

sf::priv::DRMContext

- m display

- m context

- m surface

- m nextBO

- m width

- m_height

- m shown

- m_scanOut

- m currentBO

- m gbmSurface

+ DRMContext()

+ DRMContext()

+ DRMContext()

+ makeCurrent()

+ display()

+ ~DRMContext()

+ createContext()

+ createSurface()

+ destroySurface()

+ getBestConfig()

+ getFunction() # getDRM() updateSettings()

- m config