|  |  |
| --- | --- |
| AHK SHORTCUT: **[?SFML23]**  Maybe [?SFML], but might not get you docs  for version 2.3 of SFML. |  |
|  |  |
|  |  |

|  |
| --- |
| SFML WINDOW pitfalls: http://www.sfml-dev.org/tutorials/2.0/window-window.php#controlling-the-framerate |
| On OS X, windows and events must be managed in the main thread  Yep, that's true. Mac OS X just won't agree if you try to create a window or handle events in a thread other than the main one.  On Windows, a window which is bigger than the desktop will not behave correctly  For some reason, Windows doesn't like windows that are bigger than the desktop. This includes windows created with VideoMode::getDesktopMode(): with the window decorations (borders and titlebar) added, you end up with a window which is slightly bigger than the desktop. |

|  |
| --- |
| Draw a red screen: SOURCE: http://www.sfml-dev.org/tutorials/2.3/graphics-draw.php |
| #include <SFML/Graphics.hpp>  int main()  {  // create the window  sf::RenderWindow window(sf::VideoMode(800, 600), "My window");  // run the program as long as the window is open  while (window.isOpen())  {  // check all the window's events that were triggered since the last iteration of the loop  sf::Event event;  while (window.pollEvent(event))  {  // "close requested" event: we close the window  if (event.type == sf::Event::Closed)  window.close();  }  // clear the window with black color  window.clear(sf::Color::Red);  // draw everything here...  // window.draw(...);  // end the current frame  window.display();  }  return 0;  } |