```
sf::ContextSettings
 sf::NonCopyable
                         + depthBits
                         + stencilBits
                         + antialiasingLevel
                         + majorVersion
# NonCopyable()
                         + minorVersion
# ~NonCopyable()
                         + attributeFlags
- NonCopyable()
                         + sRgbCapable
operator=()
                         + ContextSettings()
                                #m_settings
             sf::priv::GlContext
    - m id
    + ~GlContext()
    + getSettings()
    + setActive()
    + display()
    + setVerticalSyncEnabled()
    + initResource()
    + cleanupResource()
    + registerContextDestroyCallback()
    + acquireTransientContext()
    + releaseTransientContext()
    + create()
    + create()
    + create()
    + isExtensionAvailable()
    + getFunction()
    + getActiveContext()
    + getActiveContextId()
    # GlContext()
    # makeCurrent()
    # cleanupUnsharedResources()
    # evaluateFormat()
    initialize()
    checkSettings()
            sf::priv::WglContext

    m window

     - m_pbuffer
     - m deviceContext
     - m context
     m_ownsWindow
     + WglContext()
     + WglContext()
     + WglContext()
     + ~WglContext()
     + makeCurrent()
     + display()
+ setVerticalSyncEnabled()
     + getFunction()
     + selectBestPixelFormat()
     setDevicePixelFormat()
     updateSettingsFromPixelFormat()
     createSurface()
     createSurface()
     createContext()
```