

SFML Allowed Data Types and Commands:

sf::RenderWindow

- sf::VideoMode, string/string literal, sf::Style
- sf::RenderWindow.draw
 - sf::Sprite
 - sf::Text
- sf::RenderWindow.display()
- sf::RenderWindow.clear()
- sf::RenderWindow.pollEvent
 - sf::Event

sf::Texture

- sf::Texture.loadFromFile
 - string/string literal File Path

sf::Sprite

- sf::Sprite.move
 - float x, float y
- sf::Sprite.setColor
 - sf::Color
- sf::Sprite.setOrigin
 - float x, float y
- sf::Sprite.setPosition
 - float x, float y
- sf::Sprite.setTexture
 - sf::Texture
- sf::Sprite.setTextureRect
 - sf::IntRect
 - int rectLeft, int rectTop, int rectWidth, int rectHeight

sf::Clock (all)

sf::Time (all)

sf::Music (all)

sf::Sound (all)

sf::Text (all)

sf::Event (all)

The following functions are the only scenarios where using **sf::Vector** is allowed. Use them if your screen resolution is very high or very low. The skeleton code shows them on lines 43, 44, and 45.

- sf::RenderWindow.setSize
 - sf::Vector2u
 - int x, int y

- sf::RenderWindow.setPosition
 - sf::Vector2i
 - int x, int y