
Subject: Re: link libraries missing on link command (no -l)
Posted by [jjacksonRIAB](#) on Tue, 17 Jan 2023 10:30:20 GMT
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polydev wrote on Tue, 27 December 2022 13:59I am trying to build a simple SFML example.
I have added sfml-window-s, sfml-main, sfml-graphics-s under project/Package Organizer (tried
with and without a when option)

Did you add them as "Libraries" or as "Static Libraries"? Also keep in mind that linker order is
relevant so make sure you're linking your libs in the correct order or symbols may not be found.

sfml-audio, sfml-graphics, sfml-window, sfml-system.

SFML documentation also says you must define SFML_STATIC if you're using the static version.

Those __declspec(dllimport) sections suggest you may not have that defined but I'm not sure.
You'll have to look at your SFML documentation.
