SFML

* [Main Page](http://docs.google.com/index.htm)
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* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [Graphics](http://docs.google.com/dir_aaa96c3797a59111c2945d0d638ce5cf.htm)

Drawable.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_DRAWABLE\_HPP

26 #define SFML\_DRAWABLE\_HPP

27

29 // Headers

31 #include <SFML/Graphics/Export.hpp>

32 #include <SFML/Graphics/RenderStates.hpp>

33

34

35 namespace sf

36 {

37 class RenderTarget;

38

[44](http://docs.google.com/classsf_1_1Drawable.htm) class SFML\_GRAPHICS\_API [Drawable](http://docs.google.com/classsf_1_1Drawable.htm)

45 {

46 public :

47

[52](http://docs.google.com/classsf_1_1Drawable.htm#a906002f2df7beb5edbddf5bbef96f120)  virtual [~Drawable](http://docs.google.com/classsf_1_1Drawable.htm#a906002f2df7beb5edbddf5bbef96f120)() {}

53

54 protected :

55

56  friend class [RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm);

57

69  virtual void draw([RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm)& target, [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm) states) const = 0;

70 };

71

72 } // namespace sf

73

74

75 #endif // SFML\_DRAWABLE\_HPP

76

77

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