SFML

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* [CurrentTextureType](http://docs.google.com/structsf_1_1Shader_1_1CurrentTextureType.htm)

sf::Shader::CurrentTextureType Struct Reference

[Graphics module](http://docs.google.com/group__graphics.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)

#include <[Shader.hpp](http://docs.google.com/Shader_8hpp_source.htm)>

## Detailed Description

Special type/value that can be passed to setParameter, and that represents the texture of the object being drawn.

Definition at line [70](http://docs.google.com/Shader_8hpp_source.htm#l00070) of file [Shader.hpp](http://docs.google.com/Shader_8hpp_source.htm).

The documentation for this struct was generated from the following file:

* [Shader.hpp](http://docs.google.com/Shader_8hpp_source.htm)

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