

NSOpenGLView



SFOpenGLView

```
# m_requester
# m_useKeyRepeat
# m_mouseIsIn
# m_cursor
# m_trackingArea
# m_fullscreen
# m_scaleFactor
# m_cursorGrabbed
# m_deltaXBuffer
# m_deltaYBuffer
# m_highDpi
# m_silentResponder
# m_hiddenTextView
```

```
+ initWithFrame:fullscreen
:highDpi:
+ finishInit
+ setRequesterTo:
+ computeGlobalPositionOfRelative
Point:
+ displayScaleFactor
+ updateMouseState
+ handleMouseDown:
+ handleMouseUp:
+ handleMouseMove:
+ isCursorCurrentlyGrabbed
+ updateCursorGrabbed
+ moveCursorTo:
+ displayId
+ convertNSKeyEventToSFMLEvent:
+ isValidTextUnicode:
+ mouseButtonFromEvent:
```