**Adding a Sprite, setTextureRect, Setting Sprite Color**

https://www.youtube.com/watch?v=tOE0OFBmrgU&index=12&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::Texture texture;

sf::Sprite sprite;

texture.loadFromFile("shape.png");

texture.setRepeated(true);

sprite.setTexture(texture);

sprite.setTextureRect(sf::IntRect(0,0,450,250));

sprite.setColor(sf::Color(255,0,0));

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

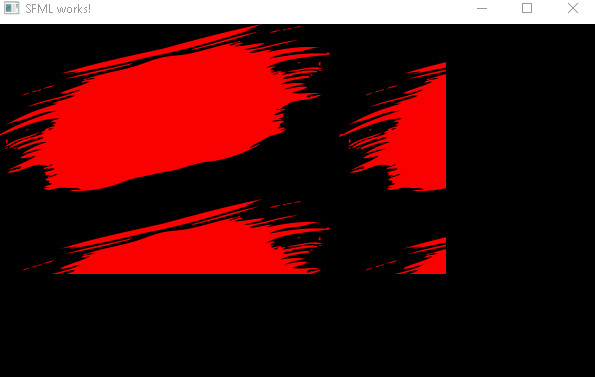
window.draw(sprite);

window.display();

}

}

**Result**



**Important notes:**

* You set the texture from a file by using the function texture.loadFromFile("shape.png");
* Afterwards, you set the texture into a sprite object
* texture.setRepeated(true); and sprite.setTextureRect(sf::IntRect(0,0,450,250)); can be used together to give the same results as above
* As you can see, the arguments these set functions receive aren’t just number arguments, but objects of their specific types