Mindluster Platform

About the course C SFML

SFML is multi-media. SFML provides a simple interface to the various components of your PC, to ease the development of games and multimedia applications. It is composed of five modules: system, window, graphics, audio and network .

Programming Category's Courses

Course Lesson(187)

Lesson 1 : **C SFML | Open World RPG 01 | Introduction**

Lesson 2 : **C SFML | Open World RPG UPDATE How does the game look right now after 180 videos**

Lesson 3 : **Linux and Code Blocks compile insctructions makefile and commands**

Lesson 4 : **C SFML | Open World RPG 02 | Set up SFML and the VisualStudio project**

Lesson 5 : **C SFML | Open World RPG 03 | Game class**

Lesson 6 : **C SFML | Open World RPG 04 | Delta time and State class**

Lesson 7 : **C SFML | Open World RPG 05 | Window config file**

Lesson 8 : **C SFML | Open World RPG 06 | Game state and getting the states working**

Lesson 9 : **C SFML | Open World RPG 07 | Ending the states and the application**

Lesson 10 : **C SFML | Open World RPG 08 | Entity class and moving a character**

Lesson 11 : **C SFML | Open World RPG 09 | Keybinds and input**

Lesson 12 : **C SFML | Open World RPG 10 | Keybinds and input from file**

Lesson 13 : **C SFML | Open World RPG 11 | Main menu state**

Lesson 14 : **C SFML | Open World RPG 12 | Mouse positions and engine stuff**

Lesson 15 : **C SFML | Open World RPG 13 | Button class and such**

Lesson 16 : **C SFML | Open World RPG 14 | Making the button clicky and things**

Lesson 17 : **C SFML | Open World RPG 15 | Working buttons**

Lesson 18 : **C SFML | Open World RPG 16 | Pushing states from other states**

Lesson 19 : **C SFML | Open World RPG 17 | More window settings and resolutions**

Lesson 20 : **C SFML | Open World RPG 18 | Making the main menu nicer**

Lesson 21 : **C SFML | Open World RPG 19 | General engine fixes and the entity class**

Lesson 22 : **C SFML | Open World RPG 20 | Player class**

Lesson 23 : **C SFML | Open World RPG 21 | New movement component system**

Lesson 24 : **C SFML | Open World RPG 22 | Cleaning up the code to prepare for smooth movement**

Lesson 25 : **C SFML | Open World RPG 23 | Acceleration and simple physics for the movement**

Lesson 26 : **C SFML | Open World RPG 24 | Finishing the acceleration system and polishing buttons**

Lesson 27 : **C SFML | Open World RPG 25 | Animation component**

Lesson 28 : **C SFML | Open World RPG 26 | Animation component PART 2**

Lesson 29 : **C SFML | Open World RPG 27 | Animation component PART 3 Almost done**

Lesson 30 : **C SFML | Open World RPG 28 | Animation component PART 4 DONE**

Lesson 31 : **C SFML | Open World RPG 29 | Multiple animations and a nice texture sheet**

Lesson 32 :
C SFML | Open World RPG 30 | Getting information from the movement comp for animations

Lesson 33 : **C SFML | Open World RPG 31 | Finalizing animations and creating the editor state**

Lesson 34 : **C SFML | Open World RPG 32 | Hitbox component**

Lesson 35 : **C SFML | Open World RPG 33 | Hitbox component PART 2**

Lesson 36 : **C SFML | Open World RPG 34 | Animations for all directions and general fixes**

Lesson 37 : **C SFML | Open World RPG 35 | Animation component speed modifier**

Lesson 38 : **C SFML | Open World RPG 36 | Animation component speed modifier PART 2**

Lesson 39 : **C SFML | Open World RPG 37 | Priority animations kind of working**

Lesson 40 : **C SFML | Open World RPG 38 | Priority animations PART 2**

Lesson 41 : **C SFML | Open World RPG 39 | Priority animations PART 3**

Lesson 42 : **C SFML | Open World RPG 40 | Pause menu**

Lesson 43 : **C SFML | Open World RPG 41 | Pause menu PART 2**

Lesson 44 : **C SFML | Open World RPG 42 | Pause menu PART 3**

Lesson 45 : **C SFML | Open World RPG 43 | Pause menu done and Settings State**

Lesson 46 : **C SFML | Open World RPG 44 | Our own GUI library and a drop down list**

Lesson 47 : **C SFML | Open World RPG 45 | Drop down list PART 2**

Lesson 48 : **C SFML | Open World RPG 46 | Drop down list PART 3**

Lesson 49 : **C SFML | Open World RPG 47 | Drop down list PART 4**

Lesson 50 : **C SFML | Open World RPG 48 | Drop down list PART 5**

Lesson 51 : **C SFML | Open World RPG 49 | Working on settings state**

Lesson 52 : **C SFML | Open World RPG 50 | Tilemap beginnings**

Lesson 53 : **C SFML | Open World RPG 51 | Precompiled headers g for Linux at the end**

Lesson 54 : **C SFML | Open World RPG 52 | Tilemap PART 2**

Lesson 55 : **C SFML | Open World RPG 53 | Graphics settings container**

Lesson 56 : **C SFML | Open World RPG 54 | Graphics settings container PART 2**

Lesson 57 : **C SFML | Open World RPG 55 | Working on the Editor State**

Lesson 58 : **C SFML | Open World RPG 56 | State data class to efficiently send data between states**

Lesson 59 : **C SFML | Open World RPG 57 | Working on the State data class PART 2**

Lesson 60 : **C SFML | Open World RPG 58 | Working on the Editor State**

Lesson 61 : **C SFML | Open World RPG 59 | Working on the Editor State and Tilemap**

Lesson 62 : **C SFML | Open World RPG 60 | Adding tiles to the Tilemap**

Lesson 63 : **C SFML | Open World RPG 61 | Simple grass texture and removing tiles**

Lesson 64 : **C SFML | Open World RPG 62 | Changing tile textures**

Lesson 65 : **C SFML | Open World RPG 63 | Editor enhancements**

Lesson 66 : **C SFML | Open World RPG 64 | Texture selector gui element**

Lesson 67 : **C SFML | Open World RPG 65 | Texture selector PART 2**

Lesson 68 : **C SFML | Open World RPG 66 | Texture selector PART 3**

Lesson 69 : **C SFML | Open World RPG 67 | Hiding the tile selector**

Lesson 70 : **C SFML | Open World RPG 68 | Making the sidebar**

Lesson 71 : **C SFML | Open World RPG 69 Í¡Â° ÍœÊ– Í¡Â° | Saving a tilemap to a text file PART 1**

Lesson 72 : **C SFML | Open World RPG 70 | Saving a tilemap to a text file PART 2**

Lesson 73 : **C SFML | Open World RPG 71 | Loading a tilemap from a text file PART 1**

Lesson 74 : **C SFML | Open World RPG 72 | Loading a tilemap from a text file PART 2**

Lesson 75 : **C SFML | Open World RPG 73 | Working on the editor and tile settings**

Lesson 76 : **C SFML | Open World RPG 74 | Editor state camera setup**

Lesson 77 : **C SFML | Open World RPG 75 | Editor state camera movement**

Lesson 78 : **C SFML | Open World RPG 76 | Tilemap in gamestate camera following the player**

Lesson 79 : **C SFML | Open World RPG 77 | Render texture for better rendering**

Lesson 80 : **C SFML | Open World RPG 78 | Preparing for collision handling**

Lesson 81 : **C SFML | Open World RPG 79 | Working on some nice collision messing stuff up**

Lesson 82 : **C SFML | Open World RPG 80 | Hitbox component working Long video**

Lesson 83 : **C SFML | Open World RPG 81 | First steps of tile collision**

Lesson 84 : **C SFML | Open World RPG 82 | Tile culling The next step in collision**

Lesson 85 :
C SFML | Open World RPG 83 | More tile culling and optimization Checking for intersects

Lesson 86 : **C SFML | Open World RPG 84 | Working on collision Messed a lot of stuff up sorry**

Lesson 87 : **C SFML | Open World RPG 85 | Collision still buggy but moving forward**

Lesson 88 : **C SFML | Open World RPG 86 | Fixed the collision Also fixing warnings boring**

Lesson 89 :
C SFML | Open World RPG 87 | Fixing all warnings and talking about the tilemap change

Lesson 90 : **C SFML | Open World RPG 88 | Made the tilemap awesome Tiles on top of tiles**

Lesson 91 : **C SFML | Open World RPG 89 | Working on the tilemap Layers are working**

Lesson 92 :
C SFML | Open World RPG 90 | Rendering trees and such ABOVE the player Cool solution

Lesson 93 : **C SFML | Open World RPG 91 | Attributes and leveling PART 1**

Lesson 94 : **C SFML | Open World RPG 92 | Attributes and leveling PART 2**

Lesson 95 : **C SFML | Open World RPG 93 | Attributes and leveling PART 3**

Lesson 96 : **C SFML | Open World RPG 94 | Attributes and leveling PART 4**

Lesson 97 : **C SFML | Open World RPG 95 | Player GUI begninnings**

Lesson 98 : **C SFML | Open World RPG 96 | Player GUI HP Bar**

Lesson 99 : **C SFML | Open World RPG 97 | Player GUI working HP bar**

Lesson 100 : **C SFML | Open World RPG 98 | Player GUI HP bar text**

Lesson 101 : **C SFML | Open World RPG 99 | Changing the grid size working EXP bar**

Lesson 102 : **C SFML | Open World RPG 100 | General fixes level in the gui**

Lesson 103 : **C SFML | Open World RPG 101 | Percentage values for GUI size and positions**

Lesson 104 : **C SFML | Open World RPG 102 | Using percentage values for GUI positions and sizes**

Lesson 105 : **C SFML | Open World RPG 103 | Percentage values for character sizes**

Lesson 106 : **C SFML | Open World RPG 104 | More GUI tinkering**

Lesson 107 : **C SFML | Open World RPG 105 | Fixing the pause menu size and positions**

Lesson 108 : **C SFML | Open World RPG 106 | Nearing the end of GUI fixing**

Lesson 109 :
C SFML | Open World RPG 107 | Making the Player GUI dynamic using percentage values

Lesson 110 : **C SFML | Open World RPG 108 | Adding a cool camera view feature resolution fixes**

Lesson 111 : **C SFML | Open World RPG 109 | New sprite sheets for player tilemap**

Lesson 112 : **C SFML | Open World RPG 110 | Simple lighting using shaders PART 1**

Lesson 113 : **C SFML | Open World RPG 111 | Simple lighting using shaders PART 2**

Lesson 114 : **C SFML | Open World RPG 112 | Final recap of changes explanation of shaders**

Lesson 115 : **C SFML | Open World RPG 113 | Some changes Visual weapon**

Lesson 116 : **C SFML | Open World RPG 114 | Rearranging code Weapon rotation to mouse**

Lesson 117 : **C SFML | Open World RPG 115 | Centering the tile rendering relative to view**

Lesson 118 :
C SFML | Open World RPG 116 | Adding tiles easier and locking the view to the world size

Lesson 119 : **C SFML | Open World RPG 117 | Getting the view to work in smaller rooms**

Lesson 120 :
C SFML | Open World RPG 118 | The beginnings of the item class and some tilemap fixes

Lesson 121 : **C SFML | Open World RPG 119 | Adding some weapon classes**

Lesson 122 : **C SFML | Open World RPG 120 | Working on the sword class Rendering updating it**

Lesson 123 : **C SFML | Open World RPG 121 | New skill component**

Lesson 124 : **C SFML | Open World RPG 122 | Working on the skill component**

Lesson 125 : **C SFML | Open World RPG 123 | Making the skillcomponent work**

Lesson 126 : **C SFML | Open World RPG 124 | Creating a progress bar GUI component**

Lesson 127 : **C SFML | Open World RPG 125 | Enemy class and some player gui changes**

Lesson 128 : **C SFML | Open World RPG 126 | Updating and rendering the enemy class**

Lesson 129 : **C SFML | Open World RPG 127 | Enemy spawner class**

Lesson 130 : **C SFML | Open World RPG 128 | Working on tiles and enemy spawner**

Lesson 131 : **C SFML | Open World RPG 129 | Editor modes to make the editor state dynamic**

Lesson 132 : **C SFML | Open World RPG 130 | Slowly moving things over from editor state**

Lesson 133 : **C SFML | Open World RPG 131 | Made the default editor mode work almost**

Lesson 134 : **C SFML | Open World RPG 132 | Completed the mode structure and fixed code**

Lesson 135 : **C SFML | Open World RPG 133 | Multiple animating enemies editor mode**

Lesson 136 : **C SFML | Open World RPG 134 | Enemy editor mode is working**

Lesson 137 : **C SFML | Open World RPG 135 | Placing enemy spawners very rough**

Lesson 138 : **C SFML | Open World RPG 136 | Removing enemyspawners adding functions**

Lesson 139 : **C SFML | Open World RPG 137 | Adding a Rat enemy class**

Lesson 140 :
C SFML | Open World RPG 138 | Working on loading saving of tiles and enemyspawners

Lesson 141 :
C SFML | Open World RPG 139 | Still working on loading saving of tiles and enemyspawners

Lesson 142 : **C SFML | Open World RPG 140 | Fixed saving and loading**

Lesson 143 : **C SFML | Open World RPG 141 | Final enemy spawner work before spawning enemies**

Lesson 144 : **C SFML | Open World RPG 142 | Creating new functions for Enemies and Spawners**

Lesson 145 : **C SFML | Open World RPG 143 | SPAWNING ENEMIES**

Lesson 146 : **C SFML | Open World RPG 144 | Creating the Enemy System and spawning enemies**

Lesson 147 : **C SFML | Open World RPG 145 | Creating the inventory class**

Lesson 148 : **C SFML | Open World RPG 146 | More on Inventory**

Lesson 149 : **C SFML | Open World RPG 147 | Juicing up the Item classes Inventory**

Lesson 150 : **C SFML | Open World RPG 148 | Working and Item class and Inventory**

Lesson 151 : **C SFML | Open World RPG 149 | Testing items and inventory**

Lesson 152 : **C SFML | Open World RPG 150 | Setting up weapons for attack**

Lesson 153 : **C SFML | Open World RPG 151 | Simple attacking**

Lesson 154 : **C SFML | Open World RPG 152 | Working on optimizing combat**

Lesson 155 : **C SFML | Open World RPG 153 | Killing enemies**

Lesson 156 : **C SFML | Open World RPG 154 | Gaining EXP and Weapon update**

Lesson 157 : **C SFML | Open World RPG 155 | Attacking using a timer sf Clock Text tag system**

Lesson 158 : **C SFML | Open World RPG 156 | Working on the text pop u system**

Lesson 159 : **C SFML | Open World RPG 157 | Finalizing the Text popo up system**

Lesson 160 : **C SFML | Open World RPG 158 | Showing text pop ups on the screen**

Lesson 161 : **C SFML | Open World RPG 159 | Working on the Text tag system soon finished**

Lesson 162 : **C SFML | Open World RPG 160 | Finalizing the Text Tag system and trying it out**

Lesson 163 : **C SFML | Open World RPG 161 | Adding some text tag types and enemy HP bar**

Lesson 164 : **C SFML | Open World RPG 162 | Random damage and some fixes**

Lesson 165 : **C SFML | Open World RPG 163 | Weapon generation and item levels**

Lesson 166 : **C SFML | Open World RPG 164 | Random EXP gain and some text tag fixes**

Lesson 167 : **C SFML | Open World RPG 165 | Enemy spawn timer and some fixes**

Lesson 168 : **C SFML | Open World RPG 166 | Enemy spawner limit and some aswesome changes**

Lesson 169 :
C SFML | Open World RPG 167 | Starting the character screen off very simple attack anim

Lesson 170 : **C SFML | Open World RPG 168 | Sub dividing the player GUI to make it REAL NICE**

Lesson 171 : **C SFML | Open World RPG 169 | Even more subdivided GUI AMAZING**

Lesson 172 : **C SFML | Open World RPG 170 | HIDING and SHOWING this FRESH GUI**

Lesson 173 : **C SFML | Open World RPG 171 | Make the GUI Update CHILL for a second**

Lesson 174 : **C SFML | Open World RPG 172 | the GUI WORKS soon to be worked on**

Lesson 175 : **C SFML | Open World RPG 173 | Dynamic text in the GUI look at that**

Lesson 176 : **C SFML | Open World RPG 173 | Dynamic text in the GUI look at that**

Lesson 177 : **C SFML | Open World RPG 174 | More optimization for adding new tabs**

Lesson 178 :
C SFML | Open World RPG 175 | Artificial Intelligence Let s start with a few components

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C SFML | Open World RPG 175 | Artificial Intelligence Let s start with a few components

Lesson 180 :
C SFML | Open World RPG 175 | Artificial Intelligence Let s start with a few components

Lesson 181 : **C SFML | Open World RPG 176 | Working Artificial Intelligence Absolute MAGIC**

Lesson 182 : **C SFML | Open World RPG 177 | Fun ATTACK animation fixes and damage timers**

Lesson 183 : **C SFML | Open World RPG 178 | Adding some POLISH and cool tags**

Lesson 184 : **C SFML | Open World RPG 179 | More fun stuff and polish**

Lesson 185 :
C SFML | Open World RPG 180 | Getting closer to a polished game vector math functions

Lesson 186 :
C SFML | Open World RPG 181 | Despawning enemies outside of the play area and more

Lesson 187 : **C SFML | Open World RPG 182 | Debug text on screen attack range fix and more**

Related courses

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