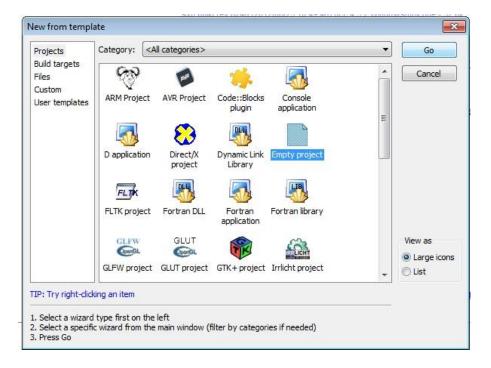These instructions assume you have sfml compiled and located somewhere on your hard drive. These instructions were tested with SFML 2.0 compiled as a static library.

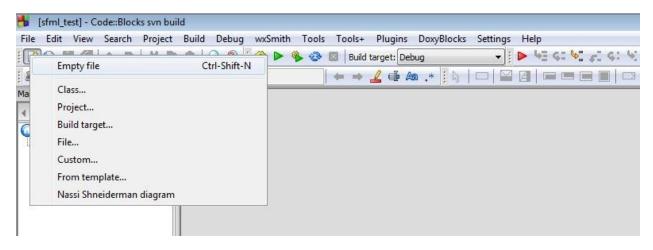Step 1: Open Code::Blocks and create a new project:
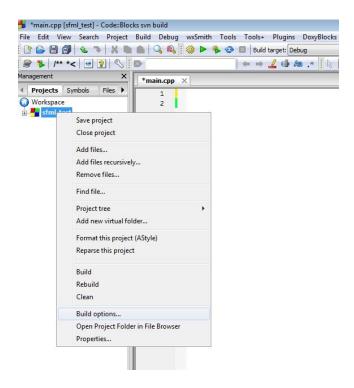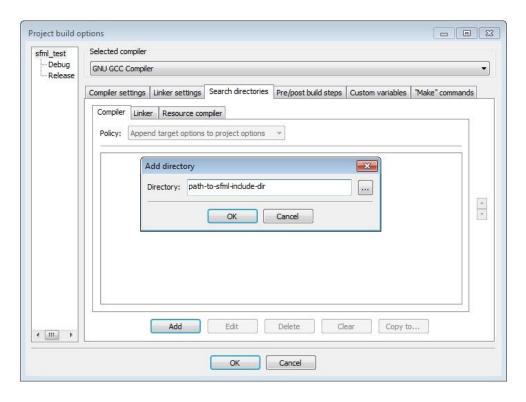

I just create an empty project like this:
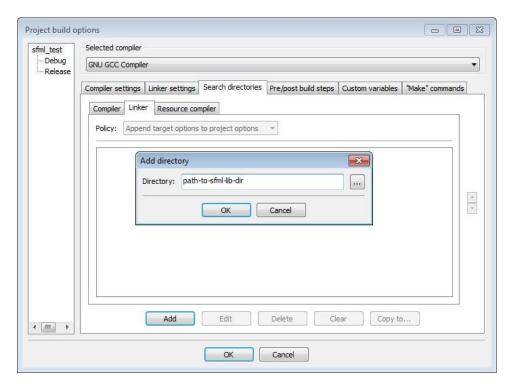
Step 2: Add a new file to your project.

Step 3: Open up the build options for your project by right-clicking on the project name and clicking on "Build options…"
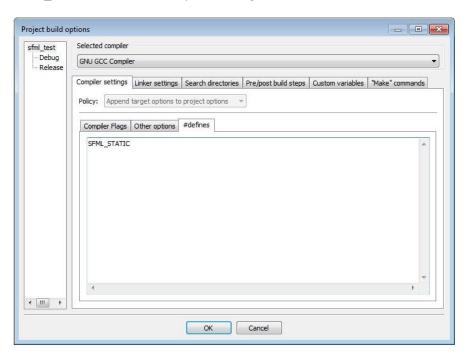
Step 3: On the left hand side, make sure to select the project as a whole, not just Debug or Release version. In my case, the project is called sfml_test, so I click that in the box on the left. Now select the "Search directories" tab and under the "Compiler" tab, add a the path to the sfml include directory.
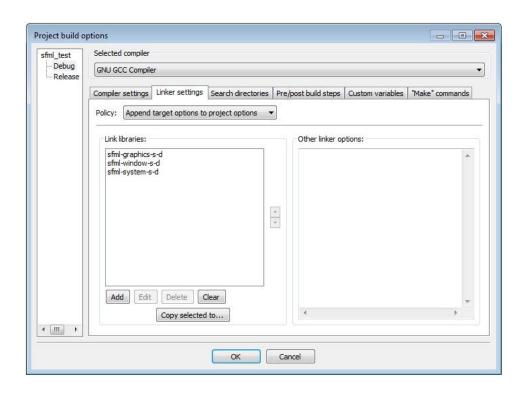
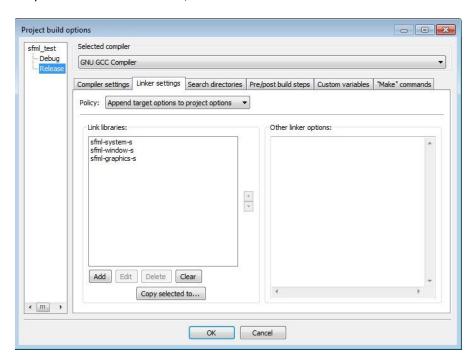Step 4: Click on the linker tab and add the path to the sfml lib directory:

Step 5: This is important! If you compiled SFML as a static library, which I did, you need to define SFML_STATIC. Go to the compiler settings tab, the #defines tab, and add SFML_STATIC:

Step 6: In the box on the left, select Debug mode only. Open up the linker settings tab, and link to the necessary sfml libraries. SFML static debug libraries end with –s-d. The order of the linking is important.

Step 7: In the box on the left, click on Release mode. Add the release libraries:

Step 8: SFML should now work. Here is a bit of code to test the setup:

```cpp
#include <sfml/graphics.hpp>

int main(int argc, char* argv[] )
{
    sf::RenderWindow window(sf::VideoMode(500, 500), "Hello World" );
    while( window.isOpen() )
    {
        sf::Event event;
        while (window.pollEvent(event))
        {
            if (event.type == sf::Event::Closed)
                window.close();
        }

        window.clear(sf::Color(0, 0, 0));
        window.display();
    }
}
```

Here is my result: