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)
* [System](http://docs.google.com/dir_60c5c649f8df3b69a45a020d59f81335.htm)

ThreadLocal.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_THREADLOCAL\_HPP

26 #define SFML\_THREADLOCAL\_HPP

27

29 // Headers

31 #include <SFML/System/Export.hpp>

32 #include <SFML/System/NonCopyable.hpp>

33 #include <cstdlib>

34

35

36 namespace sf

37 {

38 namespace priv

39 {

40  class ThreadLocalImpl;

41 }

42

[47](http://docs.google.com/classsf_1_1ThreadLocal.htm) class SFML\_SYSTEM\_API [ThreadLocal](http://docs.google.com/classsf_1_1ThreadLocal.htm) : [NonCopyable](http://docs.google.com/classsf_1_1NonCopyable.htm)

48 {

49 public :

50

57  [ThreadLocal](http://docs.google.com/classsf_1_1ThreadLocal.htm)(void\* value = NULL);

58

63  ~[ThreadLocal](http://docs.google.com/classsf_1_1ThreadLocal.htm)();

64

71  void setValue(void\* value);

72

79  void\* getValue() const;

80

81 private :

82

84  // Member data

86  priv::ThreadLocalImpl\* m\_impl;

87 };

88

89 } // namespace sf

90

91

92 #endif // SFML\_THREADLOCAL\_HPP

93

94

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