sf::Transformable - 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

sf::Drawable

+ ~Drawable()

draw()

```
- m_string
- m_font

    m_characterSize

    m_letterSpacingFactor

- m_lineSpacingFactor
- m_style
- m_fillColor
- m_outlineColor
m_outlineThickness
m_vertices
- m_outlineVertices
- m_bounds
- m_geometryNeedUpdate- m_fontTextureId
+ Text()
+ Text()
+ setString()
+ setFont()
+ setCharacterSize()
+ setLineSpacing()
+ setLetterSpacing()
+ setStyle()
+ setColor()
+ setFillColor()
+ setOutlineColor()
+ setOutlineThickness()
+ getString()
+ getFont()
+ getCharacterSize()
+ getLetterSpacing()
+ getLineSpacing()
+ getStyle()
+ getColor()
+ getFillColor()
+ getOutlineColor()
+ getOutlineThickness()
+ findCharacterPos()
+ getLocalBounds()
+ getGlobalBounds()

    draw()
```

ensureGeometryUpdate()