SFML

* [Main Page](http://docs.google.com/index.htm)
* [Modules](http://docs.google.com/modules.htm)
* [Classes](http://docs.google.com/annotated.htm)
* [Files](http://docs.google.com/files.htm)
* [File List](http://docs.google.com/files.htm)
* [include](http://docs.google.com/dir_f3190241575fd2bd132a392ae6942f4a.htm)
* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [Graphics](http://docs.google.com/dir_aaa96c3797a59111c2945d0d638ce5cf.htm)

RenderStates.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_RENDERSTATES\_HPP

26 #define SFML\_RENDERSTATES\_HPP

27

29 // Headers

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

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

33 #include <SFML/Graphics/Transform.hpp>

34

35

36 namespace sf

37 {

38 class Shader;

39 class Texture;

40

[45](http://docs.google.com/classsf_1_1RenderStates.htm) class SFML\_GRAPHICS\_API [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)

46 {

47 public :

48

61  [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)();

62

69  [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)([BlendMode](http://docs.google.com/group__graphics.htm#ga80c52fe2f7050d7f7573b7ed3c995388) theBlendMode);

70

77  [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)(const [Transform](http://docs.google.com/classsf_1_1Transform.htm)& theTransform);

78

85  [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)(const [Texture](http://docs.google.com/classsf_1_1Texture.htm)\* theTexture);

86

93  [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)(const [Shader](http://docs.google.com/classsf_1_1Shader.htm)\* theShader);

94

104  [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm)([BlendMode](http://docs.google.com/group__graphics.htm#ga80c52fe2f7050d7f7573b7ed3c995388) theBlendMode, const [Transform](http://docs.google.com/classsf_1_1Transform.htm)& theTransform,

105  const [Texture](http://docs.google.com/classsf_1_1Texture.htm)\* theTexture, const [Shader](http://docs.google.com/classsf_1_1Shader.htm)\* theShader);

106

108  // Static member data

[110](http://docs.google.com/classsf_1_1RenderStates.htm#ad29672df29f19ce50c3021d95f2bb062)  static const [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm) [Default](http://docs.google.com/classsf_1_1RenderStates.htm#ad29672df29f19ce50c3021d95f2bb062);

111

113  // Member data

[115](http://docs.google.com/classsf_1_1RenderStates.htm#ad6ac87f1b5006dae7ebfee4b5d40f5a8)  [BlendMode](http://docs.google.com/group__graphics.htm#ga80c52fe2f7050d7f7573b7ed3c995388) [blendMode](http://docs.google.com/classsf_1_1RenderStates.htm#ad6ac87f1b5006dae7ebfee4b5d40f5a8);

[116](http://docs.google.com/classsf_1_1RenderStates.htm#a1f737981a0f2f0d4bb8dac866a8d1149)  [Transform](http://docs.google.com/classsf_1_1Transform.htm) [transform](http://docs.google.com/classsf_1_1RenderStates.htm#a1f737981a0f2f0d4bb8dac866a8d1149);

[117](http://docs.google.com/classsf_1_1RenderStates.htm#a457fc5a41731889de9cf39cf9b3436c3)  const [Texture](http://docs.google.com/classsf_1_1Texture.htm)\* [texture](http://docs.google.com/classsf_1_1RenderStates.htm#a457fc5a41731889de9cf39cf9b3436c3);

[118](http://docs.google.com/classsf_1_1RenderStates.htm#ad4f79ecdd0c60ed0d24fbe555b221bd8)  const [Shader](http://docs.google.com/classsf_1_1Shader.htm)\* [shader](http://docs.google.com/classsf_1_1RenderStates.htm#ad4f79ecdd0c60ed0d24fbe555b221bd8);

119 };

120

121 } // namespace sf

122

123

124 #endif // SFML\_RENDERSTATES\_HPP

125

126

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