SDL2pp::Font

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+ Font()
+ ~Font()
+ Font()
+ operator=()
+ Font()
+ operator=()
+ Get()
+ GetStyle()
+ SetStyle()
+ GetOutline()
+ SetOutline()
+ GetHinting()
+ SetHinting()
+ GetKerning()
+ SetKerning()
+ GetHeight()
+ GetAscent()
+ GetDescent()
+ GetLineSkip()
+ GetNumFaces()
+ IsFixedWidth()
+ GetFamilyName()
+ GetStyleName()
+ IsGlyphProvided()
+ GetGlyphMetrics()
+ GetGlyphRect()
+ GetGlyphAdvance()
+ GetSizeText()
+ GetSizeUTF8()
+ GetSizeUNICODE()
+ GetSizeUNICODE()
+ RenderText_Solid()
+ RenderUTF8_Solid()
+ RenderUNICODE_Solid()
+ RenderUNICODE_Solid()
+ RenderGlyph_Solid()
+ RenderText_Shaded()
+ RenderUTF8_Shaded()
+ RenderUNICODE_Shaded()
+ RenderUNICODE_Shaded()
+ RenderGlyph_Shaded()
+ RenderText_Blended()
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