

sf::NonCopyable

```
graph BT; A[sf::priv::RenderTextureImpl] --> B[sf::NonCopyable];
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'sf::priv::RenderTextureImpl'. A red arrow points vertically upwards from the center of this box to the center of a white box labeled 'sf::NonCopyable' at the top.

sf::priv::RenderTextureImpl