**Prevent Window from Resizing**

https://www.youtube.com/watch?v=x4K7IUbMWzw&index=42&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::Style::Titlebar | sf::Style::Close);

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

window.display();

}

}

**Fullscreen**

https://www.youtube.com/watch?v=HIfr0VavqFs&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3&index=43

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include <iostream>

#include <windows.h>

int main()

{

sf::RenderWindow window (sf::VideoMode(640, 480), "SFML works!",

sf::Style::Fullscreen);

bool isFullscreen = true;

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

case sf::Event::KeyReleased:

switch (event.key.code) {

case sf::Keyboard::Return:

if (isFullscreen == true) {

window.create(sf::VideoMode(640, 480), "SFML WORKS!",

sf::Style::Default);

isFullscreen = false;

}

else {

window.create(sf::VideoMode(640, 480), "SFML WORKS!",

sf::Style::Fullscreen);

isFullscreen = true;

}

break;

}

break;

}

}

}

window.clear();

window.display();

}