SFML

* [Main Page](http://docs.google.com/index.htm)
* [Modules](http://docs.google.com/modules.htm)
* [Classes](http://docs.google.com/annotated.htm)
* [Files](http://docs.google.com/files.htm)
* [Class List](http://docs.google.com/annotated.htm)
* [Class Index](http://docs.google.com/classes.htm)
* [Class Hierarchy](http://docs.google.com/hierarchy.htm)
* [Class Members](http://docs.google.com/functions.htm)
* **sf**
* [InputStream](http://docs.google.com/classsf_1_1InputStream.htm)

[Public Member Functions](#_gjdgxs) | [List of all members](http://docs.google.com/classsf_1_1InputStream-members.htm)

sf::InputStream Class Referenceabstract

[System module](http://docs.google.com/group__system.htm)

Abstract class for custom file input streams. [More...](http://docs.google.com/classsf_1_1InputStream.htm#details)

#include <[InputStream.hpp](http://docs.google.com/InputStream_8hpp_source.htm)>

| Public Member Functions | |
| --- | --- |
| virtual | [~InputStream](http://docs.google.com/classsf_1_1InputStream.htm#a4b2eb0f92323e630bd0542bc6191682e) () |
|  | Virtual destructor. |
|  | |
| virtual Int64 | [read](http://docs.google.com/classsf_1_1InputStream.htm#a8dd89c74c1acb693203f50e750c6ae53) (void \*data, Int64 size)=0 |
|  | Read data from the stream. |
|  | |
| virtual Int64 | [seek](http://docs.google.com/classsf_1_1InputStream.htm#a76aba8e5d5cf9b1c5902d5e04f7864fc) (Int64 position)=0 |
|  | Change the current reading position. |
|  | |
| virtual Int64 | [tell](http://docs.google.com/classsf_1_1InputStream.htm#a599515b9ccdbddb6fef5a98424fd559c) ()=0 |
|  | Get the current reading position in the stream. |
|  | |
| virtual Int64 | [getSize](http://docs.google.com/classsf_1_1InputStream.htm#a311eaaaa65d636728e5153b574b72d5d) ()=0 |
|  | Return the size of the stream. |
|  | |

## Detailed Description

Abstract class for custom file input streams.

This class allows users to define their own file input sources from which SFML can load resources.

SFML resource classes like [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) and [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm) provide loadFromFile and loadFromMemory functions, which read data from conventional sources. However, if you have data coming from a different source (over a network, embedded, encrypted, compressed, etc) you can derive your own class from [sf::InputStream](http://docs.google.com/classsf_1_1InputStream.htm) and load SFML resources with their loadFromStream function.

Usage example:

// custom stream class that reads from inside a zip file

class ZipStream : public [sf::InputStream](http://docs.google.com/classsf_1_1InputStream.htm)

{

public :

ZipStream(std::string archive);

bool open(std::string filename);

Int64 [read](http://docs.google.com/classsf_1_1InputStream.htm#a8dd89c74c1acb693203f50e750c6ae53)(void\* data, Int64 size);

Int64 [seek](http://docs.google.com/classsf_1_1InputStream.htm#a76aba8e5d5cf9b1c5902d5e04f7864fc)(Int64 position);

Int64 [tell](http://docs.google.com/classsf_1_1InputStream.htm#a599515b9ccdbddb6fef5a98424fd559c)();

Int64 [getSize](http://docs.google.com/classsf_1_1InputStream.htm#a311eaaaa65d636728e5153b574b72d5d)();

private :

...

};

// now you can load textures...

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

ZipStream stream("resources.zip");

stream.open("images/img.png");

texture.[loadFromStream](http://docs.google.com/classsf_1_1Texture.htm#a6803a13465a7113a8964d1081841886d)(stream);

// musics...

[sf::Music](http://docs.google.com/classsf_1_1Music.htm) music;

ZipStream stream("resources.zip");

stream.open("musics/msc.ogg");

music.[openFromStream](http://docs.google.com/classsf_1_1Music.htm#a4e55d1910a26858b44778c26b237d673)(stream);

// etc.

Definition at line [40](http://docs.google.com/InputStream_8hpp_source.htm#l00040) of file [InputStream.hpp](http://docs.google.com/InputStream_8hpp_source.htm).

## Constructor & Destructor Documentation

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

Virtual destructor.

Definition at line [48](http://docs.google.com/InputStream_8hpp_source.htm#l00048) of file [InputStream.hpp](http://docs.google.com/InputStream_8hpp_source.htm).

## Member Function Documentation

| | virtual Int64 sf::InputStream::getSize | ( |  | ) |  | | --- | --- | --- | --- | --- | | pure virtual |
| --- | --- | --- | --- | --- | --- | --- |

Return the size of the stream.

ReturnsThe total number of bytes available in the stream, or -1 on error

| | virtual Int64 sf::InputStream::read | ( | void \* | *data*, | | --- | --- | --- | --- | |  |  | Int64 | *size* | |  | ) |  |  | | pure virtual |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

Read data from the stream.

Parameters

| data | Buffer where to copy the read data |
| --- | --- |
| size | Desired number of bytes to read |

ReturnsThe number of bytes actually read, or -1 on error

| | virtual Int64 sf::InputStream::seek | ( | Int64 | *position* | ) |  | | --- | --- | --- | --- | --- | --- | | pure virtual |
| --- | --- | --- | --- | --- | --- | --- | --- |

Change the current reading position.

Parameters

| position | The position to seek to, from the beginning |
| --- | --- |

ReturnsThe position actually sought to, or -1 on error

| | virtual Int64 sf::InputStream::tell | ( |  | ) |  | | --- | --- | --- | --- | --- | | pure virtual |
| --- | --- | --- | --- | --- | --- | --- |

Get the current reading position in the stream.

ReturnsThe current position, or -1 on error.

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

* [InputStream.hpp](http://docs.google.com/InputStream_8hpp_source.htm)

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