```
sf::NonCopyable
        # NonCopyable()
       # ~NonCopyable()
        - NonCopyable()
        - operator=()
         sf::RenderTarget
      m_defaultView
      - m_view
      - m_cache
      - m_id
      + ~RenderTarget()
      + clear()
      + setView()
      + getView()
      + getDefaultView()
      + getViewport()
      + mapPixelToCoords()
      + mapPixelToCoords()
      + mapCoordsToPixel()
      + mapCoordsToPixel()
      + draw()
      + draw()
      + draw()
      + draw()
      + getSize()
      + isSrgb()
      + setActive()
      + pushGLStates()
      + popGLStates()
      + resetGLStates()
      # RenderTarget()
      # initialize()
      - applyCurrentView()
      - applyBlendMode()
      - applyTransform()
      - applyTexture()
      - applyShader()
      - setupDraw()
      - drawPrimitives()
      cleanupDraw()
         sf::RenderTexture
- m_impl
- m texture
+ RenderTexture()
+ ~RenderTexture()
+ create()
+ create()
+ setSmooth()
+ isSmooth()
+ setRepeated()
+ isRepeated()
+ generateMipmap()
+ setActive()
+ display()
+ getSize()
+ isSrgb()
+ getTexture()
+ getMaximumAntialiasingLevel()
```