sf::NonCopyable	
	sf::Context
	sf::Cursor
	sf::FileInputStream
	sf::Ftp
	sf::GlResource::TransientContextLock
	sf::Http
	sf::InputSoundFile
	sf::Lock
	sf::Mutex
	sf::OutputSoundFile
	sf::RenderTarget
	sf::Shader
	sf::Socket
	sf::Thread
	sf::ThreadLocal
	sf::Window