sf::GlResource

GlResource()
~GlResource()
registerContextDestroyCallback()

sf::Texture

- m_size
- m_actualSize
- m_texture
- m_isSmooth
- m_sRgb
- m_isRepeated
- m_pixelsFlipped
- m_fboAttachment
- m_hasMipmap
- m_cacheId

+ Texture()
+ Texture()
+ ~Texture()
+ create()
+ loadFromFile()
+ loadFromMemory()
+ loadFromStream()
+ loadFromImage()
+ getSize()
+ copyToImage()
and 18 more...
+ bind()
+ getMaximumSize()
- invalidateMipmap()
- getValidSize()