**Scaling a View, Resizing View along with Window Size**

https://www.youtube.com/watch?v=eMo9Hejs\_Qs&index=36&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include <iostream>

#include <windows.h>

int main()

{

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

sf::View view(sf::FloatRect(0, 0, 600, 600));

//view.zoom(2.0); // view doubles in size

// which also means objects become smaller

window.setView(view);

sf::Sprite background;

sf::Texture texture;

texture.loadFromFile("background.jpg");

background.setTexture(texture);

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

case sf::Event::Resized:

sf::FloatRect visible(0, 0, event.size.width, event.size.height);

window.setView(sf::View(visible));

break;

}

}

window.clear();

window.draw(background);

window.display();

}

}

**Result**



Window view will change according to window resized amount.

Advised to copy and paste the code to run and understand.

**Important notes:**

* *view.zoom(2.0)* will increase the view size’s amount by 2x, which means objects inside the view will look two times smaller