```
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()
     and 9 more...
     # 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()
+ getTexture()
+ getMaximumAntialiasingLevel()
```