**Frame Rate Independent Gameplay**

https://www.youtube.com/watch?v=qplKFkcpBMw&index=47&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.setFramerateLimit(30);

sf::Texture texture;

texture.loadFromFile("shape.png");

sf::Sprite sprite;

sprite.setTexture(texture);

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();

sprite.move(sf::Vector2f(0, 0.5f \* time.asMilliseconds()));

clock.restart();

window.clear();

window.draw(sprite);

window.display();

}

}

**Important points:**

* Now the shape will move downward regardless of frame rate