

sf::Font

- + Font()
- + Font()
- + ~Font()
- + loadFromFile()
- + loadFromMemory()
- + loadFromStream()
- + getInfo()
- + getGlyph()
- + getKerning()
- + getLineSpacing()
- + getUnderlinePosition()
- + getUnderlineThickness()
- + getTexture()
- + operator=()