```
sf::NonCopyable
 # NonCopyable()
 #~NonCopyable()
  sf::RenderTarget
+ ~RenderTarget()
+ clear()
+ setView()
+ getView()
+ getDefaultView()
+ getViewport()
+ mapPixelToCoords()
+ mapPixelToCoords()
+ mapCoordsToPixel()
+ mapCoordsToPixel()
and 9 more.
# RenderTarget()
```

initialize()