- m origin - m_position - m_rotation - m_scale - m transform m_transformNeedUpdate m_inverseTransform - m inverseTransformNeedUpdate + Transformable() + ~Transformable() + setPosition() + setPosition() + setRotation() + setScale() + setScale() + setOrigin() + setOrigin() + getPosition() + getRotation() + getScale() + getOrigin() + move() + move() + rotate() + scale() + scale() + getTransform() + getInverseTransform() sf::Text - m string - m font - m characterSize - m letterSpacingFactor sf::Shape - m_lineSpacingFactor - m texture - m style - m_textureRect - m fillColor m fillColor m outlineColor - m outlineThickness m_outlineColor - m_vertices - m_outlineThickness - m_outlineVertices m_vertices sf::Sprite m_outlineVertices - m_bounds - m_insideBounds - m_vertices - m_geometryNeedUpdate m_bounds - m texture m_fontTextureId m_textureRect + ~Shape() + Text() + setTexture() + Sprite() + Text() + setString() + setTextureRect() + Sprite() + setFillColor() + setFont() + Sprite() + setOutlineColor() + setTexture() + setCharacterSize() + setLineSpacing() + setOutlineThickness() + setTextureRect() + setColor() + setLetterSpacing() + getTexture() + getTextureRect() + getTexture() + setStyle() + getFillColor() + getTextureRect() + setColor() + setFillColor() + getOutlineColor() + getColor() + getOutlineThickness() + getLocalBounds() + setOutlineColor() + setOutlineThickness() + getPointCount() + getGlobalBounds() + getPoint() draw() + getString() + getLocalBounds() updatePositions() + getFont() + getGlobalBounds() updateTexCoords() + getCharacterSize() # Shape() + getLetterSpacing() + getLineSpacing() # update() - draw() + getStyle() + getColor() updateFillColors() + getFillColor() updateTexCoords() updateOutline() + getOutlineColor() - updateOutlineColors() + getOutlineThickness() + findCharacterPos() + getLocalBounds() + getGlobalBounds() - draw() ensureGeometryUpdate() sf::CircleShape sf::RectangleShape sf::ConvexShape m_radius - m_pointCount - m points - m_size + CircleShape() + ConvexShape() + RectangleShape() + setPointCount() + setRadius() + setSize() + getRadius() + getPointCount() + getSize() + setPointCount() + setPoint() + getPointCount() + getPointCount() + getPoint() + getPoint() + getPoint()

sf::Transformable