**Setting Texture to a Shape**

https://www.youtube.com/watch?v=NGnjDIOGp8s&index=28&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::CircleShape circle(150);

circle.setRadius(200);

circle.setPointCount(300);

sf::Texture texture;

texture.loadFromFile("texture.jpg");

circle.setTexture(&texture);

circle.setTextureRect(sf::IntRect(0,0,20,45));

while (window.isOpen()) {

sf::Event event;

while (window.pollEvent(event)) {

switch (event.type) {

case sf::Event::Closed:

window.close();

break;

}

}

window.clear();

window.draw(circle);

window.display();

}

}

**Result**

