SFML

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* ~Context() : [sf::Context](http://docs.google.com/classsf_1_1Context.htm#a805b1bbdb3e52b1fda7c9bf2cd6ca86b)
* ~Drawable() : [sf::Drawable](http://docs.google.com/classsf_1_1Drawable.htm#a906002f2df7beb5edbddf5bbef96f120)
* ~Font() : [sf::Font](http://docs.google.com/classsf_1_1Font.htm#aa18a3c62e6e01e9a21c531b5cad4b7f2)
* ~Ftp() : [sf::Ftp](http://docs.google.com/classsf_1_1Ftp.htm#a2edfa8e9009caf27bce74459ae76dc52)
* ~GlResource() : [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm#ab99035b67052331d1e8cf67abd93de98)
* ~InputStream() : [sf::InputStream](http://docs.google.com/classsf_1_1InputStream.htm#a4b2eb0f92323e630bd0542bc6191682e)
* ~Lock() : [sf::Lock](http://docs.google.com/classsf_1_1Lock.htm#a8168b36323a18ccf5b6bc531d964aec5)
* ~Music() : [sf::Music](http://docs.google.com/classsf_1_1Music.htm#a4c65860fed2f01d0eaa6c4199870414b)
* ~Mutex() : [sf::Mutex](http://docs.google.com/classsf_1_1Mutex.htm#a9f76a67b7b6d3918131a692179b4e3f2)
* ~Packet() : [sf::Packet](http://docs.google.com/classsf_1_1Packet.htm#adc0490ca3c7c3d1e321bd742e5213913)
* ~RenderTarget() : [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm#a9abd1654a99fba46f6887b9c625b9b06)
* ~RenderTexture() : [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm#a94b84ab9335be84d2a014c964d973304)
* ~RenderWindow() : [sf::RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm#a3407e36bfc1752d723140438a825365c)
* ~Shader() : [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm#a4bac6cc8b046ecd8fb967c145a2380e6)
* ~Shape() : [sf::Shape](http://docs.google.com/classsf_1_1Shape.htm#a2262aceb9df52d4275c19633592f19bf)
* ~Socket() : [sf::Socket](http://docs.google.com/classsf_1_1Socket.htm#a79a4b5918f0b34a2f8db449089694788)
* ~SocketSelector() : [sf::SocketSelector](http://docs.google.com/classsf_1_1SocketSelector.htm#a9069cd61208260b8ed9cf233afa1f73d)
* ~Sound() : [sf::Sound](http://docs.google.com/classsf_1_1Sound.htm#ad0792c35310eba2dffd8489c80fad076)
* ~SoundBuffer() : [sf::SoundBuffer](http://docs.google.com/classsf_1_1SoundBuffer.htm#aea240161724ffba74a0d6a9e277d3cd5)
* ~SoundRecorder() : [sf::SoundRecorder](http://docs.google.com/classsf_1_1SoundRecorder.htm#acc599e61aaa47edaae88cf43f0a43549)
* ~SoundSource() : [sf::SoundSource](http://docs.google.com/classsf_1_1SoundSource.htm#a77c7c1524f8cb81df2de9375b0f87c5c)
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* ~Thread() : [sf::Thread](http://docs.google.com/classsf_1_1Thread.htm#af77942fc1730af7c31bc4c3a913a9c1d)
* ~ThreadLocal() : [sf::ThreadLocal](http://docs.google.com/classsf_1_1ThreadLocal.htm#acc612bddfd0f0507b1c5da8b3b8c75c2)
* ~Transformable() : [sf::Transformable](http://docs.google.com/classsf_1_1Transformable.htm#a43253abcb863195a673c2a347a7425cc)
* ~Window() : [sf::Window](http://docs.google.com/classsf_1_1Window.htm#ac30eb6ea5f5594204944d09d4bd69a97)

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