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)

RenderTexture.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_RENDERTEXTURE\_HPP

26 #define SFML\_RENDERTEXTURE\_HPP

27

29 // Headers

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

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

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

34

35

36 namespace sf

37 {

38 namespace priv

39 {

40  class RenderTextureImpl;

41 }

42

[47](http://docs.google.com/classsf_1_1RenderTexture.htm) class SFML\_GRAPHICS\_API [RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) : public [RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm)

48 {

49 public :

50

60  [RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm)();

61

66  virtual ~[RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm)();

67

86  bool create(unsigned int width, unsigned int height, bool depthBuffer = false);

87

99  void setSmooth(bool smooth);

100

109  bool isSmooth() const;

110

122  void setRepeated(bool repeated);

123

132  bool isRepeated() const;

133

149  bool setActive(bool active = true);

150

160  void display();

161

171  virtual [Vector2u](http://docs.google.com/classsf_1_1Vector2.htm) getSize() const;

172

187  const [Texture](http://docs.google.com/classsf_1_1Texture.htm)& getTexture() const;

188

189 private :

190

202  virtual bool activate(bool active);

203

205  // Member data

207  priv::RenderTextureImpl\* m\_impl;

208  [Texture](http://docs.google.com/classsf_1_1Texture.htm) m\_texture;

209 };

210

211 } // namespace sf

212

213

214 #endif // SFML\_RENDERTEXTURE\_HPP

215

216

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