SFML

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* [SFML](http://docs.google.com/dir_692f376662c82a26cfe4cfa3aceebe24.htm)
* [Window](http://docs.google.com/dir_91aff02cfffdbbdd31d48df547831556.htm)

WindowHandle.hpp

1

2 //

3 // SFML - Simple and Fast Multimedia Library

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5 //

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22 //

24

25 #ifndef SFML\_WINDOWHANDLE\_HPP

26 #define SFML\_WINDOWHANDLE\_HPP

27

29 // Headers

31 #include <SFML/Config.hpp>

32

33 // Windows' HWND is a typedef on struct HWND\_\_\*

34 #if defined(SFML\_SYSTEM\_WINDOWS)

35  struct HWND\_\_;

36 #endif

37

38 namespace sf

39 {

44 #if defined(SFML\_SYSTEM\_WINDOWS)

45

46  // Window handle is HWND (HWND\_\_\*) on Windows

47  typedef HWND\_\_\* WindowHandle;

48

49 #elif defined(SFML\_SYSTEM\_LINUX) || defined(SFML\_SYSTEM\_FREEBSD)

50

51  // Window handle is Window (unsigned long) on Unix - X11

52  typedef unsigned long WindowHandle;

53

54 #elif defined(SFML\_SYSTEM\_MACOS)

55

56  // Window handle is NSWindow (void\*) on Mac OS X - Cocoa

57  typedef void\* WindowHandle;

58

59 #endif

60

61 } // namespace sf

62

63

64 #endif // SFML\_WINDOWHANDLE\_HPP

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