sf::NonCopyable sf::GIResource # NonCopyable() # GIResource() # ~NonCopyable() # ~GIResource() NonCopyable() # registerContextDestroyCallback() operator=() sf::Shader + CurrentTexture - m shaderProgram - m currentTexture - m textures m_uniforms + Shader() + ~Shader() + loadFromFile() + loadFromFile() + loadFromFile() + loadFromMemory() + loadFromMemory() + loadFromMemory() + loadFromStream() + loadFromStream() + loadFromStream() + setUniform() + setUniformArray() + setUniformArray() + setUniformArray() + setUniformArray() + setUniformArray() + setUniformArray() + setParameter() + getNativeHandle() + bind() + isAvailable() + isGeometryAvailable() compile() - bindTextures() getUniformLocation()