**Frame Rate + Hiding Mouse**

https://www.youtube.com/watch?v=gHQs3dYt8vg&index=46&list=PLRtjMdoYXLf776y4K432eL\_qPw4na\_py3

#include "stdafx.h"

#include "SFML/Graphics.hpp"

#include <iostream>

#include <windows.h>

int main()

{

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

window.setMouseCursorVisible(false); // mouse hidden

window.setFramerateLimit(15); // what it says

sf::Clock clock;

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event))

{

switch (event.type)

{

case sf::Event::Closed:

window.close();

break;

}

}

sf::Time time = clock.getElapsedTime();

std::cout << 1.0f / time.asSeconds() << std::endl;

clock.restart();

window.clear();

window.display();

}

}

**Result**



**Important notes:**

* In the next tutorial, we will make objects move independently even when the frame rate is low