SFML

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* Image() : [sf::Image](http://docs.google.com/classsf_1_1Image.htm#abb4caf3cb167b613345ebe36fc883f12)
* initialize() : [sf::SoundStream](http://docs.google.com/classsf_1_1SoundStream.htm#a9c351711198ee1aa77c2fefd3ced4d2c) , [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm#af530274b34159d644e509b4b4dc43eb7)
* insert() : [sf::String](http://docs.google.com/classsf_1_1String.htm#ad0b1455deabf07af13ee79812e05fa02)
* intersects() : [sf::Rect< T >](http://docs.google.com/classsf_1_1Rect.htm#a566740c8f58e01bb052266f47e7e1011)
* IpAddress() : [sf::IpAddress](http://docs.google.com/classsf_1_1IpAddress.htm#a656b7445ab04cabaa7398685bc09c3f7)
* isAvailable() : [sf::SoundRecorder](http://docs.google.com/classsf_1_1SoundRecorder.htm#aab2bd0fee9e48d6cfd449b1cb078ce5a) , [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#ad22474690bafe4a305c1b9826b1bd86a)
* isBlocking() : [sf::Socket](http://docs.google.com/classsf_1_1Socket.htm#a0ec0d831b015e32eb5935fd2a9f8c67c)
* isButtonPressed() : [sf::Mouse](http://docs.google.com/classsf_1_1Mouse.htm#ab647159eb88e369a0332a9c5a7ba6687) , [sf::Joystick](http://docs.google.com/classsf_1_1Joystick.htm#ae0d97a4b84268cbe6a7078e1b2717835)
* isConnected() : [sf::Joystick](http://docs.google.com/classsf_1_1Joystick.htm#ac7d4e1923e9f9420174f26703ea63d6c)
* isEmpty() : [sf::String](http://docs.google.com/classsf_1_1String.htm#a6c43f0cbe84cf17fa6ba93d58b75fcdc)
* isKeyPressed() : [sf::Keyboard](http://docs.google.com/classsf_1_1Keyboard.htm#a80a04b2f53005886957f49eee3531599)
* isOk() : [sf::Ftp::Response](http://docs.google.com/classsf_1_1Ftp_1_1Response.htm#a4dadbe0fe0a3ef2d571a017e1645e675)
* isOpen() : [sf::Window](http://docs.google.com/classsf_1_1Window.htm#a5aa9c2b2b0e51d3423c2b66c80253337)
* isReady() : [sf::SocketSelector](http://docs.google.com/classsf_1_1SocketSelector.htm#a8e67b463db05eadb4d356992c896833c)
* isRelativeToListener() : [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm#a5cb9107e1c47f65ab82c4885436061ef)
* isRepeated() : [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm#a007a19b48952b7854120bf423c102150) , [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm#ae480a2ec7ee166afa50232e634d2668c)
* isSmooth() : [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm#a1d6643d3c76f2be29dc401dc22749e16) , [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm#ae385f4f4dbd2af50fb11947bf0bcb83d)
* isValid() : [sf::VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm#aa64ff5420dde3b31c24b9c4e2be9cd9c)

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