## sf::NonCopyable # NonCopyable() # ~NonCopyable() NonCopyable() operator=() sf::priv::RenderTextureImpl + ~RenderTextureImpl() + create() + activate() + isSrgb() + updateTexture() sf::priv::RenderTextureImplFBO - m frameBuffers - m multisampleFrameBuffers - m depthStencilBuffer - m colorBuffer sf::priv::RenderTextureImpl - m width Default - m height - m\_context - m textureld - m multisample - m stencil + RenderTextureImplDefault() - m sRgb + ~RenderTextureImplDefault() + getMaximumAntialiasingLevel() + RenderTextureImplFBO() + ~RenderTextureImplFBO() + isAvailable() + getMaximumAntialiasingLevel() + unbind() - create() - createFrameBuffer() - activate() - isSrgb() updateTexture()

- m context - m width

- m height

- create()

- isSrgb()

- activate()

- updateTexture()