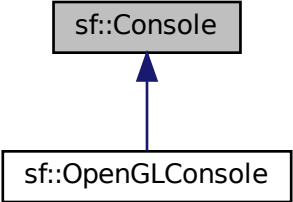


sf::Console



```
classDiagram
    class sfConsole[sf::Console]
    class sfOpenGLConsole[sf::OpenGLConsole]
    sfOpenGLConsole --|> sfConsole
```

The diagram illustrates a class hierarchy. At the top is a gray-shaded box labeled 'sf::Console'. Below it is a white box labeled 'sf::OpenGLConsole'. A blue arrow points from the top of the 'sf::OpenGLConsole' box to the bottom of the 'sf::Console' box, indicating that 'sf::OpenGLConsole' inherits from 'sf::Console'.

sf::OpenGLConsole