SFML

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SFML Documentation

Welcome

Welcome to the official SFML documentation. Here you will find a detailed view of all the SFML [classes](http://docs.google.com/annotated.php) and functions.

If you are looking for tutorials, you can visit the official website at [www.sfml-dev.org](http://www.sfml-dev.org/).

# Short example

Here is a short example, to show you how simple it is to use SFML :

#include <SFML/Audio.hpp>

#include <SFML/Graphics.hpp>

int main()

{

// Create the main window

[sf::RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm) window([sf::VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)(800, 600), "SFML window");

// Load a sprite to display

[sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) texture;

if (!texture.[loadFromFile](http://docs.google.com/classsf_1_1Texture.htm#a8e1b56eabfe33e2e0e1cb03712c7fcc7)("cute\_image.jpg"))

return EXIT\_FAILURE;

[sf::Sprite](http://docs.google.com/classsf_1_1Sprite.htm) sprite(texture);

// Create a graphical text to display

[sf::Font](http://docs.google.com/classsf_1_1Font.htm) font;

if (!font.[loadFromFile](http://docs.google.com/classsf_1_1Font.htm#ab020052ef4e01f6c749a85571c0f3fd1)("arial.ttf"))

return EXIT\_FAILURE;

[sf::Text](http://docs.google.com/classsf_1_1Text.htm) text("Hello SFML", font, 50);

// Load a music to play

[sf::Music](http://docs.google.com/classsf_1_1Music.htm) music;

if (!music.[openFromFile](http://docs.google.com/classsf_1_1Music.htm#a3edc66e5f5b3f11e84b90eaec9c7d7c0)("nice\_music.ogg"))

return EXIT\_FAILURE;

// Play the music

music.[play](http://docs.google.com/classsf_1_1SoundStream.htm#afdc08b69cab5f243d9324940a85a1144)();

// Start the game loop

while (window.[isOpen](http://docs.google.com/classsf_1_1Window.htm#a5aa9c2b2b0e51d3423c2b66c80253337)())

{

// Process events

[sf::Event](http://docs.google.com/classsf_1_1Event.htm) event;

while (window.[pollEvent](http://docs.google.com/classsf_1_1Window.htm#a338e996585faf82e93069858e3b531b7)(event))

{

// Close window : exit

if (event.[type](http://docs.google.com/classsf_1_1Event.htm#adf2f8044f713fd9d6019077b0d1ffe0a) == [sf::Event::Closed](http://docs.google.com/classsf_1_1Event.htm#af41fa9ed45c02449030699f671331d4aa316e4212e083f1dce79efd8d9e9c0a95))

window.[close](http://docs.google.com/classsf_1_1Window.htm#a99d1e030387b0c26f5995670504fe7b5)();

}

// Clear screen

window.[clear](http://docs.google.com/classsf_1_1RenderTarget.htm#a6bb6f0ba348f2b1e2f46114aeaf60f26)();

// Draw the sprite

window.[draw](http://docs.google.com/classsf_1_1RenderTarget.htm#a12417a3bcc245c41d957b29583556f39)(sprite);

// Draw the string

window.[draw](http://docs.google.com/classsf_1_1RenderTarget.htm#a12417a3bcc245c41d957b29583556f39)(text);

// Update the window

window.[display](http://docs.google.com/classsf_1_1Window.htm#adabf839cb103ac96cfc82f781638772a)();

}

return EXIT\_SUCCESS;

}

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