```
sf::NonCopyable
        # NonCopyable()
        # ~NonCopyable()
        NonCopyable()
        - operator=()
        sf::priv::GlContext
# m settings
- m id
+ ~GlContext()
+ getSettings()
+ setActive()
+ display()
+ setVerticalSyncEnabled()
+ initResource()
+ cleanupResource()
+ registerContextDestroyCallback()
+ acquireTransientContext()
+ releaseTransientContext()
+ create()
+ create()
+ create()
+ isExtensionAvailable()
+ getFunction()
+ getActiveContext()
+ getActiveContextId()
# GIContext()
# makeCurrent()
# cleanupUnsharedResources()
# evaluateFormat()
initialize()
checkSettings()
        sf::priv::EaglContext
    - m context

    m framebuffer

    - m colorbuffer

    m depthbuffer

    m vsyncEnabled

    - m clock
    + EaglContext()
    + EaglContext()
    + EaglContext()
    + ~EaglContext()
    + recreateRenderBuffers()
    + display()
    + setVerticalSyncEnabled()
    + getFunction()
    # makeCurrent()
    createContext()
```