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sf::Drawable Class Referenceabstract

[Graphics module](http://docs.google.com/group__graphics.htm)

Abstract base class for objects that can be drawn to a render target. [More...](http://docs.google.com/classsf_1_1Drawable.htm#details)

#include <[Drawable.hpp](http://docs.google.com/Drawable_8hpp_source.htm)>

Inheritance diagram for sf::Drawable:



| Public Member Functions | |
| --- | --- |
| virtual | [~Drawable](http://docs.google.com/classsf_1_1Drawable.htm#a906002f2df7beb5edbddf5bbef96f120) () |
|  | Virtual destructor. |
|  | |

| Protected Member Functions | |
| --- | --- |
| virtual void | [draw](http://docs.google.com/classsf_1_1Drawable.htm#a90d2c88bba9b035a0844eccb380ef631) ([RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) &target, [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm) states) const =0 |
|  | Draw the object to a render target. |
|  | |

| Friends | |
| --- | --- |
| class | **RenderTarget** |
|  | |

## Detailed Description

Abstract base class for objects that can be drawn to a render target.

[sf::Drawable](http://docs.google.com/classsf_1_1Drawable.htm) is a very simple base class that allows objects of derived classes to be drawn to a [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm).

All you have to do in your derived class is to override the draw virtual function.

Note that inheriting from [sf::Drawable](http://docs.google.com/classsf_1_1Drawable.htm) is not mandatory, but it allows this nice syntax "window.draw(object)" rather than "object.draw(window)", which is more consistent with other SFML classes.

Example:

class MyDrawable : public [sf::Drawable](http://docs.google.com/classsf_1_1Drawable.htm)

{

public :

...

private :

virtual void [draw](http://docs.google.com/classsf_1_1Drawable.htm#a90d2c88bba9b035a0844eccb380ef631)([sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm)& target, [sf::RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm) states) const

{

// You can draw other high-level objects

target.[draw](http://docs.google.com/classsf_1_1RenderTarget.htm#a12417a3bcc245c41d957b29583556f39)(m\_sprite, states);

// ... or use the low-level API

states.[texture](http://docs.google.com/classsf_1_1RenderStates.htm#a457fc5a41731889de9cf39cf9b3436c3) = &m\_texture;

target.[draw](http://docs.google.com/classsf_1_1RenderTarget.htm#a12417a3bcc245c41d957b29583556f39)(m\_vertices, states);

// ... or draw with OpenGL directly

glBegin(GL\_QUADS);

...

glEnd();

}

[sf::Sprite](http://docs.google.com/classsf_1_1Sprite.htm) m\_sprite;

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

[sf::VertexArray](http://docs.google.com/classsf_1_1VertexArray.htm) m\_vertices;

};

See Also[sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm)

Definition at line [44](http://docs.google.com/Drawable_8hpp_source.htm#l00044) of file [Drawable.hpp](http://docs.google.com/Drawable_8hpp_source.htm).

## Constructor & Destructor Documentation

| | virtual sf::Drawable::~Drawable | ( |  | ) |  | | --- | --- | --- | --- | --- | | inlinevirtual |
| --- | --- | --- | --- | --- | --- | --- |

Virtual destructor.

Definition at line [52](http://docs.google.com/Drawable_8hpp_source.htm#l00052) of file [Drawable.hpp](http://docs.google.com/Drawable_8hpp_source.htm).

## Member Function Documentation

| | virtual void sf::Drawable::draw | ( | [RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) & | *target*, | | --- | --- | --- | --- | |  |  | [RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm) | *states* | |  | ) |  | const | | protectedpure virtual |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

Draw the object to a render target.

This is a pure virtual function that has to be implemented by the derived class to define how the drawable should be drawn.

Parameters

| target | Render target to draw to |
| --- | --- |
| states | Current render states |

The documentation for this class was generated from the following file:

* [Drawable.hpp](http://docs.google.com/Drawable_8hpp_source.htm)

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