SFML

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Window module

Provides OpenGL-based windows, and abstractions for events and input handling. [More...](#1fob9te)

| Classes | |
| --- | --- |
| class | [sf::Context](http://docs.google.com/classsf_1_1Context.htm) |
|  | Class holding a valid drawing context. [More...](http://docs.google.com/classsf_1_1Context.htm#details) |
|  | |
| class | [sf::ContextSettings](http://docs.google.com/structsf_1_1ContextSettings.htm) |
|  | Structure defining the settings of the OpenGL context attached to a window. [More...](http://docs.google.com/structsf_1_1ContextSettings.htm#details) |
|  | |
| class | [sf::Event](http://docs.google.com/classsf_1_1Event.htm) |
|  | Defines a system event and its parameters. [More...](http://docs.google.com/classsf_1_1Event.htm#details) |
|  | |
| class | [sf::GlResource](http://docs.google.com/classsf_1_1GlResource.htm) |
|  | Base class for classes that require an OpenGL context. [More...](http://docs.google.com/classsf_1_1GlResource.htm#details) |
|  | |
| class | [sf::Joystick](http://docs.google.com/classsf_1_1Joystick.htm) |
|  | Give access to the real-time state of the joysticks. [More...](http://docs.google.com/classsf_1_1Joystick.htm#details) |
|  | |
| class | [sf::Keyboard](http://docs.google.com/classsf_1_1Keyboard.htm) |
|  | Give access to the real-time state of the keyboard. [More...](http://docs.google.com/classsf_1_1Keyboard.htm#details) |
|  | |
| class | [sf::Mouse](http://docs.google.com/classsf_1_1Mouse.htm) |
|  | Give access to the real-time state of the mouse. [More...](http://docs.google.com/classsf_1_1Mouse.htm#details) |
|  | |
| class | [sf::VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm) |
|  | [VideoMode](http://docs.google.com/classsf_1_1VideoMode.htm) defines a video mode (width, height, bpp) [More...](http://docs.google.com/classsf_1_1VideoMode.htm#details) |
|  | |
| class | [sf::Window](http://docs.google.com/classsf_1_1Window.htm) |
|  | [Window](http://docs.google.com/classsf_1_1Window.htm) that serves as a target for OpenGL rendering. [More...](http://docs.google.com/classsf_1_1Window.htm#details) |
|  | |
| struct | [sf::Event::JoystickButtonEvent](http://docs.google.com/structsf_1_1Event_1_1JoystickButtonEvent.htm) |
|  | [Joystick](http://docs.google.com/classsf_1_1Joystick.htm) buttons events parameters (JoystickButtonPressed, JoystickButtonReleased) [More...](http://docs.google.com/structsf_1_1Event_1_1JoystickButtonEvent.htm#details) |
|  | |
| struct | [sf::Event::JoystickConnectEvent](http://docs.google.com/structsf_1_1Event_1_1JoystickConnectEvent.htm) |
|  | [Joystick](http://docs.google.com/classsf_1_1Joystick.htm) connection events parameters (JoystickConnected, JoystickDisconnected) [More...](http://docs.google.com/structsf_1_1Event_1_1JoystickConnectEvent.htm#details) |
|  | |
| struct | [sf::Event::JoystickMoveEvent](http://docs.google.com/structsf_1_1Event_1_1JoystickMoveEvent.htm) |
|  | [Joystick](http://docs.google.com/classsf_1_1Joystick.htm) axis move event parameters (JoystickMoved) [More...](http://docs.google.com/structsf_1_1Event_1_1JoystickMoveEvent.htm#details) |
|  | |
| struct | [sf::Event::KeyEvent](http://docs.google.com/structsf_1_1Event_1_1KeyEvent.htm) |
|  | [Keyboard](http://docs.google.com/classsf_1_1Keyboard.htm) event parameters (KeyPressed, KeyReleased) [More...](http://docs.google.com/structsf_1_1Event_1_1KeyEvent.htm#details) |
|  | |
| struct | [sf::Event::MouseButtonEvent](http://docs.google.com/structsf_1_1Event_1_1MouseButtonEvent.htm) |
|  | [Mouse](http://docs.google.com/classsf_1_1Mouse.htm) buttons events parameters (MouseButtonPressed, MouseButtonReleased) [More...](http://docs.google.com/structsf_1_1Event_1_1MouseButtonEvent.htm#details) |
|  | |
| struct | [sf::Event::MouseMoveEvent](http://docs.google.com/structsf_1_1Event_1_1MouseMoveEvent.htm) |
|  | [Mouse](http://docs.google.com/classsf_1_1Mouse.htm) move event parameters (MouseMoved) [More...](http://docs.google.com/structsf_1_1Event_1_1MouseMoveEvent.htm#details) |
|  | |
| struct | [sf::Event::MouseWheelEvent](http://docs.google.com/structsf_1_1Event_1_1MouseWheelEvent.htm) |
|  | [Mouse](http://docs.google.com/classsf_1_1Mouse.htm) wheel events parameters (MouseWheelMoved) [More...](http://docs.google.com/structsf_1_1Event_1_1MouseWheelEvent.htm#details) |
|  | |
| struct | [sf::Event::SizeEvent](http://docs.google.com/structsf_1_1Event_1_1SizeEvent.htm) |
|  | Size events parameters (Resized) [More...](http://docs.google.com/structsf_1_1Event_1_1SizeEvent.htm#details) |
|  | |
| struct | [sf::Event::TextEvent](http://docs.google.com/structsf_1_1Event_1_1TextEvent.htm) |
|  | [Text](http://docs.google.com/classsf_1_1Text.htm) event parameters (TextEntered) [More...](http://docs.google.com/structsf_1_1Event_1_1TextEvent.htm#details) |
|  | |

| Enumerations | |
| --- | --- |
| enum | {  [sf::Style::None](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8a8c35a9c8507559e455387fc4a83ce422) = 0,  [sf::Style::Titlebar](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8ab4c8b32b05ed715928513787cb1e85b6) = 1 << 0,  [sf::Style::Resize](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8accff967648ebcd5db2007eff7352b50f) = 1 << 1,  [sf::Style::Close](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8ae07a7d411d5acf28f4a9a4b76a3a9493) = 1 << 2,  [sf::Style::Fullscreen](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8a6288ec86830245cf957e2d234f79f50d) = 1 << 3,  [sf::Style::Default](http://docs.google.com/group__window.htm#gga8d7a3b8425c907a2872cb57e32cea5b8a5597cd420fc461807e4a201c92adea37) = Titlebar | Resize | Close  } |
|  | Enumeration of the window styles. [More...](http://docs.google.com/group__window.htm#ga8d7a3b8425c907a2872cb57e32cea5b8) |
|  | |

## Detailed Description

Provides OpenGL-based windows, and abstractions for events and input handling.

## Enumeration Type Documentation

| anonymous enum |
| --- |

Enumeration of the window styles.

**Enumerator:**

| *None* | No border / title bar (this flag and all others are mutually exclusive) |
| --- | --- |
| *Titlebar* | Title bar + fixed border. |
| *Resize* | Titlebar + resizable border + maximize button. |
| *Close* | Titlebar + close button. |
| *Fullscreen* | Fullscreen mode (this flag and all others are mutually exclusive) |
| *Default* | Default window style. |

Definition at line [38](http://docs.google.com/WindowStyle_8hpp_source.htm#l00038) of file [WindowStyle.hpp](http://docs.google.com/WindowStyle_8hpp_source.htm).

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