SFML

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

Sprite.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_SPRITE\_HPP

26 #define SFML\_SPRITE\_HPP

27

29 // Headers

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

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

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

34 #include <SFML/Graphics/Vertex.hpp>

35 #include <SFML/Graphics/Rect.hpp>

36

37

38 namespace sf

39 {

40 class Texture;

41

[47](http://docs.google.com/classsf_1_1Sprite.htm) class SFML\_GRAPHICS\_API [Sprite](http://docs.google.com/classsf_1_1Sprite.htm) : public [Drawable](http://docs.google.com/classsf_1_1Drawable.htm), public [Transformable](http://docs.google.com/classsf_1_1Transformable.htm)

48 {

49 public :

50

57  [Sprite](http://docs.google.com/classsf_1_1Sprite.htm)();

58

67  explicit [Sprite](http://docs.google.com/classsf_1_1Sprite.htm)(const [Texture](http://docs.google.com/classsf_1_1Texture.htm)& texture);

68

78  [Sprite](http://docs.google.com/classsf_1_1Sprite.htm)(const [Texture](http://docs.google.com/classsf_1_1Texture.htm)& texture, const [IntRect](http://docs.google.com/classsf_1_1Rect.htm)& rectangle);

79

99  void setTexture(const [Texture](http://docs.google.com/classsf_1_1Texture.htm)& texture, bool resetRect = false);

100

113  void setTextureRect(const [IntRect](http://docs.google.com/classsf_1_1Rect.htm)& rectangle);

114

128  void setColor(const [Color](http://docs.google.com/classsf_1_1Color.htm)& color);

129

142  const [Texture](http://docs.google.com/classsf_1_1Texture.htm)\* getTexture() const;

143

152  const [IntRect](http://docs.google.com/classsf_1_1Rect.htm)& getTextureRect() const;

153

162  const [Color](http://docs.google.com/classsf_1_1Color.htm)& getColor() const;

163

176  [FloatRect](http://docs.google.com/classsf_1_1Rect.htm) getLocalBounds() const;

177

190  [FloatRect](http://docs.google.com/classsf_1_1Rect.htm) getGlobalBounds() const;

191

192 private :

193

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

202

207  void updatePositions();

208

213  void updateTexCoords();

214

216  // Member data

218  [Vertex](http://docs.google.com/classsf_1_1Vertex.htm) m\_vertices[4];

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

220  [IntRect](http://docs.google.com/classsf_1_1Rect.htm) m\_textureRect;

221 };

222

223 } // namespace sf

224

225

226 #endif // SFML\_SPRITE\_HPP

227

228

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