SFML

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sf::Texture Member List

This is the complete list of members for [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm), including all inherited members.

| [bind](http://docs.google.com/classsf_1_1Texture.htm#ae9a4274e7b95ebf7244d09c7445833b0)(const Texture \*texture, CoordinateType coordinateType=Normalized) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) | static |
| --- | --- | --- |
| [CoordinateType](http://docs.google.com/classsf_1_1Texture.htm#aa6fd3bbe3c334b3c4428edfb2765a82e) enum name | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [copyToImage](http://docs.google.com/classsf_1_1Texture.htm#aefc19bcd95565dd2348fd4cec0facddc)() const | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [create](http://docs.google.com/classsf_1_1Texture.htm#a89b4c7d204acf1033c3a1b6e0a3ad0a3)(unsigned int width, unsigned int height) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [ensureGlContext](http://docs.google.com/classsf_1_1GlResource.htm#ae0efa7935241644608ca32ba47b22a33)() | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) | privatestatic |
| [getMaximumSize](http://docs.google.com/classsf_1_1Texture.htm#a0bf905d487b104b758549c2e9e20a3fb)() | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) | static |
| [getSize](http://docs.google.com/classsf_1_1Texture.htm#a0f370acd8f41c8b97a6959389c521c2c)() const | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [GlResource](http://docs.google.com/classsf_1_1GlResource.htm#ad8fb7a0674f0f77e530dacc2a3b0dc6a)() | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) | private |
| [isRepeated](http://docs.google.com/classsf_1_1Texture.htm#a007a19b48952b7854120bf423c102150)() const | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [isSmooth](http://docs.google.com/classsf_1_1Texture.htm#a1d6643d3c76f2be29dc401dc22749e16)() const | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [loadFromFile](http://docs.google.com/classsf_1_1Texture.htm#a8e1b56eabfe33e2e0e1cb03712c7fcc7)(const std::string &filename, const IntRect &area=IntRect()) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [loadFromImage](http://docs.google.com/classsf_1_1Texture.htm#abec4567ad9856a3596dc74803f26fba2)(const Image &image, const IntRect &area=IntRect()) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [loadFromMemory](http://docs.google.com/classsf_1_1Texture.htm#a2c4adb19dd4cbee0a588eeb85e52a249)(const void \*data, std::size\_t size, const IntRect &area=IntRect()) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [loadFromStream](http://docs.google.com/classsf_1_1Texture.htm#a6803a13465a7113a8964d1081841886d)(sf::InputStream &stream, const IntRect &area=IntRect()) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [Normalized](http://docs.google.com/classsf_1_1Texture.htm#aa6fd3bbe3c334b3c4428edfb2765a82ea69d6228950882e4d68be4ba4dbe7df73) enum value | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [operator=](http://docs.google.com/classsf_1_1Texture.htm#a80a089b6b19bb09b83012d5f0e6af9ba)(const Texture &right) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [Pixels](http://docs.google.com/classsf_1_1Texture.htm#aa6fd3bbe3c334b3c4428edfb2765a82ea6372f9c3a10203a7a69d8d5da59d82ff) enum value | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| **RenderTarget** (defined in [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm)) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) | friend |
| **RenderTexture** (defined in [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm)) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) | friend |
| [setRepeated](http://docs.google.com/classsf_1_1Texture.htm#aaa87d1eff053b9d4d34a24c784a28658)(bool repeated) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [setSmooth](http://docs.google.com/classsf_1_1Texture.htm#a0c3bd6825b9a99714f10d44179d74324)(bool smooth) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [Texture](http://docs.google.com/classsf_1_1Texture.htm#a3e04674853b8533bf981db3173e3a4a7)() | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [Texture](http://docs.google.com/classsf_1_1Texture.htm#a524855cbf89de3b74be84d385fd229de)(const Texture &copy) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [update](http://docs.google.com/classsf_1_1Texture.htm#ae4eab5c6781316840b0c50ad08370963)(const Uint8 \*pixels) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [update](http://docs.google.com/classsf_1_1Texture.htm#a1352d8e16c2aeb4df586ed65dd2c36b9)(const Uint8 \*pixels, unsigned int width, unsigned int height, unsigned int x, unsigned int y) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [update](http://docs.google.com/classsf_1_1Texture.htm#a037cdf171af0fb392d07626a44a4ea17)(const Image &image) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [update](http://docs.google.com/classsf_1_1Texture.htm#a87f916490b757fe900798eedf3abf3ba)(const Image &image, unsigned int x, unsigned int y) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [update](http://docs.google.com/classsf_1_1Texture.htm#ad3cceef238f7d5d2108a98dd38c17fc5)(const Window &window) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [update](http://docs.google.com/classsf_1_1Texture.htm#a154f246eb8059b602076009ab1cfd175)(const Window &window, unsigned int x, unsigned int y) | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |
| [~GlResource](http://docs.google.com/classsf_1_1GlResource.htm#ab99035b67052331d1e8cf67abd93de98)() | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) | private |
| [~Texture](http://docs.google.com/classsf_1_1Texture.htm#a9c5354ad40eb1c5aeeeb21f57ccd7e6c)() | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |  |

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