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)
* [Window](http://docs.google.com/dir_91aff02cfffdbbdd31d48df547831556.htm)

VideoMode.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_VIDEOMODE\_HPP

26 #define SFML\_VIDEOMODE\_HPP

27

29 // Headers

31 #include <SFML/Window/Export.hpp>

32 #include <vector>

33

34

35 namespace sf

36 {

[41](http://docs.google.com/classsf_1_1VideoMode.htm) class SFML\_WINDOW\_API [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)

42 {

43 public :

44

51  [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)();

52

61  [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)(unsigned int modeWidth, unsigned int modeHeight, unsigned int modeBitsPerPixel = 32);

62

69  static [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm) getDesktopMode();

70

85  static const std::vector<VideoMode>& getFullscreenModes();

86

97  bool isValid() const;

98

100  // Member data

[102](http://docs.google.com/classsf_1_1VideoMode.htm#a9b3b2ad2cac6b9c266823fb5ed506d90)  unsigned int [width](http://docs.google.com/classsf_1_1VideoMode.htm#a9b3b2ad2cac6b9c266823fb5ed506d90);

[103](http://docs.google.com/classsf_1_1VideoMode.htm#a5a88d44c9470db7474361a42a189342d)  unsigned int [height](http://docs.google.com/classsf_1_1VideoMode.htm#a5a88d44c9470db7474361a42a189342d);

[104](http://docs.google.com/classsf_1_1VideoMode.htm#aa080f1ef96a1008d58b1920eceb189df)  unsigned int [bitsPerPixel](http://docs.google.com/classsf_1_1VideoMode.htm#aa080f1ef96a1008d58b1920eceb189df);

105 };

106

117 SFML\_WINDOW\_API bool operator ==(const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& left, const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& right);

118

129 SFML\_WINDOW\_API bool operator !=(const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& left, const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& right);

130

141 SFML\_WINDOW\_API bool operator <(const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& left, const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& right);

142

153 SFML\_WINDOW\_API bool operator >(const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& left, const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& right);

154

165 SFML\_WINDOW\_API bool operator <=(const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& left, const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& right);

166

177 SFML\_WINDOW\_API bool operator >=(const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& left, const [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm)& right);

178

179 } // namespace sf

180

181

182 #endif // SFML\_VIDEOMODE\_HPP

183

184

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