SFML - Simple and Fast Multimedia Library

=========================================

SFML is a simple, fast, cross-platform and object-oriented multimedia API. It provides access to windowing, graphics,

audio and network.

It is written in C++, and has bindings for various languages such as C, .Net, Ruby, Python.

Authors

-------

Laurent Gomila - main developer (laurent.gom@gmail.com)

Marco Antognini - OS X developer (antognini.marco@gmail.com)

Download

--------

You can get the latest official release on SFML website (http://www.sfml-dev.org/download.php).

You can also get the current development version from the git repository (https://github.com/LaurentGomila/SFML).

Install

-------

Follow the instructions of the tutorials (http://www.sfml-dev.org/tutorials.php), there is one for each platform/compiler that SFML supports.

Learn

-----

There are several places to learn SFML:

\* The official tutorials (http://www.sfml-dev.org/tutorials.php)

\* The online API documentation (http://www.sfml-dev.org/documentation.php)

\* The community wiki (https://github.com/LaurentGomila/SFML/wiki/)

\* The community forum (http://en.sfml-dev.org/forums/) (or http://fr.sfml-dev.org/forums/ for french people)

Contribute

----------

SFML is an open-source project, and it needs your help to go on growing and improving.

Don't hesitate to post suggestions or bug reports on the forum (http://en.sfml-dev.org/forums/),

submit patches by e-mail, or post new bugs/features requests on the task tracker (https://github.com/LaurentGomila/SFML/issues/).

You can even fork the project on github, maintain your own version and send us pull requests periodically to merge your work.