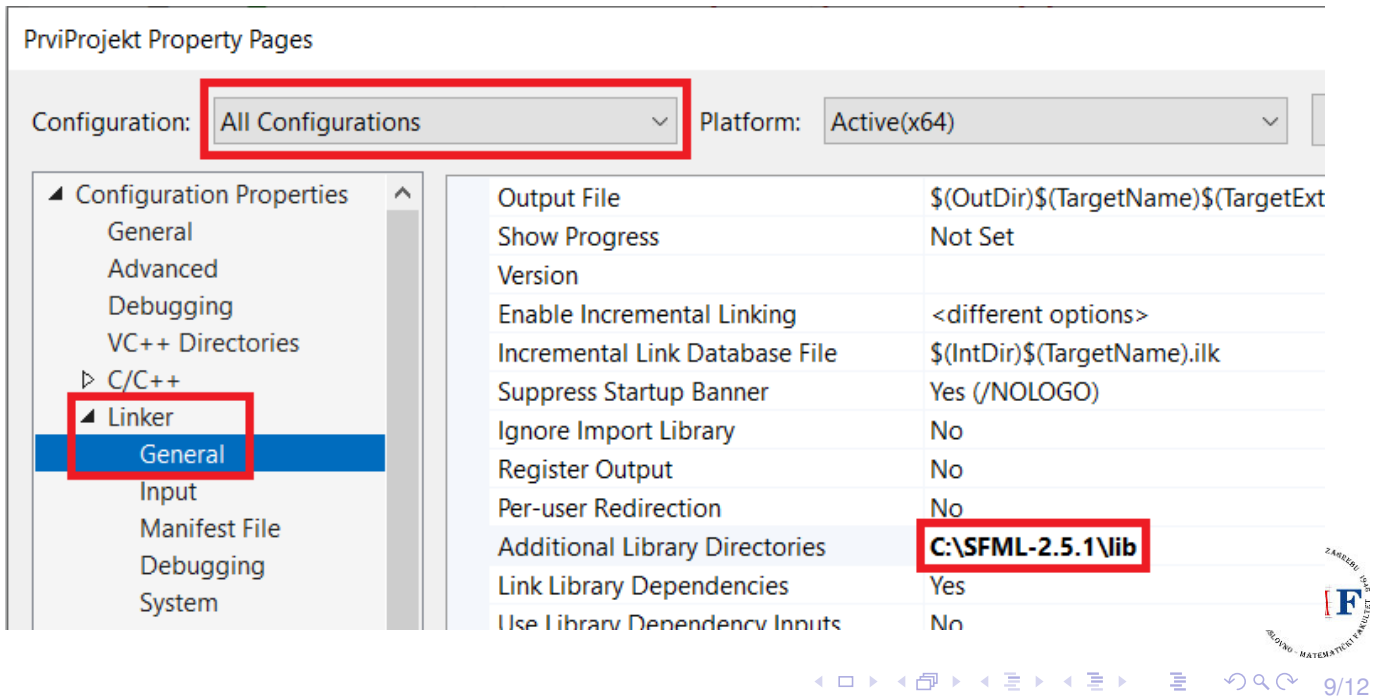
- ▶ treba reći kompajleru gdje naći SFML zaglavlja (.hpp datoteke)
- ▶ C/C++ → *General* → *Additional Include Directories* - upisati *gdje-instalirali-SFML/include* - u ovom slučaju:
C:\SFML-2.5.1\include
- ▶ putanje su iste i za *Debug* i za *Release* konfiguraciju pa ih postavljamo globalno (*All configurations*)

PrviProjekt Property Pages



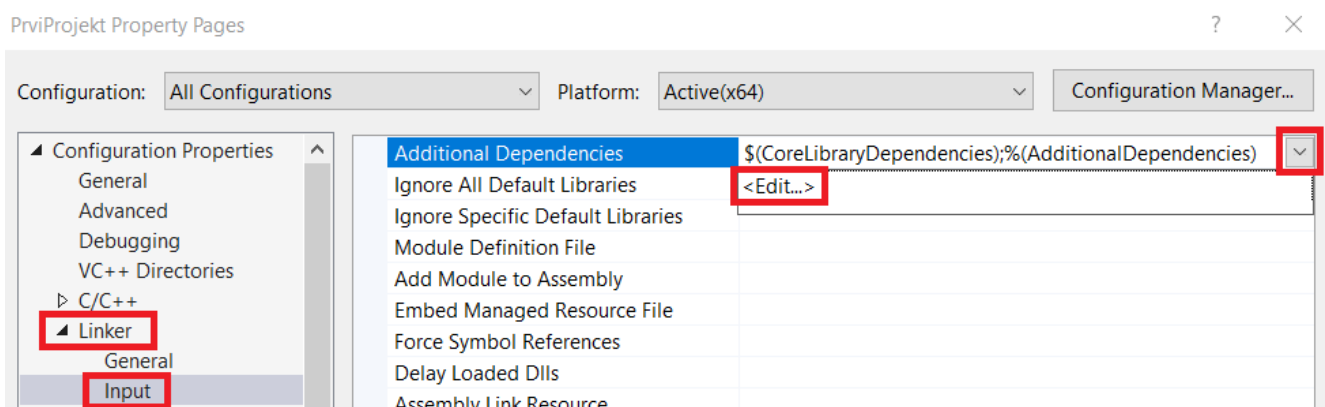
Postavljanje svojstava projekta

- ▶ treba reći linkeru gdje naći SFML biblioteke (.lib datoteke)
- ▶ *Linker* → *General* → *Additional Library Directories* - upisati *gdje-instalirali-SFML/lib* - u ovom slučaju:
C:\SFML-2.5.1\lib



Linkanje potrebnih SFML biblioteka

- ▶ treba linkati SFML biblioteke (.lib datoteke) koje će naš kod trebati (uz dodatak -d u nazivu datoteke za *Debug*)
- ▶ SFML se sastoji od **5 modula**: *system*, *window*, *graphics*, *network* i *audio*



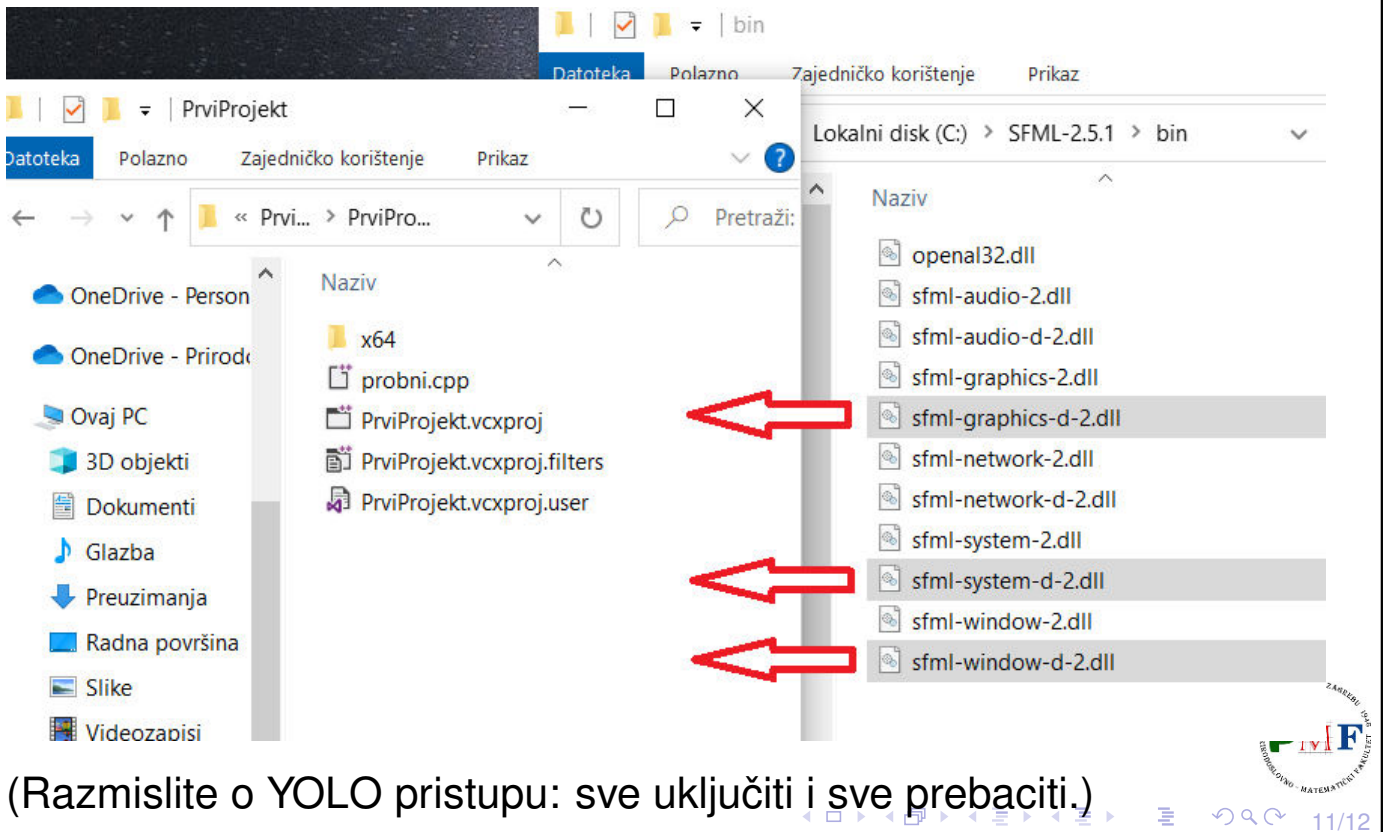
- *Linker* → *Input* → *Additional Dependencies* (slika gore)
- navedemo sve koje trebamo (slika desno)

Additional Dependencies

```
sfml-graphics-d.lib  
sfml-window-d.lib  
sfml-system-d.lib
```

Posljednja stvar

- ▶ prebaciti potrebne .dll datoteke (iz *gdje-instalirali-SFML/bin*) u mapu projekta (tamo gdje se nalazi .vcxproj datoteka)



(Razmislite o YOLO pristupu: sve uključiti i sve prebaciti.)

Pokretanje (ako prije sve dobro postavljeno)

