

# Stvaranje SFML projekta u Visual Studiu

## Objektno programiranje - 1. vježbe (2. dodatak)

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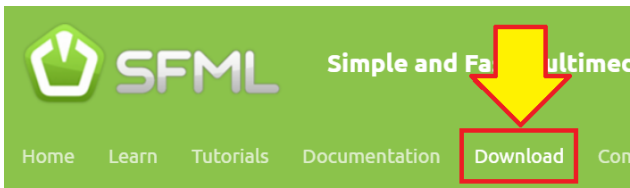
12. ožujka 2025. godine



# Preuzimanje SFML-a

[www.sfml-dev.org](http://www.sfml-dev.org)

Koristit ćemo verziju 2.6.1.



## Download

SFML 3.0.0

SFML 2.6.2

[Older Versions](#)

Bindings

Goodies

## Older Versions

2.6.2

2.6.1

2.6.0

2.5.1

2.5.0

2.4.2

2.4.0





## Download SFML 2.6.1

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%!**

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

[WinLibs MSVCRT 13.1.0 \(32-bit\)](#), [WinLibs MSVCRT 13.1.0 \(64-bit\)](#)



Visual C++ 17 (2022) - 32-bit

[Download](#) | 20.3 MB

Visual C++ 17 (2022) - 64-bit

[Download](#) | 21.8 MB

Visual C++ 16 (2019) - 32-bit

[Download](#) | 19.3 MB

Visual C++ 16 (2019) - 64-bit

[Download](#) | 20.7 MB

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

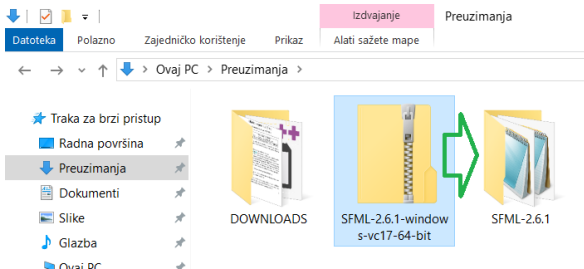
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Visual C++ 15 (2017) - 64-bit

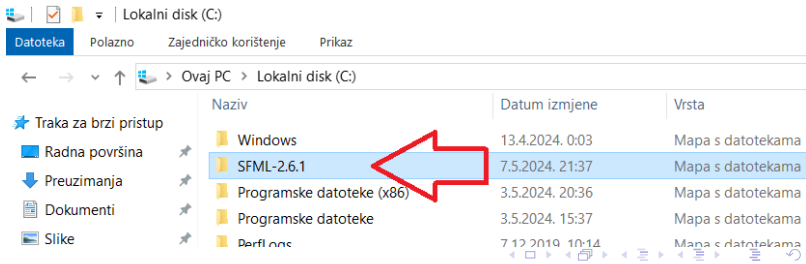
[Download](#) | 19.4 MB



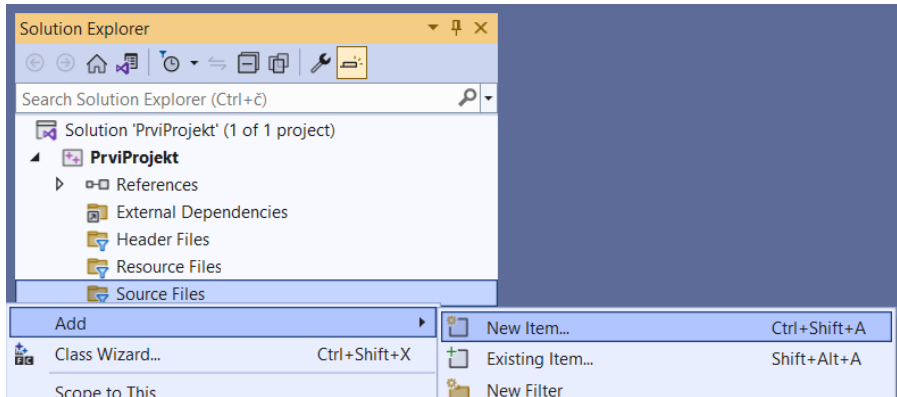
# Unzipati i spremite mapu



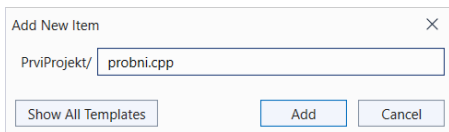
- mapu spremite tamo gdje ćemo ju kasnije lako naći!  
(ako je kao na slici, adresa je: **C:\SFML-2.6.1**)



# Dodavanje koda u projekt (Visual Studio 2022)



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

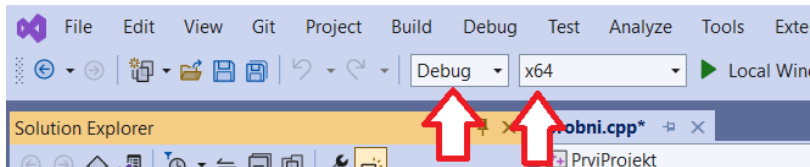


# Kod za testiranje (može se preuzeti na stranici kolegija)

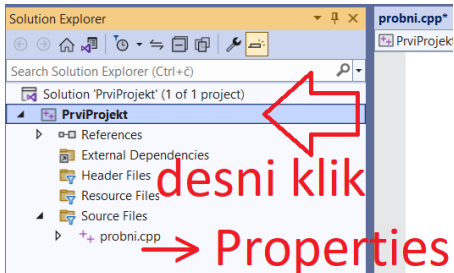
```
1  #include <SFML/Graphics.hpp>
2
3  int main() {
4      sf::RenderWindow window(sf::VideoMode(640, 480), "Prvi prozor!");
5      sf::CircleShape shape(150.f);
6      shape.setFillColor(sf::Color::Blue);
7      while (window.isOpen()) {
8          sf::Event event;
9          while (window.pollEvent(event)) {
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-2.6.1\include**
- putanje su iste i za *Debug* i za *Release* konfiguraciju pa ih postavljamo globalno (*All configurations*)

PrviProjekt Property Pages

Configuration: All Configurations Platform: Active(x64) Configur

Configuration Properties	Additional Include Directories	C:\SFML-2.6.1\include
General	Additional #using Directories	
Advanced	Additional BMI Directories	
Debugging	Additional Module Dependencies	
VC++ Directories	Additional Header Unit Dependencies	
C/C++	Scan Sources for Module Dependencies	No
General	Translate Includes to Imports	No
Optimization	Debug Information Format	<different options>
Processor		



# 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-2.6.1\lib**

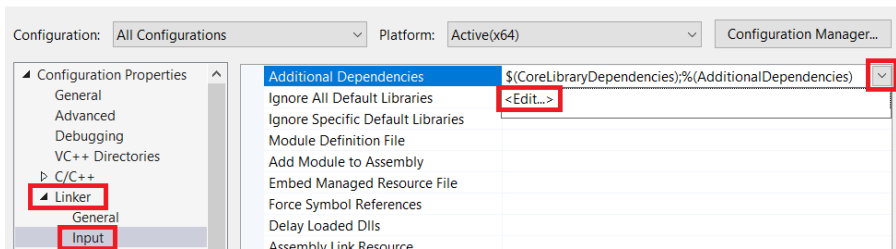
The screenshot shows the 'PrviProjekt Property Pages' dialog box. The 'Configuration' dropdown is set to 'All Configurations' and the 'Platform' dropdown is set to 'Active(x64)'. In the left-hand tree view, 'C/C++' is expanded, and 'Linker' is selected, with 'General' highlighted. The right-hand pane shows various linker properties. The 'Additional Library Directories' property is highlighted with a red box and contains the path 'C:\SFML-2.6.1\lib'.

Property	Value
Output File	\$(OutDir)\$(TargetName)\$(TargetExt)
Show Progress	Not Set
Version	
Enable Incremental Linking	<different options>
Incremental Link Database File	\$(IntDir)\$(TargetName).ilk
Suppress Startup Banner	Yes (/NOLOGO)
Ignore Import Library	No
Register Output	No
Per-user Redirection	No
Additional Library Directories	<b>C:\SFML-2.6.1\lib</b>
Link Library Dependencies	Yes
Use Library Dependency Inputs	No

# 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*

PrviProjekt Property Pages



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

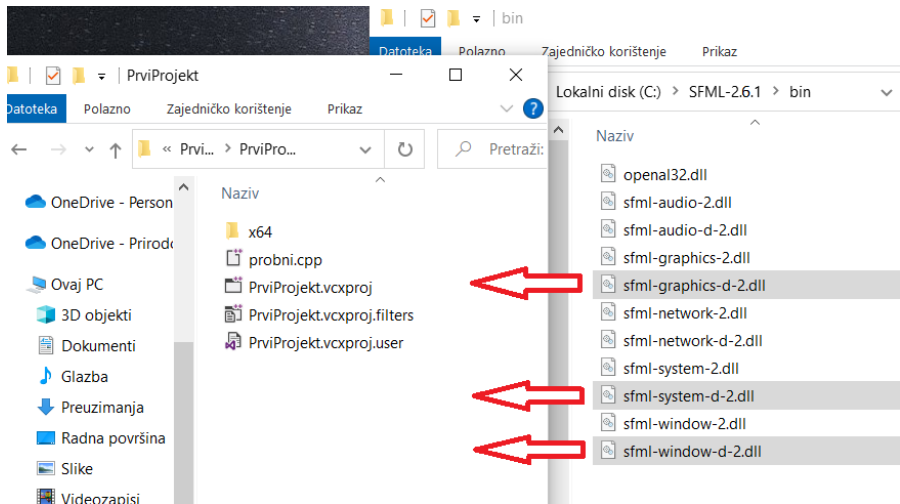
## Additional Dependencies

```
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)

