```
sf::NonCopyable
      # NonCopyable()
      # ~NonCopyable()
      NonCopyable()
      operator=()
               Δ
     sf::priv::WindowImpl

    m events

    m_joystickStates

- m_sensorValue
 · m_joystickThreshold

    m_previousAxes

+ ~WindowImpl()
 + setJoystickThreshold()
+ popEvent()
+ getSystemHandle()
+ getPosition()
+ setPosition()
+ getSize()
 + setSize()
+ setTitle()
+ setIcon()
+ setVisible()
+ setMouseCursorVisible()
+ setMouseCursorGrabbed()
 + setMouseCursor()
+ setKeyRepeatEnabled()
+ requestFocus()
+ hasFocus()
+ createVulkanSurface()
+ create()
   create()
# WindowImpl()
# pushEvent()
# processEvents()
 processJoystickEvents()
 processSensorEvents()
   sf::priv::WindowImplX11
- m_window

    m_display

- m_screen
- m_inputMethod
 m_inputContext
m_isExternal
- m_oldVideoMode

    m_oldRRCrtc

- m_hiddenCursor
- m_lastCursor
- m_keyRepeat
- m_previousSize
- m_useSizeHints
- m_fullscreen

    m_cursorGrabbed

- m_windowMapped- m_iconPixmap- m_iconMaskPixmap
- m_lastInputTime
+ WindowImplX11()
+ WindowImplX11()
+ ~WindowImplX11()
+ getSystemHandle()
+ getPosition()
+ setPosition()
+ getSize()
+ setSize()
+ setTitle()
+ setIcon()
+ setVisible()
+ setMouseCursorVisible()
+ setMouseCursorGrabbed()
+ setMouseCursor()
+ setKeyRepeatEnabled()
+ requestFocus()
+ hasFocus()
# processEvents()
- grabFocus()
setVideoMode()
resetVideoMode()
switchToFullscreen()
setProtocols()
updateLastInputTime()
initialize()
createHiddenCursor()
cleanup()
processEvent()
checkXRandR()
getOutputPrimary()getPrimaryMonitorPosition()
```