SFML

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Graphics module

2D graphics module: sprites, text, shapes, ... [More...](#1fob9te)

| Classes | |
| --- | --- |
| class | [sf::CircleShape](http://docs.google.com/classsf_1_1CircleShape.htm) |
|  | Specialized shape representing a circle. [More...](http://docs.google.com/classsf_1_1CircleShape.htm#details) |
|  | |
| class | [sf::Color](http://docs.google.com/classsf_1_1Color.htm) |
|  | Utility class for manpulating RGBA colors. [More...](http://docs.google.com/classsf_1_1Color.htm#details) |
|  | |
| class | [sf::ConvexShape](http://docs.google.com/classsf_1_1ConvexShape.htm) |
|  | Specialized shape representing a convex polygon. [More...](http://docs.google.com/classsf_1_1ConvexShape.htm#details) |
|  | |
| class | [sf::Drawable](http://docs.google.com/classsf_1_1Drawable.htm) |
|  | Abstract base class for objects that can be drawn to a render target. [More...](http://docs.google.com/classsf_1_1Drawable.htm#details) |
|  | |
| class | [sf::Font](http://docs.google.com/classsf_1_1Font.htm) |
|  | Class for loading and manipulating character fonts. [More...](http://docs.google.com/classsf_1_1Font.htm#details) |
|  | |
| class | [sf::Glyph](http://docs.google.com/classsf_1_1Glyph.htm) |
|  | Structure describing a glyph. [More...](http://docs.google.com/classsf_1_1Glyph.htm#details) |
|  | |
| class | [sf::Image](http://docs.google.com/classsf_1_1Image.htm) |
|  | Class for loading, manipulating and saving images. [More...](http://docs.google.com/classsf_1_1Image.htm#details) |
|  | |
| class | [sf::Rect< T >](http://docs.google.com/classsf_1_1Rect.htm) |
|  | Utility class for manipulating 2D axis aligned rectangles. [More...](http://docs.google.com/classsf_1_1Rect.htm#details) |
|  | |
| class | [sf::RectangleShape](http://docs.google.com/classsf_1_1RectangleShape.htm) |
|  | Specialized shape representing a rectangle. [More...](http://docs.google.com/classsf_1_1RectangleShape.htm#details) |
|  | |
| class | [sf::RenderStates](http://docs.google.com/classsf_1_1RenderStates.htm) |
|  | Define the states used for drawing to a [RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm). [More...](http://docs.google.com/classsf_1_1RenderStates.htm#details) |
|  | |
| class | [sf::RenderTarget](http://docs.google.com/classsf_1_1RenderTarget.htm) |
|  | Base class for all render targets (window, texture, ...) [More...](http://docs.google.com/classsf_1_1RenderTarget.htm#details) |
|  | |
| class | [sf::RenderTexture](http://docs.google.com/classsf_1_1RenderTexture.htm) |
|  | Target for off-screen 2D rendering into a texture. [More...](http://docs.google.com/classsf_1_1RenderTexture.htm#details) |
|  | |
| class | [sf::RenderWindow](http://docs.google.com/classsf_1_1RenderWindow.htm) |
|  | [Window](http://docs.google.com/classsf_1_1Window.htm) that can serve as a target for 2D drawing. [More...](http://docs.google.com/classsf_1_1RenderWindow.htm#details) |
|  | |
| class | [sf::Shader](http://docs.google.com/classsf_1_1Shader.htm) |
|  | [Shader](http://docs.google.com/classsf_1_1Shader.htm) class (vertex and fragment) [More...](http://docs.google.com/classsf_1_1Shader.htm#details) |
|  | |
| class | [sf::Shape](http://docs.google.com/classsf_1_1Shape.htm) |
|  | Base class for textured shapes with outline. [More...](http://docs.google.com/classsf_1_1Shape.htm#details) |
|  | |
| class | [sf::Sprite](http://docs.google.com/classsf_1_1Sprite.htm) |
|  | [Drawable](http://docs.google.com/classsf_1_1Drawable.htm) representation of a texture, with its own transformations, color, etc. [More...](http://docs.google.com/classsf_1_1Sprite.htm#details) |
|  | |
| class | [sf::Text](http://docs.google.com/classsf_1_1Text.htm) |
|  | Graphical text that can be drawn to a render target. [More...](http://docs.google.com/classsf_1_1Text.htm#details) |
|  | |
| class | [sf::Texture](http://docs.google.com/classsf_1_1Texture.htm) |
|  | [Image](http://docs.google.com/classsf_1_1Image.htm) living on the graphics card that can be used for drawing. [More...](http://docs.google.com/classsf_1_1Texture.htm#details) |
|  | |
| class | [sf::Transform](http://docs.google.com/classsf_1_1Transform.htm) |
|  | Define a 3x3 transform matrix. [More...](http://docs.google.com/classsf_1_1Transform.htm#details) |
|  | |
| class | [sf::Transformable](http://docs.google.com/classsf_1_1Transformable.htm) |
|  | Decomposed transform defined by a position, a rotation and a scale. [More...](http://docs.google.com/classsf_1_1Transformable.htm#details) |
|  | |
| class | [sf::Vertex](http://docs.google.com/classsf_1_1Vertex.htm) |
|  | Define a point with color and texture coordinates. [More...](http://docs.google.com/classsf_1_1Vertex.htm#details) |
|  | |
| class | [sf::VertexArray](http://docs.google.com/classsf_1_1VertexArray.htm) |
|  | Define a set of one or more 2D primitives. [More...](http://docs.google.com/classsf_1_1VertexArray.htm#details) |
|  | |
| class | [sf::View](http://docs.google.com/classsf_1_1View.htm) |
|  | 2D camera that defines what region is shown on screen [More...](http://docs.google.com/classsf_1_1View.htm#details) |
|  | |
| struct | [sf::Shader::CurrentTextureType](http://docs.google.com/structsf_1_1Shader_1_1CurrentTextureType.htm) |
|  | Special type/value that can be passed to setParameter, and that represents the texture of the object being drawn. [More...](http://docs.google.com/structsf_1_1Shader_1_1CurrentTextureType.htm#details) |
|  | |

| Enumerations | |
| --- | --- |
| enum | [sf::BlendMode](http://docs.google.com/group__graphics.htm#ga80c52fe2f7050d7f7573b7ed3c995388) {  [sf::BlendAlpha](http://docs.google.com/group__graphics.htm#gga80c52fe2f7050d7f7573b7ed3c995388aaf30f92cf1471a031fce5d61e8674996),  [sf::BlendAdd](http://docs.google.com/group__graphics.htm#gga80c52fe2f7050d7f7573b7ed3c995388afc35de7c9fe26776b839cfe0027b16da),  [sf::BlendMultiply](http://docs.google.com/group__graphics.htm#gga80c52fe2f7050d7f7573b7ed3c995388a8adc43071db8f20e508c35e172195234),  [sf::BlendNone](http://docs.google.com/group__graphics.htm#gga80c52fe2f7050d7f7573b7ed3c995388abe282fb5f49c20b6439cbec9d4f63722)  } |
|  | Available blending modes for drawing. [More...](http://docs.google.com/group__graphics.htm#ga80c52fe2f7050d7f7573b7ed3c995388) |
|  | |
| enum | [sf::PrimitiveType](http://docs.google.com/group__graphics.htm#ga5ee56ac1339984909610713096283b1b) {  [sf::Points](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1bac7097d3e01778b9318def1f7ac35a785),  [sf::Lines](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1ba2bf015eeff9f798dfc3d6d744d669f1e),  [sf::LinesStrip](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1ba5b09910f5d0f39641342184ccd0d1de3),  [sf::Triangles](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1ba880a7aa72c20b9f9beb7eb64d2434670),  [sf::TrianglesStrip](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1ba66643dbbb24bbacb405973ed80eebae0),  [sf::TrianglesFan](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1ba5338a2c6d922151fe50f235036af8a20),  [sf::Quads](http://docs.google.com/group__graphics.htm#gga5ee56ac1339984909610713096283b1ba5041359b76b4bd3d3e6ef738826b8743)  } |
|  | Types of primitives that a [sf::VertexArray](http://docs.google.com/classsf_1_1VertexArray.htm) can render. [More...](http://docs.google.com/group__graphics.htm#ga5ee56ac1339984909610713096283b1b) |
|  | |

## Detailed Description

2D graphics module: sprites, text, shapes, ...

## Enumeration Type Documentation

| enum [sf::BlendMode](http://docs.google.com/group__graphics.htm#ga80c52fe2f7050d7f7573b7ed3c995388) |
| --- |

Available blending modes for drawing.

**Enumerator:**

| *BlendAlpha* | Pixel = Source \* Source.a + Dest \* (1 - Source.a) |
| --- | --- |
| *BlendAdd* | Pixel = Source + Dest. |
| *BlendMultiply* | Pixel = Source \* Dest. |
| *BlendNone* | Pixel = Source. |

Definition at line [35](http://docs.google.com/BlendMode_8hpp_source.htm#l00035) of file [BlendMode.hpp](http://docs.google.com/BlendMode_8hpp_source.htm).

| enum [sf::PrimitiveType](http://docs.google.com/group__graphics.htm#ga5ee56ac1339984909610713096283b1b) |
| --- |

Types of primitives that a [sf::VertexArray](http://docs.google.com/classsf_1_1VertexArray.htm) can render.

Points and lines have no area, therefore their thickness will always be 1 pixel, regarldess the current transform and view.

**Enumerator:**

| *Points* | List of individual points. |
| --- | --- |
| *Lines* | List of individual lines. |
| *LinesStrip* | List of connected lines, a point uses the previous point to form a line. |
| *Triangles* | List of individual triangles. |
| *TrianglesStrip* | List of connected triangles, a point uses the two previous points to form a triangle. |
| *TrianglesFan* | List of connected triangles, a point uses the common center and the previous point to form a triangle. |
| *Quads* | List of individual quads. |

Definition at line [39](http://docs.google.com/PrimitiveType_8hpp_source.htm#l00039) of file [PrimitiveType.hpp](http://docs.google.com/PrimitiveType_8hpp_source.htm).

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