SFML

* [Main Page](http://docs.google.com/index.htm)
* [Modules](http://docs.google.com/modules.htm)
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* [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)

RenderWindow.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_RENDERWINDOW\_HPP

26 #define SFML\_RENDERWINDOW\_HPP

27

29 // Headers

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

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

33 #include <SFML/Graphics/Image.hpp>

34 #include <SFML/Window/Window.hpp>

35 #include <string>

36

37

38 namespace sf

39 {

[44](http://docs.google.com/classsf_1_1RenderWindow.htm) class SFML\_GRAPHICS\_API [RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm) : public [Window](http://docs.google.com/classsf_1_1Window.htm), public [RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm)

45 {

46 public :

47

55  [RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm)();

56

76  [RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm)([VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm) mode, const [String](http://docs.google.com/classsf_1_1String.htm)& title, Uint32 style = [Style::Default](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8a5597cd420fc461807e4a201c92adea37), const [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm)& settings = [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm)());

77

93  explicit [RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm)(WindowHandle handle, const [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm)& settings = [ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm)());

94

101  virtual ~[RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm)();

102

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

113

128  [Image](http://docs.google.com/classsf_1_1Image.htm) capture() const;

129

130 protected:

131

140  virtual void onCreate();

141

149  virtual void onResize();

150

151 private :

152

161  virtual bool activate(bool active);

162 };

163

164 } // namespace sf

165

166

167 #endif // SFML\_RENDERWINDOW\_HPP

168

169

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