```
sf::GIResource
# GIResource()
# ~GIResource()
# registerContextDestroyCallback()
            sf::Texture
       - m size
      - m actualSize
      - m texture
      - m isSmooth
      - m sRgb
      - m isRepeated
      - m_pixelsFlipped
      - m fboAttachment
      - m hasMipmap
       - m cacheld
       + Texture()
       + Texture()
       + ~Texture()
       + create()
       + loadFromFile()
       + loadFromMemory()
       + loadFromStream()
       + loadFromImage()
       + getSize()
       + copyToImage()
       + update()
       + setSmooth()
       + isSmooth()
       + setSrgb()
       + isSrab()
       + setRepeated()
       + isRepeated()
       + generateMipmap()
       + operator=()
       + swap()
       + getNativeHandle()
       + bind()
       + getMaximumSize()
      invalidateMipmap()
       getValidSize()
```