//Simple example of using SFML in VisualC++.Net

#include <SFML/Audio.hpp>

#include <SFML/Graphics.hpp>

int main()

{

// Create the main window

sf::RenderWindow window(sf::VideoMode(800, 600), "SFML window");

// Load a sprite to display

sf::Texture texture;

if (!texture.loadFromFile("cute\_image.jpg"))

return EXIT\_FAILURE;

sf::Sprite sprite(texture);

// Create a graphical text to display

sf::Font font;

if (!font.loadFromFile("arial.ttf"))

return EXIT\_FAILURE;

sf::Text text("Hello SFML", font, 50);

// Load a music to play

sf::Music music;

if (!music.openFromFile("nice\_music.ogg"))

return EXIT\_FAILURE;

// Play the music

music.play();

// Start the game loop

while (window.isOpen())

{

// Process events

sf::Event event;

while (window.pollEvent(event))

{

// Close window : exit

if (event.type == sf::Event::Closed)

window.close();

}

// Clear screen

window.clear();

// Draw the sprite

window.draw(sprite);

// Draw the string

window.draw(text);

// Update the window

window.display();

}

return EXIT\_SUCCESS;

}