SFML

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sf::Shader Member List

This is the complete list of members for [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm), including all inherited members.

| [bind](http://docs.google.com/classsf_1_1Shader.htm#a09778f78afcbeb854d608c8dacd8ea30)(const Shader \*shader) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) | static |
| --- | --- | --- |
| **CurrentTexture** (defined in [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm)) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) | static |
| [ensureGlContext](http://docs.google.com/classsf_1_1GlResource.htm#ae0efa7935241644608ca32ba47b22a33)() | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) | privatestatic |
| [Fragment](http://docs.google.com/classsf_1_1Shader.htm#afaa1aa65e5de37b74d047da9def9f9b3ace6e88eec3a56b2e55ee3c8e64e9b89a) enum value | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [GlResource](http://docs.google.com/classsf_1_1GlResource.htm#ad8fb7a0674f0f77e530dacc2a3b0dc6a)() | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) | private |
| [isAvailable](http://docs.google.com/classsf_1_1Shader.htm#ad22474690bafe4a305c1b9826b1bd86a)() | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) | static |
| [loadFromFile](http://docs.google.com/classsf_1_1Shader.htm#a053a5632848ebaca2fcd8ba29abe9e6e)(const std::string &filename, Type type) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [loadFromFile](http://docs.google.com/classsf_1_1Shader.htm#ac9d7289966fcef562eeb92271c03e3dc)(const std::string &vertexShaderFilename, const std::string &fragmentShaderFilename) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [loadFromMemory](http://docs.google.com/classsf_1_1Shader.htm#ac92d46bf71dff2d791117e4e472148aa)(const std::string &shader, Type type) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [loadFromMemory](http://docs.google.com/classsf_1_1Shader.htm#ae34e94070d7547a890166b7993658a9b)(const std::string &vertexShader, const std::string &fragmentShader) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [loadFromStream](http://docs.google.com/classsf_1_1Shader.htm#a2ee1b130c0606e4f8bcdf65c1efc2a53)(InputStream &stream, Type type) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [loadFromStream](http://docs.google.com/classsf_1_1Shader.htm#a3b7958159ffb5596c4babc3052e35465)(InputStream &vertexShaderStream, InputStream &fragmentShaderStream) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [NonCopyable](http://docs.google.com/classsf_1_1NonCopyable.htm#a2110add170580fdb946f887719da6860)() | [sf::NonCopyable](http://docs.google.com/classsf_1_1NonCopyable.htm) | inlineprivate |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#a47e4dd78f0752ae08664b4ee616db1cf)(const std::string &name, float x) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#ab8d379f40810b8e3eadebee81aedd231)(const std::string &name, float x, float y) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#a7e36e044d6b8adca8339f40c5a4b1801)(const std::string &name, float x, float y, float z) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#aeb468f1bc2d26750b96b74f1e19027fb)(const std::string &name, float x, float y, float z, float w) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#a3ac473ece2c6fa26dc5032c07fd7288e)(const std::string &name, const Vector2f &vector) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#a87d4a0c6dc70ae68aecc0dda3f343c07)(const std::string &name, const Vector3f &vector) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#aa8618119ed4399df3fd33e78ee96b4fc)(const std::string &name, const Color &color) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#a39c387cc30e249b22a0c478703b8cc9a)(const std::string &name, const sf::Transform &transform) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#a7f58ab5c0a1084f238dfcec86602daa1)(const std::string &name, const Texture &texture) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [setParameter](http://docs.google.com/classsf_1_1Shader.htm#af06b4cba0bab915fa01032b063909044)(const std::string &name, CurrentTextureType) | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [Shader](http://docs.google.com/classsf_1_1Shader.htm#a1d7f28f26b4122959fcafec871c2c3c5)() | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [Type](http://docs.google.com/classsf_1_1Shader.htm#afaa1aa65e5de37b74d047da9def9f9b3) enum name | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [Vertex](http://docs.google.com/classsf_1_1Shader.htm#afaa1aa65e5de37b74d047da9def9f9b3a8718008f827eb32e29bbdd1791c62dce) enum value | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |
| [~GlResource](http://docs.google.com/classsf_1_1GlResource.htm#ab99035b67052331d1e8cf67abd93de98)() | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) | private |
| [~Shader](http://docs.google.com/classsf_1_1Shader.htm#a4bac6cc8b046ecd8fb967c145a2380e6)() | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |  |

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