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**
* [RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm)

sf::RenderTexture Member List

This is the complete list of members for [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm), including all inherited members.

| [clear](http://docs.google.com/classsf_1_1RenderTarget.htm#a6bb6f0ba348f2b1e2f46114aeaf60f26)(const Color &color=Color(0, 0, 0, 255)) | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| --- | --- | --- |
| [create](http://docs.google.com/classsf_1_1RenderTexture.htm#aefbb76eb3b87e368ab974b2660931ccb)(unsigned int width, unsigned int height, bool depthBuffer=false) | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [display](http://docs.google.com/classsf_1_1RenderTexture.htm#af92886d5faef3916caff9fa9ab32c555)() | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [draw](http://docs.google.com/classsf_1_1RenderTarget.htm#a12417a3bcc245c41d957b29583556f39)(const Drawable &drawable, const RenderStates &states=RenderStates::Default) | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [draw](http://docs.google.com/classsf_1_1RenderTarget.htm#ab636d7363f6681077361ee274ba89a8d)(const Vertex \*vertices, unsigned int vertexCount, PrimitiveType type, const RenderStates &states=RenderStates::Default) | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [getDefaultView](http://docs.google.com/classsf_1_1RenderTarget.htm#a718b1aa6296bf855171699cc18251ced)() const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [getSize](http://docs.google.com/classsf_1_1RenderTexture.htm#a757ba45ec7a7deefcaef717049b00b8c)() const | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) | virtual |
| [getTexture](http://docs.google.com/classsf_1_1RenderTexture.htm#a95bc5152c497066d31fdc57da8e17678)() const | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [getView](http://docs.google.com/classsf_1_1RenderTarget.htm#a98f721cc6dc11478922427fedfb2288b)() const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [getViewport](http://docs.google.com/classsf_1_1RenderTarget.htm#aae035b0d45f87a0da2a28a0de6ba1086)(const View &view) const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [initialize](http://docs.google.com/classsf_1_1RenderTarget.htm#af530274b34159d644e509b4b4dc43eb7)() | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) | protected |
| [isRepeated](http://docs.google.com/classsf_1_1RenderTexture.htm#ae480a2ec7ee166afa50232e634d2668c)() const | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [isSmooth](http://docs.google.com/classsf_1_1RenderTexture.htm#ae385f4f4dbd2af50fb11947bf0bcb83d)() const | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [mapCoordsToPixel](http://docs.google.com/classsf_1_1RenderTarget.htm#aa0c11e1989573f2cce64c621205f8e83)(const Vector2f &point) const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [mapCoordsToPixel](http://docs.google.com/classsf_1_1RenderTarget.htm#a7a2d427bdb9bd8f9f456fcf82813aa60)(const Vector2f &point, const View &view) const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [mapPixelToCoords](http://docs.google.com/classsf_1_1RenderTarget.htm#a2b0cab0e4c6af29d4efaba149d28116d)(const Vector2i &point) const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [mapPixelToCoords](http://docs.google.com/classsf_1_1RenderTarget.htm#a46eb08f775dd1420d6207ea87dde6e54)(const Vector2i &point, const View &view) const | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [popGLStates](http://docs.google.com/classsf_1_1RenderTarget.htm#ad5a98401113df931ddcd54c080f7aa8e)() | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [pushGLStates](http://docs.google.com/classsf_1_1RenderTarget.htm#a8d1998464ccc54e789aaf990242b47f7)() | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm#a2997c96cbd93cb8ce0aba2ddae35b86f)() | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) | protected |
| [RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm#a19ee6e5b4c40ad251803389b3953a9c6)() | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [resetGLStates](http://docs.google.com/classsf_1_1RenderTarget.htm#aac7504990d27dada4bfe3c7866920765)() | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [setActive](http://docs.google.com/classsf_1_1RenderTexture.htm#a5da95ecdbce615a80bb78399012508cf)(bool active=true) | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [setRepeated](http://docs.google.com/classsf_1_1RenderTexture.htm#af8f97b33512bf7d5b6be3da6f65f7365)(bool repeated) | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [setSmooth](http://docs.google.com/classsf_1_1RenderTexture.htm#af08991e63c6020865dd07b20e27305b6)(bool smooth) | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |  |
| [setView](http://docs.google.com/classsf_1_1RenderTarget.htm#a063db6dd0a14913504af30e50cb6d946)(const View &view) | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |  |
| [~RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm#a9abd1654a99fba46f6887b9c625b9b06)() | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) | virtual |
| [~RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm#a94b84ab9335be84d2a014c964d973304)() | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) | virtual |

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