

SFML Game Development By Artur Moreira, Henrik Vogelius Hansson



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No I actually were lecturing at Skövde University College for their game development program. It's kind of crazy, the students were mostly in my age range and I

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Given a framerate (for example 60 FPS): auto framerate = 60; // FPS auto elapsedMillisecondsExpected = 1000 / framerate; // in milliseconds.

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Book recommendation: sfml game development – optank

Let me introduce “SFML Game Development“: The book, written by a couple of SFML team or community members, is targeted at SFML (not

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Simple and Fast Multimedia Library (SFML) is a cross-platform software development library SFML is primarily used by hobbyist game developers, small independent video game developers, and startup companies consisting of several

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SFML still does not officially support Android development as you can see on their official website (<http://www.sfml-dev.org/index.php>).

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Github - sfml/sfml-game-development-book: full and up-to-date

SFML Game Development Code Base ##### This file explains how to build the code accompanying the book SFML Game Development.

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I should've posted about this long time ago, but better late than never. A few month ago the publisher Packt Publishing contacted Laurent, the

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