SFML

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* launch() : [sf::Thread](http://docs.google.com/classsf_1_1Thread.htm#a74f75a9e86e1eb47479496314048b5f6)
* listen() : [sf::TcpListener](http://docs.google.com/classsf_1_1TcpListener.htm#a409d9350d3abfea9636df8cf4a61004e)
* ListingResponse() : [sf::Ftp::ListingResponse](http://docs.google.com/classsf_1_1Ftp_1_1ListingResponse.htm#aefc1b85e59ee0c3ee180666b4a4631e4)
* loadFromFile() : [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm#a2be6a8025c97eb622a7dff6cf2594394) , [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#ac9d7289966fcef562eeb92271c03e3dc) , [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm#a8e1b56eabfe33e2e0e1cb03712c7fcc7) , [sf::Font](http://docs.google.com/classsf_1_1Font.htm#ab020052ef4e01f6c749a85571c0f3fd1) , [sf::Image](http://docs.google.com/classsf_1_1Image.htm#a9e4f2aa8e36d0cabde5ed5a4ef80290b) , [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#a053a5632848ebaca2fcd8ba29abe9e6e)
* loadFromImage() : [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm#abec4567ad9856a3596dc74803f26fba2)
* loadFromMemory() : [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm#a2c4adb19dd4cbee0a588eeb85e52a249) , [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm#af8cfa5599739a7edae69c5cba273d33f) , [sf::Font](http://docs.google.com/classsf_1_1Font.htm#abf2f8d6de31eb4e1db02e061c323e346) , [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#ae34e94070d7547a890166b7993658a9b) , [sf::Image](http://docs.google.com/classsf_1_1Image.htm#aaa6c7afa5851a51cec6ab438faa7354c) , [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#ac92d46bf71dff2d791117e4e472148aa)
* loadFromSamples() : [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm#a63da986e144b578135edd48e51c565e8)
* loadFromStream() : [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#a3b7958159ffb5596c4babc3052e35465) , [sf::Font](http://docs.google.com/classsf_1_1Font.htm#abc3f37a354ce8b9a21f8eb93bd9fdafb) , [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm#ad292156b1e01f6dabd4c0c277d5e079e) , [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm#a6803a13465a7113a8964d1081841886d) , [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#a2ee1b130c0606e4f8bcdf65c1efc2a53) , [sf::Image](http://docs.google.com/classsf_1_1Image.htm#a21122ded0e8368bb06ed3b9acfbfb501)
* lock() : [sf::Mutex](http://docs.google.com/classsf_1_1Mutex.htm#a1a16956a6bbea764480c1b80f2e45763)
* Lock() : [sf::Lock](http://docs.google.com/classsf_1_1Lock.htm#a1a4c5d7a15da61103d85c9aa7f118920)
* login() : [sf::Ftp](http://docs.google.com/classsf_1_1Ftp.htm#a686262bc377584cd50e52e1576aa3a9b)

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