

sf::String

+ InvalidPos

- m_string

+ String()
+ String()
+ String()
+ String()
+ String()
+ String()
+ String()
+ String()
+ String()
+ String()
+ operator std::string()
+ operator std::wstring()
+ toAnsiString()
+ toWideString()
+ toUtf8()
+ toUtf16()
+ toUtf32()
+ operator=()
+ operator+=()
+ operator[]()
+ operator[]()
+ clear()
+ getSize()
+ isEmpty()
+ erase()
+ insert()
+ find()
+ replace()
+ replace()
+ substring()
+ getData()
+ begin()
+ begin()
+ end()
+ end()
+ fromUtf8()
+ fromUtf16()
+ fromUtf32()
+ fromUtf8()
+ fromUtf16()
+ fromUtf32()

sf::Joystick::Identification

+ vendorId

+ productId

+ Identification()

sf::priv::JoystickState

+ connected
+ axes
+ buttons

+ JoystickState()

DIDEVCAPS

+ dwSize
+ dwFlags
+ dwDevType
+ dwAxes
+ dwButtons
+ dwPOVs
+ dwFFSamplePeriod
+ dwFFMinTimeResolution
+ dwFirmwareRevision
+ dwHardwareRevision
+ dwFFDriverVersion

sf::priv::JoystickImpl

- m_file
- m_desc
- m_id
- m_buffer
- m_length
- m_index
- m_axis
- m_hat
- m_buttons
- m_index
- m_mapping
- m_caps
- m_device
- m_axes
- m_buttons
- m_buffered
- m_locationIDs

+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ JoystickImpl()
+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ open()
+ close()
+ getCapabilities()
+ getIdentification()
+ update()
+ openDInput()
+ closeDInput()
+ getCapabilitiesDInput()
+ updateDInputBuffered()
+ updateDInputPolled()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ initialize()
+ cleanup()
+ isConnected()
+ setLazyUpdates()
+ updateConnections()
+ initializeDInput()
+ cleanupDInput()
+ isConnectedDInput()
+ updateConnectionsDInput()
- deviceEnumerationCallback()
- deviceObjectEnumerationCallback()

+name

-m_identification

-m_state

-m_deviceCaps